



'Design Thinking' Sprint Session Delivery Guide






Overview:

- The overall objective of this session is to ignite ideas and allow young people to think imaginatively about how technology can help us create a better world.
- This is a straightforward, creative workshop which is designed to 'run itself'. Your role will be to facilitate and enjoy the ride! Timings have been given as a guide if you want to make this a fast and exciting sprint — but of course, feel free to go at your own pace.
- The emphasis should not be on the final product (participants do not need to come up with a workable world-changing idea!) but on the experience (they will learn a valuable process for generating and shaping ideas).

Before the session:

Please note, the session has been designed for participants to work in groups of three — however, thinking individually or in pairs is fine too! Encourage young people to take on whichever role or roles they'd like — it may even be all three!

Please ensure they have access to pen and paper, and you have the 'plug and play' video set up and ready to go! The video has built-in timers with handy countdowns, so you'll always be sure of how long is left on each task.

 Time 40–60 mins OR 2 x 20 minute sessions	 Age Group 13–15 (Years 9–11)
 Learning Objective(s): <ul style="list-style-type: none"> • To learn the 'design thinking' process in a pacey creative sprint, developing an idea that will use tech to solve an environmental problem • To build confidence in creative ideation and problem-solving • To understand how careers areas such as R&D, design and marketing are part of this process 	
 Learning Outcome(s): <ul style="list-style-type: none"> • Young people will work to identify their skills, taking on career-based roles • They will use divergent thinking to explore possibilities and convergent thinking to hone a solution 	
 Resources: <ul style="list-style-type: none"> • Samsung 'plug and play' Solve for Tomorrow Video • Pen and paper • Optional: print out of 'doodlesheet' / 'wreck it resource' PDF for students 	

Timings	Starter
2 minutes	<p>'Do it Now' style activity which will prompt young people to consider their perfect world, what it would look like and a problem they might need to solve in order to achieve it. When you're ready, start the countdown timer. It's a super-quick activity and there's no need to share afterwards. (Though of course you can if you like!)</p> <p>Top tip: You may wish to introduce this yourself with an example of your own 'vision', posed as a question, e.g. "Ok, so in my perfect world we have clean seas, teeming with marine life. Can anyone tell me a problem we need to solve in order to achieve that? Right, now it's over to you — I'm starting the timer".</p>
2 minutes	Video plays: Calling all Changemakers
1 minute	<p>Task 1: This is a super-fast countdown where young people are asked to choose the role they would like to take on within their teams. (Skip this if working alone.)</p> <p>Top tip: Read the slides aloud and get them to choose as you go!</p>
2 minutes	Video plays: Tech for Good
2 minutes	<p>Task 2: This uses a 'divergent thinking' model* where participants are asked to come up with as many ideas as they can in a short space of time. What could you upcycle a phone handset into? Get those ideas going! Let imaginations run wild.</p> <p>Top tip: If they are struggling, feed in some ideas - night vision goggles - security camera - telescope - satnav - webcam - morning alarm!</p>
3 minutes	Video Plays: Designing a Sustainable Future
1 minute	<p>Task 3: This is a quickfire activity where teams discuss and agree which problem they would like to solve.</p> <p>Top tip: If you think some of these may need explaining further, you can pause the slideshow and think about how each issue has come into the videos watched so far. E.g. Future farming and the aerofarms, or upcycling and the Samsung Galaxy handsets.</p>
2 minutes	Video plays: Careers in Tech — Research and Development (R&D) Q&A
4 minutes	<p>Task 4: Find your solution. As prompted by the video, participants think about their chosen problem and write down as many solutions as they possibly can, no matter how impossible they seem.</p> <p>Top tip: Encourage teams to build on one another's ideas, modelling this if needed. "Oh, that's great — I wonder if we could also..?"</p> <p>When the video prompts them, they must now home in on their favourite idea, choosing just one which they wish to develop.</p>
2 minutes	Video Plays: Careers in Tech — Design Q&A
3 minutes	<p>Task 5: Design your Prototype. The designers sketch out a very rough look for their prototype. Encourage other team members to be supportive and engaged. If you are worried they may lose focus in this supportive role, then the doodlesheets have a space for sketching — have them doodle their own prototype.</p>
2 minutes	Video Plays: Careers in Tech — Sales and Marketing Q&A
5 minutes	<p>Final task: Sell your idea!</p> <p>This gets them thinking about bringing an idea to market and how they might talk to an audience about their product.</p> <p>Top tip: Ensure they are aware of the different channels that may be used — use the presentation to prompt them — and the kinds of ways adverts create memorable messages (e.g. slogans, jingles!)</p>

***Divergent thinking:** The goal of divergent thinking is to generate many different ideas about a topic in a short period of time. It involves breaking a topic down into its various component parts in order to gain insight about the various aspects of the topic.



Extension:

If you wish to extend the final activity, please ask young people to do one of the following for their product:

- Write an 'elevator pitch' (a 30 second summary of your idea!)
- Using phones, film a TV advert for your product
- Check out our 'design thinking' workbook
https://drive.google.com/drive/folders/1k1sapmWqNSM-s9gTrLnMQvfS_LsjfXsG?usp=sharing
- Turn rough sketch prototypes into proper 3D designs using software such as Sketchup or Graio
- Build a prototype out of materials eg Plasticine™, Lego™, pipe cleaners, etc.

The competition:

Following this session, young people can choose to enter the competition in their teams (maximum 3 per idea) or go home and develop an idea of their own.

Prizes are fabulous and include:

- A top-of-the-range Samsung smartphone (A52 5G) PLUS Galaxy Tab book (A7)
- Great runner up prizes, such as Galaxy Buds Pro in stylish Phantom Silver
- The chance to attend a Samsung Event as a VIP guest
- Every single young person who enters will receive digital certification — a great badge for their CV or college application via Credly
- Plus, the named teacher or parent of the first prize winning student will also receive a Samsung Galaxy Tab A7. Please check the full [Terms and Conditions](#) for all prize-winning information

To enter, all you need to do is visit the website at <https://woobox.com/xpdt4z> to fill out the form with the participant's details by **9th September**. If you need to submit more than one entry, we have displayed instructions on the submission form with next steps.