

Facilitator sheet-class4

5 min	Intro
10 min	Review design process... Olin college
15 min	Review the problem with other teams ... team feedback
10 min	Requirements review
10 min	Break
25 min	Brain-writing
10 min	Drawing exercise
10 min	Skills discussion
5 min	Summary ...

Intro:

Questions for prizes:

- What does “use it or lose it” refer to?
- What are two examples of creativity?
 - Curiosity
 - Finding new ways
 - Exploring
 - Entrepreneurship

“The design should...” Specify the need, not the solution:

The five Whys

Why is this a problem? Answer and then ask why and due this 4 more times

Review the problem statement

Give feedback to the team if this is the root cause or just a band-aid

Draw a picture of the problem

Work as a team ... Listen to each other



Brain-writing ... Hand-out

Action item during the class... Get up and walk around.

Outcome: Will be able to discuss with team mates the finding of the root cause of defining a problem.

Skills
Draw Icons,, Curiosity, Trust, self-control