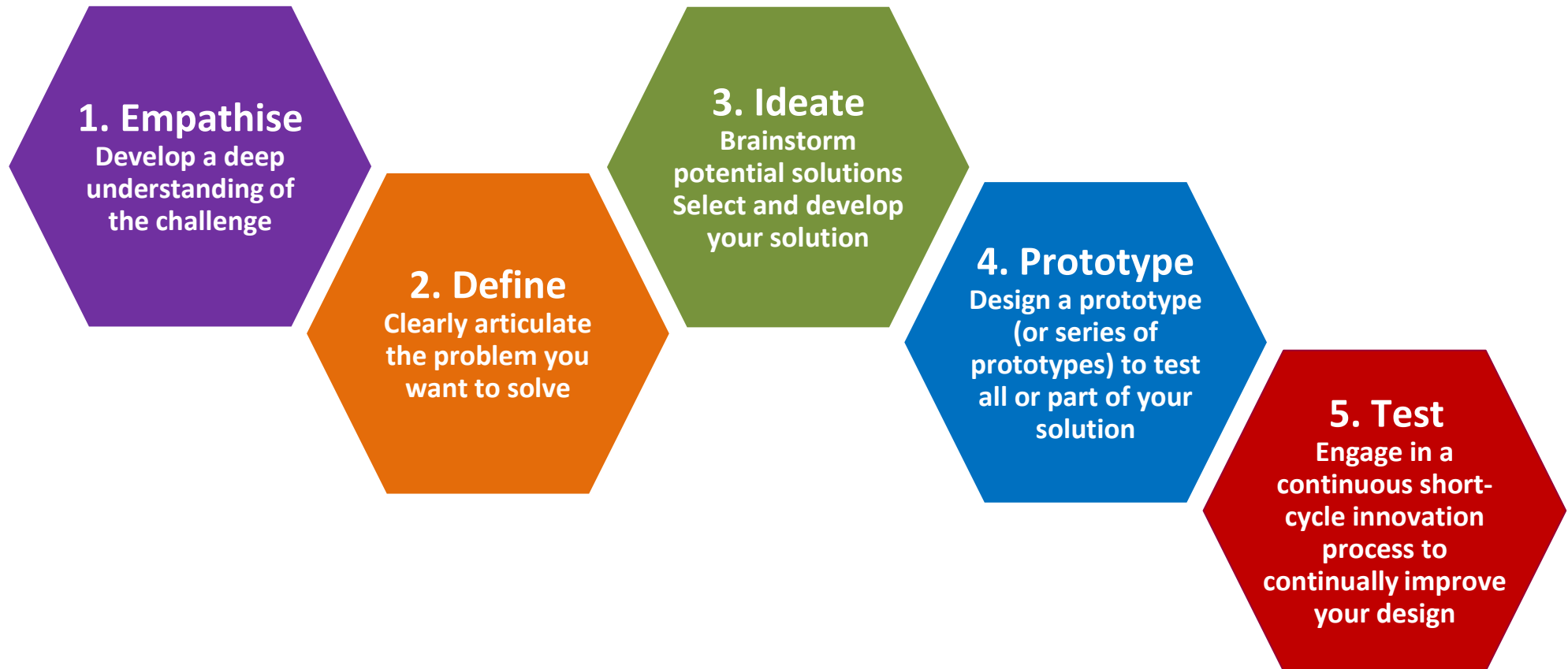
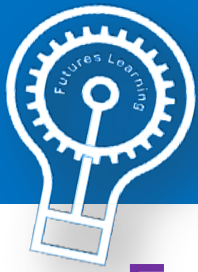


## The design thinking process





## **Empathise – think as a learner and a teacher**

How would it feel to be in this space? Why?

How might this space influence engagement?

How would you like learners and teachers to feel in this space?

What are the core problems / challenges in this space?

## **Define – identify your desired learning**

Determine a driving question that outlines your goal and purpose.

Identify the elements that are currently stopping you from achieving your desired goal.

## **Ideate – generate your ideas**

Investigate how technology, space and furniture can assist you to overcome challenges.

Create a list of things you can discard, must keep or could transform to enhance your space.

## **Prototype – storyboard**

Sketch out potential layouts for your space. Keep in mind aspects of flexibility as students and furniture move throughout the space and identify different Learning Modes that may be employed.

Identify what you need to do to start changing learning spaces. Make an incremental plan to outline your steps.

## **Test – evaluation plan**

Determine the evidence you will collect to help evaluate the impact of space.

Outline how often, how much and who will be responsible for the collection and evaluation of this data.