Wk	Date	Time	Stage	Work sheet #	Section name (Project Workbook in link below)	Session lead
					https://www.designclub.org.uk/project/design-an-app-short-project	
1	Tue 9 Feb	1600 - 1700	Setup	1	Fill in a cover sheet	Jemima
				2	Understand the design process	
				3	Think like a designer	
--	Tue 16 Feb	HALF TERM	--	--	--	--
2	Tue 23 Feb	1600 - 1700	Define	4	Choose a person to design for	Kate
				5	Choose a challenge	
				6	Frame your design challenge	
3	Tue 2 Mar	1600 - 1700	Empathise	7	Create a profile of your user	Ewa
4	Tue 9 Mar	1600 - 1700	Ideate	8	Design your app	Mitesh
5	Wed 17 Mar	1700 - 1800	Prototype	9	Sketch your app	Farzana
				10	Make your prototype app	
6	Wed 24 Mar	1700 - 1800	Test	11	Run a test	Jemima
				12	Plan next steps	

Week	Date	Time	Stage	Work sheet #	Section name (Project Workbook in link below)	Activities	What would you like to contribute? Do you have an icebreaker/ warmup/ activitity/ you'd like to try remotely? Anything to energise the group and bring design thinking stages/ concepts to life. If you're not sure where something might go, add it to the "Extra activities" tab.				
					https://beta.designclub.org.uk/project/design-an-app-short-project	Jemima	Ewa	Farzana	Kate	Mitesh
					Welcome (15 mins)	Intro Design Club + project Intro self: name, role + favourite app Nominate another in gallery	Intro self (when asked): Name, role + favourite app Nominate another in gallery	Intro self (when asked): Name, role + favourite app Nominate another in gallery	Intro self (when asked): Name, role + favourite app Nominate another in gallery	Intro self (when asked): Name, role + favourite app Nominate another in gallery
				1	Fill in a cover sheet (5 mins)	What you'll need (worksheets, pens, blank paper, post-its, old magazines) Activity: Number your worksheets What we do over next 5 weeks…	--	--	--	--
1	Tue 9 Feb	1600 - 1700	Setup	2	Understand the design process (15 mins)	--	--	--	--	Talk through design process - using a real world example Icebreaker: Send kids on scavenger hunt - find something they like hopefully they will talk about what they have found, this can then be broken down to highlight design process on found item.
				3	Think like a designer (20 mins)	--	--	--	Introduce the mindsets of design. Talk through each and ask the group what they understand by it, and why they think it's important to design. Get each to choose a favourite. Decorate it - doodle, colour, create your own icon… it's up to you. Pin near your workspace to remind you.	--
					Close (5 mins)	Coming up next time: definition Think about which person you want Think about which challenge Thanks + bye	--	--	--	--

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					https://beta.designclub.org.uk/project/design-an-app-short-project	Jemima	Ewa	Farzana	Kate	Mitesh
2	Tue 23 Feb	1600 - 1700	Define		Welcome (15 mins)	Intro today's session Intro self and explain check-in Nominate another in gallery Can anyone remember the first step of the design process? Introduce mood jar Handover to Kate for today's session	Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery
				4	Choose a person to design for (10 mins)				Why do you think we choose to focus on someone? People have different needs. Helps us understand and empathise. Design has to differ to meet those needs. (Use IKEA example)	
				5	Choose a challenge (15 mins)				Have a look at the Design Challenges. Which do you think feels exciting to solve? Design needs a purpose. Use zoom annotate tool to 'stamp' a star on fav challenge. Most star votes wins.	
				6	Frame your design challenge (15 mins)				Now lets put this together into a Design Challenge. This helps keep us focused on who we are designing for and what we want to help them with. Useful to stick up in your working space... keep revisiting.	
					Close (5 mins)	Coming up next time: empathy - with Eva! Think more deeply about the person you've chosen - what are their likes, dislikes etc. This will help you understand how they might approach the challenge. Thanks + bye				

