The Design Process (Kid Version)

♥Start by Caring (Empathize)

Notice what's happening and think about how you can help someone. What is the human need you're trying to solve?
© Understand the Problem (Define)
Ask a "How Might We" question. What is the desired outcome? Who is it for? What supplies and materials do you have? What do you not have?
Prink of New Ideas (Ideate)
Brainstorm! Use what you know or research to come up with lots of different solutions. There's more than one right answer.
☑ Create Solutions (Prototype)
Build, draw, or design things that could solve the problem. Try making more than one version.
Test ideas. See what works and what doesn't. Does it help the person or solve the need?

Reflect (Write it on the back of this paper.)

Think about what happened. Did it work? What can you improve?

Celebrate or Try Again (Implement or Iterate)

If it worked—congrats! That's innovation! Document your success so you can repeat it and others can learn. If not, go back and try again with new ideas.