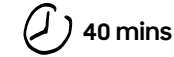




Design Thinking Sprint Session

All you'll need is...



Student Sprintbook

Ages 11-13 and 13-15

How to run the session

This is a creative **40 minute** workshop which is designed to run itself. Your role will be to facilitate, keep the pace and enjoy the ride!

1. Print off the **Design Thinking Sprintbook** so that students have one each.
2. Arrange students into **groups of three** (note: students could also work independently by taking on each role as they work through).
3. Set up the **Solve for Tomorrow: Next Gen Video** - this has handy countdowns, so you'll always know how long to spend on each task.
4. Be prepared to keep the pace - the design sprint is super speedy, with **2-4 minutes** to complete each task.

Ways to adapt the lesson

For students who need more support, we suggest:

- Pausing each task and extending the overall length of the session (or splitting the session across two).
- Allowing students to work in larger groups.

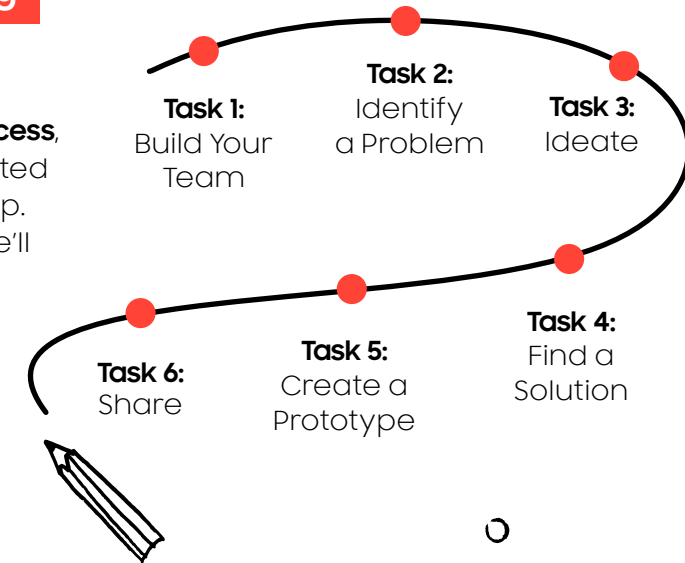
Optional follow up lesson

We've provided an extension task (**Task 7: Feedback**) which could be completed as part of a follow-up lesson.

In Task 6, students come up with a 30-second elevator pitch. Task 7 is all about presenting these pitches to the rest of the class, so that students get the chance to gather valuable feedback.

Design Thinking

The plug and play video follows the **Design Thinking process**, which we've adapted for each age group. Here's the steps we'll be following:



Competition

Students can enter their idea into our **Solve for Tomorrow: Next Gen** Competition.

Entries should be submitted by **23 June 2023**.

Prizes include:



2.

Runner up prizes
Samsung Galaxy Buds2 Pro.

1.

First prize
Samsung Galaxy Tab S8, plus an invite to attend a Samsung event as a VIP.

More details on how to enter can be found in the **Competition Entry Guide**.