



'Design Thinking' Sprint Session Delivery Guide

Solve for Tomorrow

Samsung UK defies barriers to help young people from all backgrounds find their purpose in tomorrow's world. Solve for Tomorrow is a series of year-round learning experiences curated to give young people, from as young as 11 to 25 years, the technical skills and resources to act on their passions, develop their ideas and have the chance to bring them to life. These include themed events, CPD accredited online learning courses, and a competition to inspire and enable the next generation of innovators to explore the role technology has to play in driving positive change. In 2021 over 15,000 young people stretched their imaginations and built new skills by taking part in Solve for Tomorrow. Samsung will keep giving them access to opportunities to ignite their self-belief and help them build the skills to succeed in tomorrow's world.

Solve for Tomorrow: Next Gen offers students aged 11-15 a chance to imagine the future by exploring the role tech can play in solving some of society's biggest issues. This schools-run programme inspires students with ideas and careers that use tech for positive change, supporting educators with engaging plug and play learning journeys, culminating in a nationwide competition.

To find out more about Solve for Tomorrow UK, please visit: <https://www.samsung.com/uk/solvefortomorrow>

Lesson overview:

- The overall objective is to ignite ideas and allow young people to think creatively about how technology can help us imagine a better world.
- This is a straightforward, creative workshop which is designed to 'run itself'. Your role will be to facilitate, keep the pace and enjoy the ride!
- The emphasis should be on the experience rather than the outcome. Participants will learn a valuable process for generating and shaping ideas. There is no expectation for them to come up with a workable world-changing idea.

Before the lesson:

- You will be asking young people to work in groups of three. Make arrangements that work best for you and your students.
- Students could also work independently, by taking on each role, one by one, as they work through.
- Ensure students have access to pen and paper, and you have the 'plug and play' video set up and ready to go. The slides have 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 (ideal for tutor time)



Age Group

11–13 (Years 7–9)
13–15 (Years 9–11)



Learning Objective(s):

- To experience the ‘design thinking’ process in a pacey creative sprint, developing an idea that uses tech to solve an environmental problem
- To build confidence in creative ideation and problem-solving
- To understand how careers in research & development (R&D), product design and marketing are part of this process



Learning Outcome(s):

- Students will work as a team, identifying skills and taking on career-based roles
- Students will use divergent thinking to explore possibilities and convergent thinking to hone a solution



Resources:

- Samsung ‘plug and play’ Solve for Tomorrow Video
- Pen and paper
- Optional: print out of **The Design Thinking Idea Builder Sprintbook**

Timings	Starter
2 minutes	<p>‘Do it Now’ style activity which will prompt students to consider their perfect world, what it would look like and a problem they might need to solve in order to achieve it. Once students are in groups, start the countdown timer. It’s a quick, pacey activity and there’s no need to share afterwards.</p> <p>Top tip: Introduce this activity with a quick explanation of sustainability and encourage the students to engage with the topic by thinking about problems in the world which we need to change for a more sustainable future. E.g. reducing the use of fossil fuels, the need for renewable and clean energy.... Ask students to think about environmental causes which are important to them.</p>
2 minutes	<p>Video plays: Calling all Changemakers</p>
1 minute	<p>Task 1: This is a super-fast countdown where students are asked to choose the role they would like to take on within their teams.</p> <p>Top tip: This is an opportunity to develop students’ understanding of the qualities which are important to have in a team as well as which skills are key in each job role. Encourage students to use the skills word bank to help them if needed (in the 11-13 workbook). Challenge the more able students (13-15 workbook) to think about the most valuable skill sets to have in each role.</p>
2 minutes	<p>Video plays: Tech for Good</p>
1 minute	<p>Task 2: This uses a ‘divergent thinking’ model where students are asked to come up with as many ideas as they can in a short space of time. How could you repurpose a smartphone? The idea is to have the room abuzz with ideas being furiously scribbled down. If students are struggling, feed in some ideas: night vision goggles - security camera - telescope - satnav - webcam - morning alarm!</p> <p>Top tip: Remind students to think about the features of a mobile phone such as the camera, microphone, sensors, GPS, battery and how these can be repurposed for a new use. During the countdown take the opportunity to engage students further by sharing their ideas with the class. At the end you could reinforce how there’s no such thing as a silly idea by asking groups to share their most ‘out there’ ideas and praising their willingness to be brave and take creative risks.</p>

