WE USE HUMAN-CENTRED DESIGN THINKING

Langley Schools AVERILL

Grade 8
Applied Design, Skills & Technologies

Empathy

Define

Share

These elements of Design Thinking are the Curricular Competencies, meant to be used in the equivalent of a full-year "course" made up of one or more content modules using grade level Applied Skills & Technologies

Ideate

Make (final product)

Prototype (or metaphor)

Test

FEEDBACK or DESIGN CHARRETTE

Collaborative
We listen, discuss and work with others

Optimistic
We work together to create change

Reframe Problems
We adjust our designs based on testing and feedback

Sharing
We understand that designs cannot thrive in isolation

Stick to the Process
Our first design may not be the final design

Curiosity
Helps us find opportunities

Experimental
We have a bias toward action

Problem Seeking
We ask questions to find the real problems

Iterative
We repeat and refine

Human-Centred
We develop empathy by listening more and talking less

Grade 8 BIG IDEAS

Design can be responsive to identified needs.

Complex tasks require the acquisition of additional skills.

Complex tasks may require multiple tools and technologies.