Week	Date	Time	Stage	Work sheet #	Section name (Project Workbook in link below)	Activities	What would you like to contribute? Do you have an icebreaker/ warmup/ activitity/ you'd like to try remotely? Anything to energise the group and bring design thinking stages/ concepts to life. If you're not sure where something might go, add it to the "Extra activities" tab.			
					https://beta.designclub.org.uk/project/design-an-app-short-project	Jemima	Ewa	Farzana	Kate	Mitesh
3	Tue 2 Mar	1600 - 1610			Welcome (10 min)	Intro today's session Check-in Nominate another in gallery Who's got their mood jar? Let's see them! Don't forget you can write a note and pop it in ANY time :) Can anyone remember the second step of the design process? Handover to Ewa for today's session.	Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery
		1610 - 1625	Empathise	7	Introduce today's session (15 min)		Revisit last week: Where are we in the process? Who did you choose to design for, what is our challenge? Ask two or three to share how they framed their challenge. **Our focus today: EMPATHY.** What is empathy? How does it help us when designing for others? **How designers learn about others? (3 quick examples)** Investigate like a detective. Ask questions like a journalist. Roleplay, fit into somebody's shoes. **Diverse teams** Why do you think a diverse team of designers come up with the best ideas?			
		1625 - 1630			Tell a story of the person you are designing for part 1 (5 min)		Try to imagine a normal Tuesday of that person's life. Fit in their shoes. Think about those questions & take notes. How does their Tuesday look like? When do they wake up? How do they feel in the morning? What do they have for lunch? Do they have any plans for the evening, what is their favorite thing to do? Do they struggle with anything during? What or who makes them laugh? How do they feel at the end of the day?			
		1630 - 1640			Tell a story of the person you are designing for part 2 (10 min)		Ewa invites 2-3 kids (or mentors if there is total silence) to share the story of the person they are designing for with the group. (note to Ewa: Ask questions to challange the if necessary)			
		1640 - 1650			Create a profile of your user (10 min)		Invites kids to fill in the profiles.			
		1650 - 1655			Revisit challenge (5 min)		Revisit challange, based on what you know about your person, woul you like to change anything in your challange definition?			
		1655 - 1700			Close (5 min)	Coming up next week: ideation - led by Mitesh :) We'll be thinking about different ways we might help our person with the challenge. Don't forget your mood jars - write a note on how you feel after today's session and pop it in the jar! Thanks + bye				

Week	Date	Time	Stage	Work sheet #	Section name (Project Workbook in link below)	Activities	What would you like to contribute? Do you have an icebreaker/ warmup/ activitity/ you'd like to try remotely? Anything to energise the group and bring design thinking stages/ concepts to life. If you're not sure where something might go, add it to the "Extra activities" tab.			
					https://beta.designclub.org.uk/project/design-an-app-short-project	Jemima	Ewa	Farzana	Kate	Mitesh
4	Tue 9 Mar	1600 - 1700	Ideate		Welcome (10 min)	Intro self and check-in Nominate another in gallery Wave mood jar + remind to add "moods" Can anyone remember the third step of the design process? Handover to Mitesh for today's session	Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery
					Introduce today's session/ Warm-up activity					Hows everyone feeling? Review of last weeks activity
				8	Design your app					Intro to designing your app Intro to needs & features Share example needs & features (See "Features" tab) Share app sketches
				9	Sketch your app					Warm-up: Crazy 8s (Or 4s)
					Close	How did you find it today? Write a note on how you feel and pop it in the jar! Coming up next week: prototyping with Farzana. Make sure you have Marvel App on a smartphone ready: https://marvelapp.com/apps Also: club will be WED at 5pm Thanks + bye!				

Designing an app to help your user stay positive

This user needs to:	The feature could be:	Added by
Conquer negative thoughts	Meditation guide	
Lower their stress and keep calm	A picture journal	
Cope better with stress	Games and activities	
Recall happy memories	A picture journal	
Share memories with friends & family	Share function	
Remember to add memories	Send a reminder	
See where they are when memories are recorded	A map feature	
Record up to 3 things in 1 day	Upload tool	
Add notes with memories	Searchable editable notes	
Feel motivated to add memories	The app messages them - helping them to reflect on something	
Share happy memories	Editable photo messaging	KK
Show a friend they are thinking of them	Scheduler to send messages / emojis at intervals throughout day	KK
Feel connected to a friend	A "joint journal" where friends can write and share their thoughts with each other	KK
Cope with panicking	Step by step guide to breathing exercises	
Relieve anxiety	Book a session to talk to someone	
Stay active & charge their positivity	Shared library to 100% positive rambles	ED
Have good breathing momentum	A sqeezing ball and breath in the rhythm	FN
See best-self / success stories	Go through positive points / completed tasks	

Week	Date	Time	Stage	Work sheet #	Section name (Project Workbook in link below)	Activities		Jemima	Ewa	Farzana	Kate	Mitesh
					https://beta.designclub.org.uk/project/design-an-app-short-project							
5	Tue 16 Mar	1600 - 1700	Prototype		ALL MENTORS REMEMBER TO SIGN IN TWICE: ON LAPTOP + MOBILE!! Welcome (10 mins)	Intro self and check-in Nominate another in gallery Handover to Farzana for today's session (Ensure everyone can share screen + assign people to breakouts)		Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery
					Introduce today's session (15 mins)					Remind everyone about mood jar! Review of last week's activity Demo how Marvel App works		
				9	Sketch your app (15 mins)					Review app design basics Explain how breakouts will work Tell people which breakout they're in (People go into breakouts)		
				10	Make your prototype app (15 mins)					In break-outs		
					Close (5 mins)	Coming up next week: Testing We're going to test our app with our user - mentors pretending to be users - and celebrate!				Ask how that went for everyone Remind people about mood jar		

The column headers above list: Jemima, Ewa, Farzana, Kate, Mitesh (colour-coded). The top note reads: "What would you like to contribute? Do you have an icebreaker/ warmup/ activitity/ you'd like to try remotely? Anything to energise the group and bring design thinking stages/ concepts to life. If you're not sure where something might go, add it to the "Extra activities" tab."

