

Inclusion 4: Understanding the Habits of Co-Creation

WHAT will we have when this module is complete?	At the end of this activity, your I3 coalition will have been introduced to the Habits of Co-creation and completed a short design cycle. You can use parts or all of this activity.
WHY is this module important?	This activity serves to introduce L3 coalitions to the habits of co-creation and design thinking in a quick, immersive way.
HOW do I do this module while keeping the habits in mind?	Focus on <i>inclusion</i> by introducing everyone to the habits, and keeping many perspectives and voices in the room and participating.
WHEN in the process does this module come?	Do this module after (or during) the L3 Launch process but before the Community Empathy Interview Plan.
WHO needs to be involved with this module?	Complete this module with your whole coalition.

In-Person Directions

Provide a step-by-step walkthrough of the process for this module if teams are facilitating in-person sessions. Provide suggestions for in-person facilitation methods. Templates and scripts may be included in this section.

[Co-Creation Habits & Design Thinking](#) slide deck

Materials

- Chart paper
- post-it/sticky notes for the group
- pens/markers for the group
- Duct tape
- Scissors

If you would like to bring the Habits and Design Thinking Activity to your L3, you can make a copy of the above slide deck & delete the slides on the Community of Practice. A general timeline & proposed modifications (please modify to meet the needs/feelings of your community):

- Welcome & connections activity (5 minutes)
 - Proposed connections activity/question
- Agenda overview (5 minutes)
- Our Habits Gallery Walk & Habit of Focus (25 minutes)
 - If habits are new to your community: Establish shared meaning.
 - 4 pieces of chart paper with the habit at the top
 - Have each member of the community give a brief description of what

- they think each habit means and put it on a sticky note (5 minutes)
 - Have the members of the community put their definitions on the chart paper
 - Divide the coalition into four smaller groups (one for each habit). Give them 3-4 minutes at each habit, reading what others have said about the habit.
 - Return to the group & have a discussion about what is in common & points of diversion. There does not need to be consensus, but an understanding of where others are coming from.
- If you have already done some grounding in the habits: focus on the slide with questions, ask your community what they think the habit of focus should be, and ground the community in one of the habits/questions for the day.
 - Additionally, ask folks to ground themselves in a habit as an individual (where do they want to lean in, and one commitment they can make to the habit)
- Design Thinking: [The Wallet Project](#) Facilitation + [Example of duct tape wallet](#) (60 minutes)
 - Interview (empathy)
 - Dig Deeper
 - Capture the Findings (reframe the problems)
 - Define the Problem
 - 5 radical ways to meet needs & sharing (ideate)
 - Reflect & generate a new solution
 - Build your solution & get feedback (build & test)
- Reflection (5 minutes)
 - Return to the habit of choice. Get group to check in about how the community did with the habit)
- Next Steps & Closing (5 minutes)
 - Next Step: Building empathy
 - Exit Ticket: Is there a voice you feel is missing from the room?

Virtual Directions

Provide a step-by-step walkthrough of the process for this module if teams are facilitating a virtual design session. Provide suggestions for virtual facilitation methods. Templates, virtual tools, links to workspaces, and scripts may be included in this section.

[Co-Creation Habits & Design Thinking](#) slide deck

If you would like to bring the Habits and Design Thinking Activity to your L3, you can make a copy of the above slide deck & delete the slides on the Community of Practice. A general timeline & proposed modifications (please modify to meet the needs/feelings of your community):

- Welcome & connections activity
 - Proposed connections activity/question
- Agenda overview
- Our Habits
 - If you have already done some grounding in the habits: focus on the slide with questions, ask your community what they think the habit of focus should be, and ground the community in one of the habits/questions for the day.

<ul style="list-style-type: none"> ■ Additionally, ask folks to ground themselves in a habit as an individual (where do they want to lean in, and one commitment they can make to the habit) ● Design Thinking: “The Gift Giving Project” in pairs <ul style="list-style-type: none"> ○ Interview (empathy) ○ Dig Deeper ○ Capture the Findings (reframe the problems) ○ Define the Problem ○ 5 radical ways to meet needs & sharing (ideate) ○ Reflect & generate a new solution ○ Build your solution & get feedback (build & test) ● Reflect on Inclusion ● Next Steps & Closing
<p style="text-align: center;">Gut Check & Reflection</p> <p><i>Evaluate your coalition’s engagement in the processes that were completed today. Think about them in relation to inclusion and what team leads can do make sure folks are engaged.</i></p>
<ul style="list-style-type: none"> ● Were there any non-verbal cues that people do not feel included in either the process or the community? ● Were all members of the coalition involved in the reflection (even if they did not actively speak)? ● How did the community respond to the idea of the habits of co-creation?
<p style="text-align: center;">Resources & Links</p> <p><i>Provide links to supporting tools, strategy resources, templates, etc to support the module</i></p>
<p>Design Thinking 101 (online): “The Gift Giving Project” facilitation guide + project</p> <p>Design Thinking 101 (in person): “The Wallet Project” facilitation guide + project</p> <p>Duct Tape Wallet</p>
<p style="text-align: center;">Next Steps</p> <p><i>Provide a direct link to the next module</i></p>
<p>The next activity in the design sequence is Building an Empathy Interview Plan (link with module name). You will continue to build on the habit of inclusion as you think about whose voices need to be brought into the room through the empathy interview process.</p> <p>Example - The next module in the design sequence is Module G. Your team will use the idea selected in this module to develop a prototype using storyboards.</p>

Build Phase - Meeting 1
Activity 4: Habits & Design Thinking