

BBB Introduction - 'Extraordinary' Design



Immerse yourself in the steps of the design thinking process as you design a unique product for an Extraordinary character.

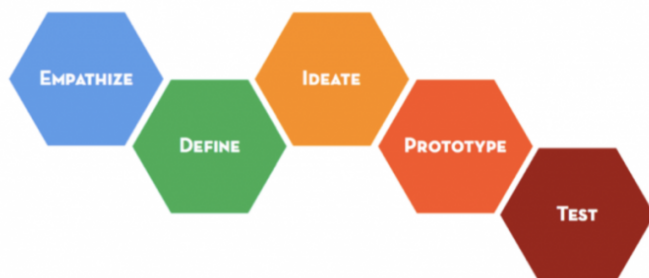
Tags: Art Engineering ELA Maker Education

Grades: Pre-K to 12+ | **Duration:** Up To 1 Hour

Step #1: Design Thinking Overview

Design Thinking is a process that puts the end user at the center of the design process. It is used to help solve complex problems and find ideal solutions for end users. The process emphasizes five steps:

- Empathize: Learn about your end user and let their needs guide your design.
- Define: Clearly define the design challenge you plan to tackle.
- Ideate: Generate a lot of ideas about how to approach your design.
- Prototype: Build some early draft versions of your solution and allow users to interact with and test your design in order to provide you with feedback.
- Test: Test prototypes with users, gather feedback and use feedback to refine your design.



Step #2: Identify Your Client

Select your end user, either by picking an Extraordinaires card or selecting a character from a picture book or story.



Step #3: Learn About Your Client

What is special or unique about your end user? Take a few minutes to study your end client, either by examining the Extraordinaires card or by learning about them through the story in which they appear. Identify special characteristics or features that may impact the effectiveness of your final design.



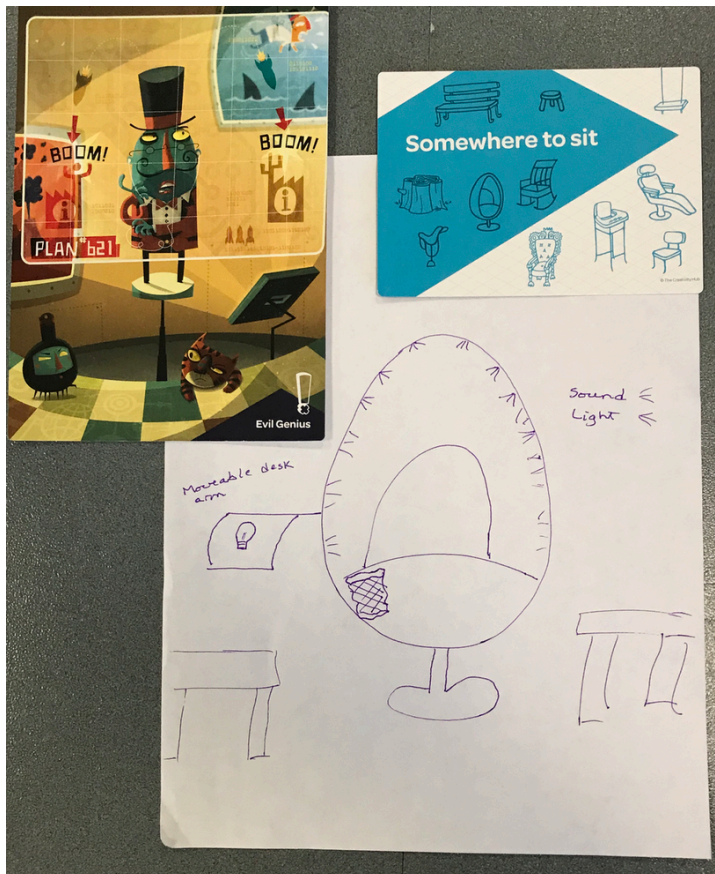
Step #4: Select a Challenge

Select a special product or place to design for your client, either by choice or by selecting an Extraordinaires card. You may decide to design a place for your client to live or sleep, a unique vehicle, or a special gadget or machine.



Step #5: Design for your Client

Working in pairs or teams, use the information you've gathered about your client to shape your design. What special requirements does your client have? How can you use information about your client to customize your design even further?



Step #6: Share and Critique

Share your ideas with others in your group or class.

Introduce your 'client' to the group and describe some of their special characteristics and needs. Present your design using a diagram or model, and explain your rationale for the different features that you included.

Gather feedback from others in your class. What other ideas do they have for making your design even better?

