

**TOPIC/PROJECT: Design Thinking – Social Change Bulletin Board**

**DURATION: 2-4 days**

**UNIT: Design Thinking**

**ESSENTIAL QUESTIONS:**

How can we make social/global change using the methods of Design Thinking?

How can we get involved in projects that support positive social/global change?

**INSTRUCTIONAL/ENGAGEMENT/ACTIVITY SEQUENCE:**

- This activity should take place after the initial discussion on design thinking. Students should be able to understand the steps necessary between identifying the problem and creating a feasible solution.
  - Either as homework, or reading together in class, students should read Section 3 of Warren Berger’s book *CAD Monkeys, Dinosaur Babies, and T-Shaped People: Inside the World of Design Thinking and How It Can Spark Creativity and Innovation*. Section 3 covers how design thinking has been used to instigate social change at various levels. This reading assignment/discussion should open students’ minds to the options for creating social change.
  - Students should discuss selected ideas in the section with small groups or pairs pre-selected either by the students or the teacher
  - Using the inspiration of the pieces in the section, students will now highlight current solutions to local or global concerns.
  - In a computer lab or with a laptop cart, students should research websites that are used for fundraising, with a focus on fundraising for social change. Google is a start, but websites like: **Kickstarter**, **IndieGoGo**, **PayPal Fundraising**, **GiveForward**, **Razoo**, **GoFundMe**, CrowdFunding should be searched
  - Each group should outline an idea that is currently being funded, and break down the idea into the different parts of the design thinking process. The following questions should be addressed:
    - What is the problem?
    - What is the solution to the problem?
    - Are there any other benefits aside from the initial solution that will create positive social change?
    - Would your group change the idea in any way?
    - Will this idea get funded and be successful?
  - Once the groups have answered these questions, a display should be created for an assigned bulletin board, that will outline both the project being funded, as well as questions outlined in the activity.
  - Each group should identify the steps for design thinking, and should apply their project to the design thinking methods.
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**PA STATE STANDARDS / ANCHORS**

9.1.12.B Demonstration of visual arts  
 9.1.12.J Technology in the arts  
 9.1.12.K Technology in the humanities  
 9.2.12.E Hist. cult. impacts of works in the art

9.3.12.F Comparisons  
 9.4.12.A Philosophical Studies  
 9.4.12.D Artistic choices

**MATERIALS/RESOURCES/SUPPLIES:**

Computer/tablets with internet access, printers, display supplies (construction paper, markers, scissors, etc)

**ASSESSMENT/SUMMARIZING STRATEGIES/ CHECK FOR UNDERSTANDING:**

	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
<b>Project Selection from Fundraising Website</b>	Project selected is directly related to social change, and is relatable and relevant to the group			Project selected has nothing to do with social change, and does not apply to the activity
<b>Questions associated with Project</b>	All questions are completely answered and outlined in display			Questions were not considered
<b>Design Thinking Identification and Application</b>	Steps of design thinking are clearly outlined, and application to project is clear			No Design Thinking vocabulary or steps were used in display
<b>Visual Display</b>	Display is visually impactful, full of images and an appropriate amount of text.			Display is incomplete and poorly arranged