Wizards of Wright
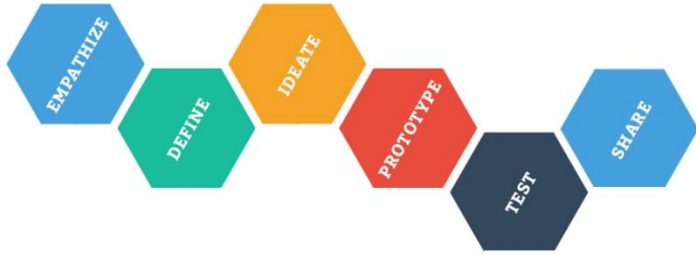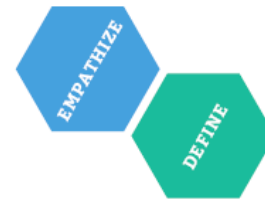
Lesson: Design Thinking, Real-World Problem Solving - Student Packet

What is the Problem?

_____ is feeling

(write your traveler's name above)

happy   sad   frustrated   hopeful   confused

hurt   scared   curious   calm   angry   tired

discouraged   lonely   surprised   tense

(circle your traveler's feelings – yes, there can be more than one)

and needs me to design a solution to a social
problem about _____ .

transportation   environment   communication

food   health   energy   education   safety

(circle your traveler's social issue – yes, there can be more than one)

Brainstorming

IDEATE

- Accept all ideas. (No idea is a bad idea in brainstorming.)
- The more, the better. (Come up with as many ideas as you can.)
- Expand on each other's ideas.
- Think outside the box. (Sometimes the craziest ideas are the best.)

Take some time to list your ideas on how to solve your Traveler's problem.

Testing and Improving the Prototype
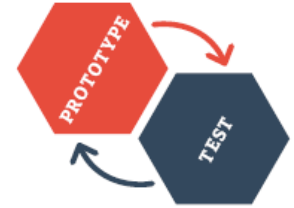
Write the name of your prototype.

_____

Describe your invention.

_____

_____

_____

_____

What feedback did you receive?

Good Things:	Questions:

Suggestions:	One Change You Can Make: