Toolbox

Chapter 1: Blueprint for Deeper Learning

Design Thinking (Makerspace, CTAE / STEM / STEAM)

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| **Foundation for Learning** |
| **Title:** |
| **Grade/Course:**  | **Subject:**  | **Duration:**  |
| Focus Standards: |
| **Skills:**  | **Concepts:** | **Bloom’s Level:** |
|  |  |  |
| **DOK 1:** | **DOK 2:** | **DOK 3:**  | **DOK 4:** |
| **Learning Goals:** **I am learning to . . .**  | **Success Criteria:** **I will be successful when I can . . .**  |

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| **Real-World Problem and Task Overview** |
| Real-World Problem/Challenge/Issue:  |
| **Overview of Learning Tasks (1-2 sentences with aligned standard codes):** |
| **Task 1: Empathize:****Task 2: Define:****Task 3: Ideate:****Task 4: Prototype and Test:** |

 Adapted from www.dschool.stanford.edu by Dr. Lissa Pijanowski
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Toolbox

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Continued from previous page

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| **Construction of Knowledge: Phase I** | **Check Expected Level of Rigor/Relevance** |
| **Driving Question:** | 🞎 C | 🞎 D |
|  🞎 A | 🞎 B |
| Phase I Empathize: I have a challenge. How do I approach it? | Understand the challenge, prepare research, gather inspiration, gain empathy for someone else | **Strategies:**  |
| **Task Closing:** |  |
| **Instructional Resources (Print/Digital):** | **Teacher Resources:**  | **Student Resources:** |
| **Learner Considerations:** **(Special Ed, ELL, etc.)** |  |

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| **Inspection and Feedback** |
| **Assessment/Task:(Show What You Know)** |
| **Success Criteria:** | **Not Yet** | **Meets** | **Feedback:** |
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Toolbox



 Chapter 1: Blueprint for Deeper Learning

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Continued from previous page

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| **Construction of Knowledge: Phase II** | **Check Expected Level of Rigor/Relevance** |
| **Driving Question:** | 🞎 C | 🞎 D |
|  🞎 A | 🞎 B |
| Phase II Define and Reframe the Problem: I learned something. How do I interpret it? | Tell stories, search for meaning, reflect on new insights, frame new opportunities | **Strategies:**  |
| **Task Closing:** |  |
| **Instructional Resources: (Print/Digital)** | **Teacher Resources:**  | **Student Resources:** |
| **Learner Considerations:** **(Special Ed, ELL, etc.)** |  |

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| **Inspection and Feedback** |
| **Assessment/Task: (Show What You Know)** |
| **Success Criteria:** | **Not Yet** | **Meets** | **Feedback:** |
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Toolbox

 Chapter 1: Blueprint for Deeper Learning

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Continued from previous page

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| **Construction of Knowledge: Phase III** | **Check Expected Level of Rigor/Relevance** |
| **Driving Question:** | 🞎 C | 🞎 D |
|  🞎 A | 🞎 B |
| Phase IIIIdeate: I see an opportunity. What do I create? | Generate ideas (think outside the box), refine ideas, share solutions, get feedback | **Strategies:**  |
| **Task Closing:** |  |
| **Instructional Resources: (Print/Digital)** | **Teacher Resources:**  | **Student Resources:** |
| **Learner Considerations:** **(Special Ed, ELL, etc.)** |  |

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| **Inspection and Feedback** |
| **Assessment/Task: (Show What You Know)**  |
| **Success Criteria:** | **Not Yet** | **Meets** | **Feedback:** |
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Toolbox

Chapter 1: Blueprint for Deeper Learning

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Continued from previous page

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| **Construction of Knowledge: Phase IV** | **Check Expected Level of Rigor/Relevance** |
| **Driving Question:** | 🞎 C | 🞎 D |
|  🞎 A | 🞎 B |
| Phase IV Prototype and Test: **I have an idea.How do I build it?** | Make prototypes, test it out, observe how itworks and if it solves the problem or meetsthe need, get feedback | **Strategies:**  |
| **Task Closing:** |  |
| **Instructional Resources: (Print/Digital)** | **Teacher Resources:**  | **Student Resources:** |
| **Learner Considerations:** **(Special Ed, ELL, etc.)** |  |

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| **Inspection and Feedback** |
| **Assessment/Task: (Show What You Know)** |
| **Success Criteria:** | **Points** | **Feedback:** |
|  | \_\_\_\_\_ of \_\_\_\_ |  |
|  | \_\_\_\_\_ of \_\_\_\_ |  |
|  | \_\_\_\_\_ of \_\_\_\_ |  |
|  | \_\_\_\_\_ of \_\_\_\_ |  |
|  | \_\_\_\_\_ of \_\_\_\_ |  |
| **Total** | \_\_\_\_\_ of \_\_\_\_ |  |

Toolbox



Chapter 1: Blueprint for Deeper Learning

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Continued from previous page

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| **Reflection on Design and Learning** |
| **Teacher Reflection:**  |
| **Student Reflection:**  |
| **Considerations for Redesign:**  |



Toolbox

Chapter 1: Blueprint for Deeper Learning

Design Thinking (Makerspace, CTAE / STEM / STEAM)

Continued from previous page