Week	Date	Time	Stage	Work sheet #	Section name (Project Workbook in link below)	Activities	What would you like to contribute? Do you have an icebreaker/ warmup/ activitity/ you'd like to try remotely? Anything to energise the group and bring design thinking stages/ concepts to life. If you're not sure where something might go, add it to the "Extra activities" tab.			
					https://beta.designclub.org.uk/project/design-an-app-short-project	Jemima	Ewa	Farzana	Kate	Mitesh
6	Tue 23 Mar	1600 - 1700	Test		Welcome	Intro today's session Intro self and explain check-in Nominate another in gallery Can anyone remember the fifth step of the design process? We're ALL going to help you today.	Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery	Check in (when asked) Nominate another in gallery
					Prototype your app	Stay in main room				
				11	Run a test	Go into breakouts Mentors to role play				
				12	Plan next steps - or just one next thing	In breakouts Optional to complete if time				
					Show + Tells	Ask who wants to share their work Show certificate Top tip to carry on design thinking	Mood jar Top tip to carry on design thinking	Top tip to carry on design thinking	Top tip to carry on design thinking	Top tip to carry on design thinking

Step	Name	Add your additional activity suggestions here. We can find a place for them. Or use for any downtime.				
		Jemima	Ewa	Farzana	Kate	Mitesh
0	Any/ All		**Feedback or gratitude jar (depending on the context, this could be as a tiny & fun analog retro session)**	Draw your user with fancy clothes		
--	--					
1	Define					
2	Empathise					
3	Ideate	Quick Sketch V1	**Longline drawing** Facilitator asks people to prepare paper & sth to draw.			
4	Prototype			Make something using blocks/play dough/construction toys and share what you have created.		
5	Test					

Week	Date	Stage	Email to be sent to parents (1 or 2 days prior to session)	Email template (Dear parent/ carer)					
1	Tue 9 Feb	Set up	PDF of worksheets Zoom link						
2	Tue 23 Feb	Define	Reminder						
3	Tue 2 Mar	Empathise	Reminder Ask to email us worksheets from last week	Thank you for signing up to Design Club! We hope your child is enjoying the club so far. So that we can see how your child is progressing, please can you send me a photo (or photos) of their completed worksheets every week. For last week (week 2), there is just one worksheet children needed to complete: Frame Your Design Challenge Please email photos to: Jemima@DesignClub.org.uk. Many thanks.					
4	Tue 9 Mar	Ideate	Hope your child is enjoying Design Club Can you contribute a nice photo so we can help spread the word about Design Club? Email us or share on social media using #DesignClub Free Design Club gift pack for every photo shared (lanyard, badge + sticker) Link to Photo release form	Please send me a photo of the worksheet they completed in last week's session. My email is jemima@designclub.org.uk. The worksheet is: Create a profile of your user For this week (session 4) we'll look at feature ideas, and we'll start sketching our apps. Please could you ensure your child has: 1. One or two extra copies of this worksheet: Sketch your app. 2. Extra blank sheets of paper (or they can use reverse side of worksheets) 3. Coloured pens or pencils Some children may longer than an hour to do their sketches.					
5	Tue 16 March	Prototype	Reminder	This is the NEW Zoom link: https://us02web.zoom.us/j/82605553473?pwd=VHZzOEI2L3Bsck1sakpPM2FoMW1UQT09 Please email your child's worksheets from last week to jemima@designclub.org.uk. If your child wants to finish their Sketch your App worksheet, they can use App Design Basics for guidance. We will finish off sketches, and maybe add more screens, in the session. This week, we will be prototyping. To do this, children will need a smartphone with Marvel App installed. We'll create apps using our club login:					
6	Tue 23 March	Test	Hope your child is enjoying Design Club Can you contribute a nice photo so we can help spread the word about Design Club? Email us or share on social media using @DesignClub	We hope your child has been enjoying Design Club. It's been great to work with them! 1. The last session will be this Wednesday, 5-6pm. We'll use the same Zoom link as last week: https://us02web.zoom.us/j/82605553473?pwd=VHZzOEI2L3Bsck1sakpPM2FoMW1UQT09 2. If you haven't already, please email your child's Sketch your App worksheet to: jemima@designclub.org.uk 3. We'd like to take a photo of the final Zoom session. Please let us know you're ok with this. (link to photo release form)					
		Follow-up	Hope your child enjoyed Design Club. Signed certificate Please take 2 mins to complete our survey. Personalised thank you card for your child for every survey completed.						