

Session Plan for Design Thinking.

Class Schedule – First half – 9:30 am to 1:30pm (15 mins break at 11:00am to 11:15am).

Lunch Break – 1:30 to 2:30 pm.

Second half – 2:30 pm to 5:00 pm.

3 days workshop – Day I		
Timeline	Topic	Facilitation
First Half	Introduction and Rhythm Name Game	Free seating in a circle / Auditorium
	Project Introduction from each group.	Dialogue based
	Empathy	
	1.0 – Lesson1 : What is Empathy and Where Do We Observe (Part 1 & 2)	Knowledge Sharing
	1.1 Active Listening to Know Each Other	Knowledge Sharing
	1.2 – Exercise : The Microlab	Activity
	1.3 – Exercise : Recall of Incidents	Activity
Second Half	2.0 – Lesson 2 : Why do we Empathize? (Part 1)	Knowledge Sharing
	2.0 – Lesson 2 : Why do we Empathize? (Part 2)	Knowledge Sharing
	2.1 – Exercise : Navarasas	Activity
	3.0 – Lesson 3 : How do we Empathize?	Knowledge Sharing
	3.1 – Exercise : River of Life	Activity
	3.2 – Exercise : Recall of Various Situations	Activity
	4.0 – Lesson 4 : Empathizing with the Target Group.	Knowledge Sharing
	4.1 – Intersection Café for Group Activity	Project Work.
	Assessment & Reflections of the day	Quick test & Feedback

3 days workshop - Day II		
Timeline	Topic	Facilitation
	Define	
First Half Second Half	Introduction to define	Quick Recap
	- A Quick Glimpse of Learning Outcome: Stakeholder Personas	Knowledge Sharing
	Listen and Act	Activity
	1.0 – Lesson 1 : Defining the Problem – The What and Who	Knowledge Sharing
	2.0 – Lesson 2 : Stakeholder Personas – Examples	Knowledge Sharing & Project work
	2.1 – Exercise : Case Study	Knowledge Sharing
	2.2 – Exercise : Taking Students Back to School	Reading
	3.0 – Lesson 3 : Defining the Problem or Opportunity Statement	Knowledge Sharing
	4.0 – Lesson 4 : POV Statement – The What	Knowledge Sharing
	4.1 – Exercise : Problem Statement	Knowledge Sharing
	4.2 – Lesson 4 : More Exercises	Reading
	4.3 – Lesson 4 : POV Statement – The Checklist	Knowledge Sharing
	Assessment	Week 4 - Second Class
	Ideate	

Second Half	Introduction	Quick Recap
	1.1 – Lesson 1 : The System Perspective – IDEFO (Part 1) & (Part 2)	Knowledge Sharing
	1.2 – Lesson 1 : The Systems Perspectives – Cause and Effect	Knowledge Sharing
	1.3 – Lesson 1 : The Systems Perspectives – Input, Process and Output	Knowledge Sharing
	1.4 – Lesson 1 : The Systems Perspectives – Past, Present and Future	Knowledge Sharing
	1.5 – Lesson 1 : The Case Study	Reading
	2.0 – Lesson 2 : Brainstorming	Knowledge Sharing & Activity
	2.1 – Lesson 2 : Brainstorming – Video & Its Rules	Knowledge Sharing & Reading
	2.2 – Lesson 2 : Expanding the Power	Video
	2.3 – Lesson 2 : SCAMPER Technique	Knowledge Sharing
	2.4 – Lesson 2 : Six Thinking Hats	Knowledge Sharing
	2.5 – Lesson 2: Idea Generation To Project	Activity
	3.0 – Lesson 3 : Idea Evaluation – 1 Approach PUGH technique	Knowledge Sharing
	3.1 – Lesson 3 : Idea Evaluation 2	Knowledge Sharing
	3.2 – Lesson 3 : Idea Evaluation 3	Knowledge Sharing
	Assessment	Quick test
	Reflections	Feedback.

3 days workshop - Day III		
Timeline	Topic	Facilitation
	Prototype	
First Half Second Half	Introduction	Quick Recap
	- 1.1 – Lesson 1 : Observe, Design, and Create	Knowledge Sharing & Activity
	1.2 – Lesson 1 : Creating the Specifications	Activity
	1.3 – Lesson 1: The Case Study	Knowledge Sharing
	2.0 – Lesson 2 : User Centric Approach	Knowledge Sharing & Project work
	3.0 – Lesson 3 : Building the Prototype – Mirror Game	Activity
	3.1 – Lesson 3 : Prototype Building (Part 1)	Knowledge Sharing
	Assessment	Quick Test
	Test	
	Introduction	Recap
	1.1 – Lesson 1 : Trust Game	Activity
	1.2 – Lesson 1 : Case Study (Pathway)	Knowledge Sharing
	1.3 – Lesson 1 : Case Study (Taking Students Back to School)	Reading
	1.4 – Lesson 1 : Selection of Sample Size and Target Group	Knowledge Sharing
	2.0 – Lesson 2 : Plan Do Check Standardize/Act Cycle	Knowledge Sharing

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	2.1 – Lesson 2 : The Plan Do Check Standardize /Act Cycle – Structured Flow (Step 1)	Knowledge Sharing
	2.2 – Lesson 2 : The Plan Do Check Standardize /Act Cycle – Structured Flow (Step 2)	Knowledge Sharing
	2.3 – Lesson 2 : The Plan Do Check Standardize /Act Cycle – Structured Flow (Step 3)	Knowledge Sharing
	2.4 – Lesson 2 : User Experience & Iteration Process	Knowledge Sharing
	3.0 – Lesson 3 : The Standardize Cycle	Knowledge Sharing
	Assessment	Quick Test
Second Half	Project Work Conclusion & Presentation	Final presentation.

Requirements for workshop

1. Chart papers for each group.
2. Projector with Speakers.
3. Post It's of different colours with each group.
4. Crayon set for each participant.
5. Laptop for each person with Internet connection.
6. Pencils, erasers, scales and basic stationeries.
7. We will provide one set of work book softcopy for the participant's project.