

Co-Creation 6: Prototype Creation

WHAT will we have when this activity is complete?	Your coalition will have a student experience prototype outlined in the form of a storyboard and/or creative matrix.
WHY is this activity important?	This activity is the first step to making your selected prototype something real and actionable for your team. You'll flesh out important details about how students would experience your idea if implemented as a new local model.
HOW do I do this activity while keeping the habits in mind?	Focus on co-creation by welcoming everyone's vision as you shape this new student experience; ensure everyone's voice is heard and allow for multiple opportunities to engage.
WHEN in the process does this activity come?	Do this activity AFTER Deeper Learning on Accountability and BEFORE moving on to the Reciprocity Module
WHO needs to be involved with this activity?	Complete this activity with your full 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.

Your group can choose from the options below to prototype an idea or use both strategies, beginning with a storyboard and then developing the creative matrix with greater detail (see example section below). You can split the full group into smaller working groups. You can choose to prototype two different ideas if desired.

Strategy 1: Storyboard

1. **Confirm the Idea(s) you are Prototyping (5-10 min):** Revisit the idea(s) your coalition has selected to prototype. Confirm this is still your priority area of focus based on your community's expressed needs through empathy interviews and/or other local community conversations. Take time to reflect on whether the feedback you are drawing on is truly reflective of your full community, including those who have been historically marginalized or underrepresented in decision-making processes. *How do you know your thinking is reflective of all perspectives in your community? Have all stakeholder groups (parents, students, teachers, etc) in your coalition had an opportunity to voice their perspective?*
 - a. If you confirm this is still your priority idea, move on to Step 2.

- b. If the idea previously selected is not the priority area, reconsider which idea might better suit your community's needs, and select a new one.

2. Draft (30 min): Draft your experience in clear terms. Identify the key elements of the experience.

- a. Make a poster with 8-12 blank rectangles.
 - i. Note: the format of the storyboard is flexible. You may consider using chart paper, or slides in a slide deck, with each slide representing a frame.
 - ii. If you are conducting this meeting virtually, using a shared slide deck (like Google slides) can serve as your frames.
- b. Using a separate sheet of poster paper to capture key ideas, facilitate the group in a discussion identifying the main parts of the experience (beginning, middle, end)
- c. Determine the key participants in the experience
- d. Draft the frames for key parts of the experience in the rectangles
 - i. Note: do not get carried away on whether the drawings are of high quality. They just need to convey an idea.
 - ii. If you are working in a digital format, you can search for images (like in the example above), or if someone in your group feels they can draw reasonably well, that may work as well. Use stick figures if needed!
- e. Write a brief descriptive phrase for each of the frames

Strategy 2: Creative Matrix

- 1. Setting Up the Matrix (Complete this before your meeting)** Setting up the matrix is an essential part of facilitation. In the case of our assessment and accountability challenge, we are utilizing the format below:

	Key Stakeholder Group 1	Key Stakeholder Group 2	Key Stakeholder Group 3	Add More Columns for Key Stakeholder Groups As Needed
Phase 1 of the Storyboard Experience				
Phase 2 of the Storyboard				
Add More Rows for Additional Phases of the Storyboard Experience				

- 2. Revisit Your Storyboard (First 5 min of meeting):** Revisit the storyboard your group created. Confirm everyone is clear on the major events of the storyboard.

3. **Draft (30 min):** Explain the creative matrix to the group, outlining the columns and rows.
- Working in groups of 5-7, have each group work on completing the matrix, filling the boxes with details for the event and stakeholders.
 - Encourage the group to try to fill in every box with as many details as possible to design the roles for the other stakeholders in alignment to the student experience
 - After each group has fleshed out their creative matrix, post around the room and have each team present their matrix to the full group

4. **Discuss and Decide (15 min)**

- Engage in discussions about the assets and challenges of each group's matrix.
- Decide as a group which matrix should proceed for building. Or, decide which parts of the various prototypes might combine to create the final version of the prototype.

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.

The directors for this activity are the same regardless of facilitation structure.

Example Process & Product

Provide a sample to guide teams in the creation of their intended process and product for the module; include photos or links to a document if helpful

Below is an example of a problem statement identified by a district, and a storyboard created to represent a prototype of a student-centered experience.

The ProblemSolvers School District has identified the following "How Might We?" Question:

How might we design a system for any interested student to attain an industry recognized certification and will have completed a capstone that demonstrates they have the required competencies? What might that experience look like and how would stakeholders contribute?

