1. *Empathize* – Develop an understanding of the people who are facing the challenge at hand.

2. *Define* – Frame the problem in clear terms, understanding the larger social issues it relates to.

3. *Ideate* – Generate multiple ideas for solving the problem.

4. *Prototype* – Build a quick sample, based on one of the ideas for solving the problem.

5. *Test* – Testing reveals what works, what doesn't, and how a prototype can be improved.

6. *Share* – Using the final product, explain the invention in a way that allows others to make use of it.