Timings	Starter
3 minutes	Video Plays: Designing a Sustainable Future
1 minute	<p>Task 3: This is a quickfire activity where students discuss and agree in groups which problem they would like to solve. If you think some of these may need explaining, you can pause the video and elaborate on each a little further, recalling back to the videos students have watched. Encourage students to think about why this is an important problem. This will help them in their written competition entry later as they identify the need for their idea and the impact it can have.</p> <p>Top tip: It may be helpful to get students to remember which role they chose at this point (this is also prompted by the presenter in the video.)</p>
Option to break here if you are running the workshop over 2 x 20 minute sessions.	
2 minutes	Video plays: Careers in Tech — Research and Development (R&D) Q&A
4 minutes	<p>Task 4: Find a solution. As prompted by the video, students think about their chosen problem and using divergent thinking they write down as many solutions as they possibly can, no matter how impossible they seem.</p> <p>Top tip: Encourage students to build on one another's ideas, modelling this as you visit groups. When the video prompts them, they must now employ convergent thinking, to hone in on their favourite idea and decide which one 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 solution. Encourage other team members to be supportive and engaged. Engage the other two team members by asking them to think about who the main users of this idea/app will be and how it will be used to solve the problem. Encourage collaboration as all team members can contribute to the development of the idea (older students can create a storyboard to explain how the idea/app will be used).</p> <p>Top tip: Students can use this stage to help them think about how they will present their ideas in the Sketch section of the Entry Submission Form (page 11 of The Design Thinking Idea Builder Sprintbook).</p>
2 minutes	Video Plays: Careers in Tech — Sales and Marketing Q&A
5 minutes	<p>Final task: Sell your idea! 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 students are aware of the different channels that may be used — use the presentation to prompt them — and the kinds of marketing elements used in adverts (slogans, logos, jingles!).</p>



Extension:

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

- Write an elevator pitch
- Script a television advert (or draw out one for print media)
- 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 Grafio
- Build a prototype in the DT rooms

After the lesson:

- Following this session, young people can choose to enter the competition in their teams (maximum 3 per team entering an idea) or develop an idea of their own.
- Please encourage students to jot down the competition web address <https://woobox.com/xpdt4z> or point it out on page 11 of **The Design Thinking Idea Builder Sprintbook** (or if appropriate, enter it into their phones and visit the website).
- Remind them there are prizes up for grabs and that every single person who enters gets digital certification — a great badge for their CV or college application — via Credly or a certificate.

Prizes are fabulous and include:

- A top-of-the-range Galaxy A52 5G (11-13yr olds) or Galaxy Z Flip3-5G (13-15yr olds)
- Great runner up prizes, such as Galaxy Buds Pro in stylish Phantom Silver
- The chance to attend a Samsung Event as a VIP guest
- A prize for the whole classroom of a Samsung TV Screen and subscription to **Samsung Education Assistant**
- All young people who enter and their teachers can choose between a Credly digital certificate and a downloadable certificate
- Plus, the named teacher of the first prize winning student will also receive a Samsung Galaxy Book 15.6" i7.

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 **midnight on Monday 25th July 2022**. If you need to submit more than one entry, we have displayed instructions on the submission form with next steps. **Good luck!**

Samsung Electronics (UK) Ltd. UK and ROI secondary school students aged 11-15. 'Enter' via the National Schools Partnership website between 04/04/22 – 25/07/22 for a chance to win. One (1) Entry per Participant. For full Ts&Cs visit: <https://nationalschoolspartnership.com/samsung-competition-terms-and-conditions/>