

TOOL #10

QUICK PROTOTYPE

Quick Prototype

Suggested Time: **60–90 minutes**

Level of Difficulty: **Moderate**

This is a quick and (not so) dirty way to visualise ideas and solutions with the resources available. It also serves as a decision making tool to advance in your design project.

This tool does not have a worksheet for pupils because they will only use the resources available in the classroom or at their home to prototype their ideas.

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D-TIPS • Design Thinking in Primary School

Activity: quick prototyping

This is the facilitator's guide to conducting the activity to quickly prototype in order to visualise ideas and solutions with the resources available.

Benefits of this activity:

The goal of this activity is to create a tangible element of your idea to communicate it to others so they can understand your idea and give you feedback.

Existing materials and objects are used to simulate the actual situation. Here, even the most devious objects can be combined, be it tape, pens, other office utensils or the things you just carry with you. The important thing is that these are quickly at hand and a minimum cost and little time is needed.



Skills your pupils will acquire:

- Being resourceful
- Prototyping quickly
- Visualising and making ideas tangible
- Thinking by doing
- Critical thinking

How to facilitate this activity?

To facilitate this activity, you can follow the steps described below.

Before beginning this activity, make sure that pupils **have a clear design challenge** they'll be looking a solution for.

Step 1: Get hands on and think by doing

It's okay to start without having a clear idea of what you're building. Start putting together all the materials you can find like toys, paper, quick sketches, fabric and everything else you can find in your classroom to form a representation of your idea.

Step 2: Create a story around what you're building

Once you have something that you think depicts your idea well identify key aspects to emphasize and create a story around it.

Step 3: Share your idea

While sharing your idea, make sure you're recording or taking picture to document the process and to also be able to share with other people.

Practical information

 Suggested Time: **60–90 minutes**

 Level of Difficulty: **Moderate**

Materials needed

 Colorful papers

 Marker

 Toys/Lego

 Scissors, glue

Facilitator's Guide

Project name: _____

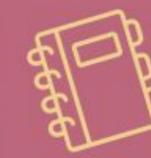
Points to consider

This activity will help pupils think by doing. They will recognise that some of their ideas might not work when they prototype their idea. And that is completely fine.

The goal with this activity is to identify all the areas where the solution needs more work or improvement. They should keep a "parking" for questions that come up while making a quick prototype. Encourage them to revisit and answer the questions they raised as they develop their idea further.

Once they have built a quick prototype, they can share what they have done by presenting it to their peers and then capture photos of what they have done to document it.

After a prototype is created, the next phase will either involve reiterating some of the design thinking phases to fine-tune the solution or begin building a more advanced prototype.



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