



## Digital Opportunities

# Unplugged: Design Thinking

## ACTIVITY

Whatever you build with code should serve a purpose or fill a need. Sometimes what you build will make the world more beautiful or help somebody else. Our design process, based on a process called design thinking, can give you a specific framework for thinking purposefully about design.

In this activity, you will interview someone about their ideal pet and take notes about what you learn. The first step in coding by design involves understanding someone else's need. Then, you can create prototypes that get you closer and closer to the best solution.



Start with these questions to complete your interview:

- 1 ▶ Do you have a pet? What is it?
- 2 ▶ What do you like about your pet? What do you dislike?
- 3 ▶ Is there anything you wish your pet could do? Why?
- 4 ▶ Tell me about your ideal pet.

The goal is to find out more about your partner by asking questions. Try to ask “Why?” as much as possible. The other person will tell you about his or her ideal pet, but you are really finding out more about their likes and dislikes. We create real things for real people when we design, so we need to start with understanding them first.

Circle anything that seems important to understanding how to create the ideal pet for this person. Circle ideas, advice, anything that could be helpful when you start building. Then, use what you have discovered about your partner to fill in the blanks:

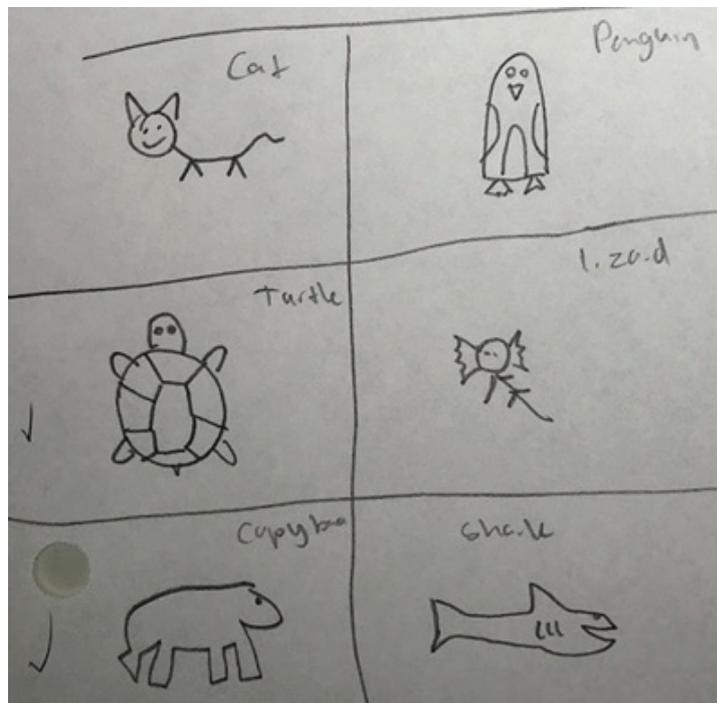
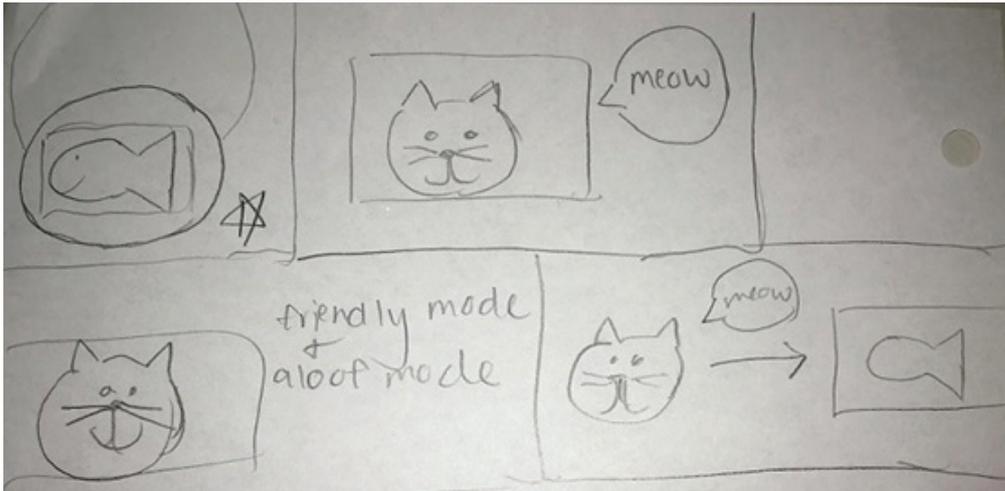
“My partner needs a \_\_\_\_\_ because \_\_\_\_\_.”

This definition statement should draw some conclusions about this person's needs based on the conversation you just had.



Sketch at least 5 ideas of pets that would meet his or her needs. Stick figures and diagrams are okay. At this point, quantity is more important than quality. You shouldn't limit yourself to real animals; unicorns and mashups are totally fine!

## EXAMPLES



SOURCE This is derived from full educator lessons at MicroBit: <https://makecode.microbit.org/courses/csintro/making/unplugged>