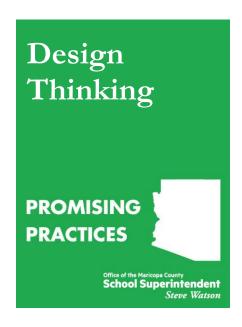## WHAT IS IT?

A creative process that helps students to get inspired, generate ideas and utilize a process to understand content more deeply or be part of solving a problem.

IMPACT?

Classrooms and schools across the world are using Design Thinking to help students become inspired when learning and transfer content to application or potentially solve a problem in the community. This process is **Effective Teaching** for all content areas and grades

Design Thinking

PROMISING PRACTICES

Office of the Maricopa County
School Superintendent
Steve Watson

The five phases of the design process:

1	**2**	**3**	**4**	**5**
DISCOVERY	INTERPRETATION	IDEATION	EXPERIMENTATION	EVOLUTION

I have a challenge.	**I learned something.**	**I see an opportunity.**	**I have an idea.**	**I tried something.**
How do I approach it?	*How do I interpret it?*	*What do I create?*	*How do I build it?*	*How do I evolve it?*

TO LEARN MORE ABOUT THIS RESOURCE:

https://designthinkingforeducators.com/

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schoolsup.org