In order to address this challenge, the group decides to storyboard the experience out. See the example below, noting the key elements of the storyboard:

- A frame for each step of the process
- An image and very brief description in each frame capturing the experience

Storyboard for Student Experience

1. Career Fair- students attend a career fair to explore options



2. Research- students conduct their own research



3. Students agree to Intern with a mentor



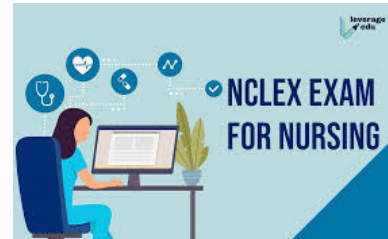
4. Earn Job Experience



5. Students demonstrate their skills through a performance assessment



6. Students pass the nationally recognized Nursing Exam



7. Students present to a panel of industry experts, teachers, community members, and parents



8. Students graduate with high school diploma **and** an industry-recognized credential!



Creative Matrix for Our Example Storyboard

Note: this example is not fully completed– just enough to demonstrate how to get started. You'll notice this is a much more detailed version of the storyboard.

Build Phase - Meeting 6
Activity 6: Prototype Creation

Steps in storyboard	Students' Role	Teachers/Counselors' Role	Parents' Role	Community's Role
1. Career Fair	Attend a career fair set up by the school; Visit tables and meet the career experts, asking questions; Complete the graphic organizer collecting important information on careers, salary, education, etc.	Invite a wide range of experts from various careers; Create graphic organizer for completion by students; Clarify expectations for students; Acclimate students to greeting protocols, asking good questions, etc.; Arrange logistics of career fair	Discuss careers with child prior to career fair event; Follow up with child after career day about lessons learned; Speak at career events; Volunteer to support career events throughout the year	Speak at career fair ; Provide students with avenues for additional research (handouts, websites, etc.); Volunteer to support career events throughout the year
2. Research	Complete job exploration surveys; Visit websites, businesses, etc. ; Interview industry experts; Participate in three job shadowing experiences; Research KDE Valid industry certs list	Design and deliver a series of classroom-based career exploration lessons; Design a portfolio process for capturing student reflections on various careers	Share your own job experience with child; Talk about each job experience with child; Provide for transportation if needed	Host tours of students; Host job shadowing; Complete required documents; Meet with school personnel twice each year for planning and feedback
3. Internship	Contact industry mentors to discuss internship; Complete 2 nine-week long internships; Attend beginning and end interviews; Compile artifacts and reflection writing for career portfolio	Draft and manage contract agreements between student/parent/school/employer; Conduct beginning and end interviews with students, parents, and mentors	Sign and support contract agreement; Attend beginning and end interviews ; Provide transportation if needed	Agree to serve as a mentor for 5 students through internship process; Attend beginning and end interviews; Complete required documents
4. Earn job experience				
5. Demonstrate skills through performance assessment				
6. Pass industry test				
7. Panel				

presentation				
8. Graduate with HS Diploma and Industry Credential				

Gut Check & Reflection

Prompt teams to evaluate their product based on the module objectives, the habits, and their work from previous modules

Check It (10 min) - Storyboard: After creating your storyboard, ask yourself these questions as a quick check:

- Does our storyboard identify the key user/stakeholder?
- Does our storyboard address the core problem?
- Is this feasible?
- Is this bold and aspirational?
- If this scenario becomes reality in your district, what data might you collect?

Check It (10 min) - Creative Matrix: After creating your storyboard, ask yourself these questions as a quick check:

- Are all of the cells filled with ideas that make sense?
- Are the ideas concrete and well defined?
- Did you leave any key stakeholders or important stages out?
- If this scenario becomes reality in your district, what data might you collect?

Debrief and Reflection (10 min): You can use the following activity to prompt closure and reflection.

Circle-Square-Triangle: Ask coalition members to draw the three shapes on a piece of paper. Next to each shape, prompt participants to respond. You could do this whole group on chart paper as well:

Circle: What's still going around in your head? What questions do you have about the storyboard prototype?

Square: What's squared away? What do you really understand and feel confident about in this process? What part of today's discussion resonated with you and your beliefs?

Triangle: What is something you've now viewed from a different angle? What have you learned from the perspective(s) of other stakeholders?

Resources & Links

Provide links to supporting tools, strategy resources, templates, etc to support the module

Online storyboard tools: <https://boords.com/> and <https://www.storyboardthat.com/>

Next Steps

Provide a direct link to the next module

The next module in the design sequence is [Reciprocity](#). Your team will use your prototype storyboard and/or creative matrix to test a variety of stakeholders for feedback as you begin to refine your prototype.

[Module List DRAFT](#)