

Name _____

Date _____

DESIGN PROCESS STEP 3: IDEATE

Introduction

Now that you've learned about a Nobel Laureate and the importance of their work in the world, it's time for *you* to take action to create the change in the world you wish to see.

You'll use the design process to complete your design challenge. Use this worksheet as a guide for the third stage in the design process: ideate. You may attach additional paper to this worksheet or use a notebook if you need more room for this step.

Step 3 of the Design Process: IDEATE

1. What does it mean to “ideate”?

In the design process, to ideate means to brainstorm possible solutions or ways to help reduce the problem you are trying to address. The ideate step in the design process should be a lot of fun—let your imagination run wild! Don't worry right now about what you think is possible, and don't reject any idea.

2. Tips for your brainstorm

- Stay focused on the problem you've defined in Stage 2 of the design process
- Set a time limit for your brainstorm (10-20 minutes) to rapid-fire ideas
- Don't go into too much detail, just write down the idea in a few words
- Write down or draw every idea that comes to mind—don't reject any ideas yet
- Generate as many ideas as you can!
- If you're brainstorming with others, build on their ideas by saying “yes, and...”
- To keep focused, try posting the phrase “how might I/we...” (and fill in what you're trying to achieve) at the top of your brainstorm

3. Explore different ways to take action

Before you jump into a plan, use the chart below to brainstorm different things you can do to address this problem, and think about how easy or difficult each option might be.

A. One thing I can do is...	B. This action will help address this problem by...

Get feedback:

After you complete this brainstorm, find a peer, teacher or parent and discuss your ideas. Ask for their feedback:

- Which idea do you like best and why?
- What questions do you have about any of my ideas?
- Is there anything I'm leaving out or not thinking about?
- Which seems to be the most manageable or achievable option? Why?

4. Pick your favorite idea!

After you've brainstormed, review all your ideas. Select your favorite idea and the one you want to test by asking yourself the following questions:

- Which idea am I most excited about?
- Which idea do I think will be most effective?
- Which idea will I reasonably be able to carry out (consider time, resources, and skills needed)

Record the idea you've chosen below:
