2020

Pipeline

Latinx
Education
Collaborative

BELOW THE FOLD

NAME: _____

LESSON ONE

Memorable Learning Experiences

Interview a partner to uncover a perspective different from your own. Take notes and listen closely while they do the talking.

- Tell me a story about a time when you felt really excited about what you were learning in class?

- Why was it so exciting?

- What is your favorite part of school?

- When was the last time you had a lot of fun at school? What happened?

- When was the last time you had a bad day at school? What happened?

- Tell me about a time a teacher affected you positively.

NOTES

OUR CHALLENGE
Redesigning the Classroom Experience

What is a classroom?

Is it just a space where teachers and students spend most of their lives?

Your challenge is to redesign the learning experience, considering how it could better function to meet student and teacher needs and encourage new ways of thinking. How can we make learning and teaching easier for kids and adults?
You will also follow a design process to create a solution. Your product will be original and meet a practical purpose.

Your solution may lean into these Levers for Change to transform your school.

At the end of our project, you will convince a group of peers and interested adults that your idea will make learning and teaching easier. You will present the problem you are aiming to solve, the solution you propose will solve it (a blueprint or prototype of your idea), and demonstrate how your innovation makes learning/teaching easier.

LEVERS FOR CHANGE

SPACE	EVENT	SCHEDULE
FINANCE	PROCESS	ROLE
RITUAL	INCENTIVE	COMMUNICATION

QUESTION OF THE DAY

How does perception of our school vary among different people?

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LESSON TWO

Brainstorm

You can't propose new solutions until you figure out the existing problems! Think about distractions or hassles that get in the way of learning and teaching. Silently, list out as many ideas as you can. Keep writing! There are no bad ideas.

Now read over the potential problems you brainstormed and circle a few that interest you.
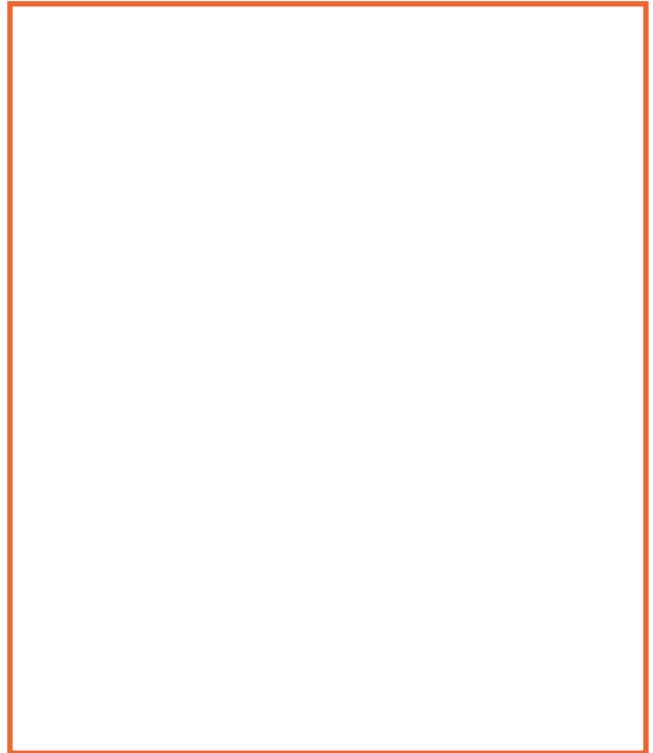
LESSON TWO
(CONTINUED)

Selecting a Design Challenge

How we define a problem sets the stage for us to explore deeply. The best challenge statements are not too big (like "Create world peace.") but not too small (like "Sharpen my pencil").
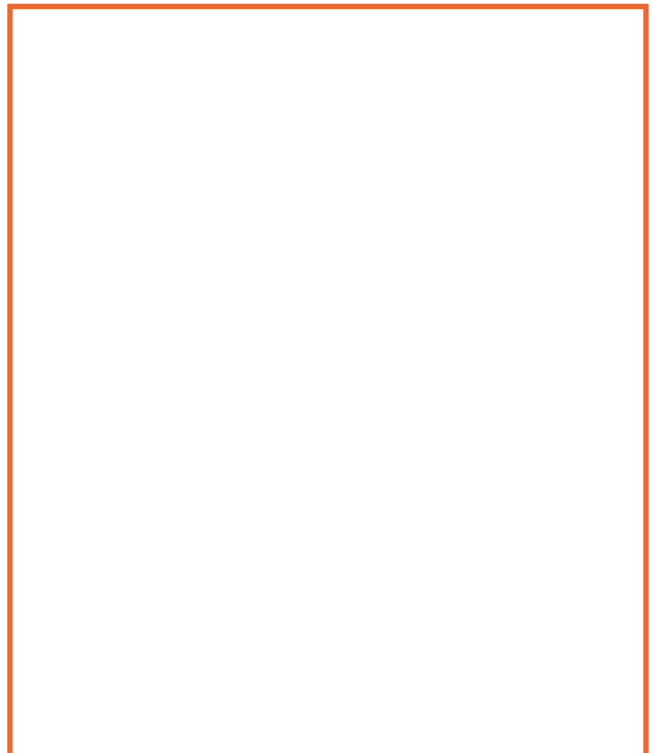
1. "Redesign the **(situation)** experience."

2. "Design a way for **(specific group of people)** to better **(situation)**."

3. "How might we help **(achieve some goal)**?"

What can we observe in a school to learn about what works and what doesn't? What aspects of the design of a school affect how we learn?

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Writing Open-Ended Questions

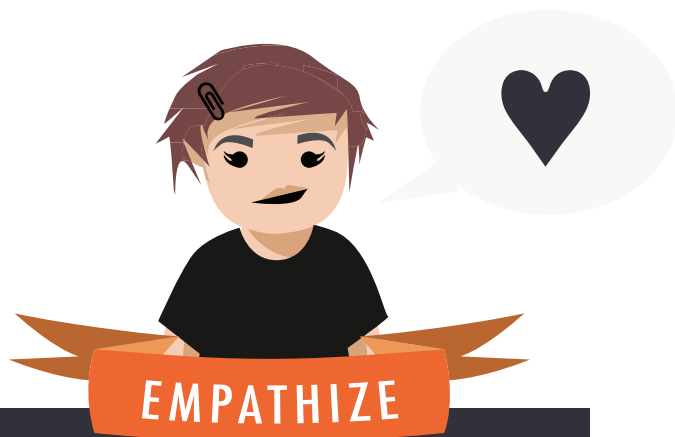Open ended questions are questions that lead to further discussion. They are questions that do not have a simple answer like yes or no or a number.

Examples of open-ended questions are: *What is your favorite part of school? When was the last time you had a lot of fun at school? What happened? What did your favorite teacher do that made you feel good?*

Examples of questions that are NOT open-ended are: *Do you like art class? Is lunchtime fun? Would you make recess longer if you could?*

Open-ended questions are a good tool for interviewing. What three questions would you like to ask people in your school to learn more about your Design Challenge?

EMPATHIZE

LESSON THREE

Empathize

You can't propose new solutions until you figure out and document the existing problems! Observe and speak with other students and staff gather as much information as possible about your school.

QUESTION OF THE DAY

How does empathy make us better problem solvers who are capable of making the world better for others?

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DEFINE

LESSON FOUR

Define

Take your observations from the Empathy Stage and revisit the design challenge you picked in Lesson 2. Does it still describe the problem you want to solve? Or do you need to adjust it to fit the new information you gathered with Empathy? Remember, it's about the "why," not the "how." Your challenge question should be open ended and guide you toward many different solutions.

Inspiration and Research

Now that we've learned about our design challenge, it's time to learn more about how your challenge shows up outside of your school. Can you imagine a scenario somewhere else in the world where someone might face a similar problem? Or, do products already exist that solve problems like the challenge you're facing?

Use the Internet, books or newspapers to learn more about how your challenge shows up in the rest of the world.

Which existing solutions might work? Do any solutions inspire you to try something new? What facts can you find that prove your problem is important?

Document your research here:

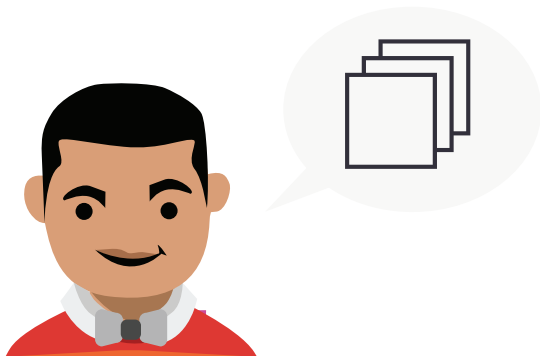# LESSON FOUR (CONTINUED)

Ideate

Generate many possible ideas to solve the problem. Remember, go for bold, creative ideas. No idea is too wild right now.

QUESTION OF THE DAY

What kind of teacher would I want to be? How would I make sure my classroom met the needs and desires of kids from different backgrounds?

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PROTOTYPE

LESSON FIVE

Prototype

In this step, your rough ideas come together with drawings or models that can show others your solution. This is how we learn about what works and what doesn't.

QUESTION OF THE DAY

How much does school define someone's future opportunities? How can the designs we create with the Pipeline make a difference?

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TEST

LESSON SIX

Test

Share your solution to learn more from the people affected by your idea. This is a chance for you to learn more about the problem you selected.

Pitching Your Idea

To bring your idea to the next level, you'll need to tell others about it.

1. Our team is...
Introduce your team and showcase your talents.

2. We believe our school is... *(insight)*
Describe the problem or opportunity your group chose to take on.

3. Our user is...
Describe the people you met during your empathy work. Tell a story about them. Explain any way they helped you better understand the problem.

3. Our solution is...

Describe and demonstrate the innovation your group designed. Explain why it is unique.

5. Above all, we need to...

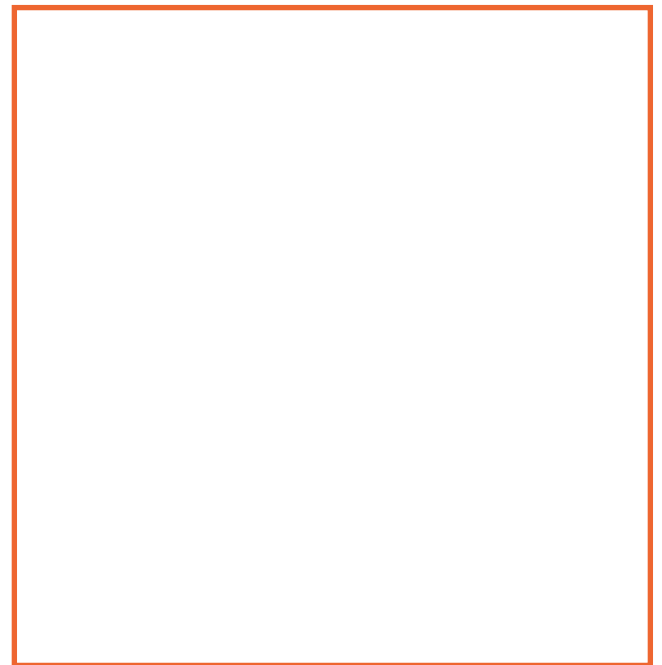*Describe the key next steps that would bring your idea to reality.*

6. To do this, we're asking for...

Ask your school community for support, time or money to bring your idea to a reality.

4. Our innovation makes learning/ teaching easier by...

Explain how your solution helps solve the problem you discovered and why this redesigns the classroom experience for the better.
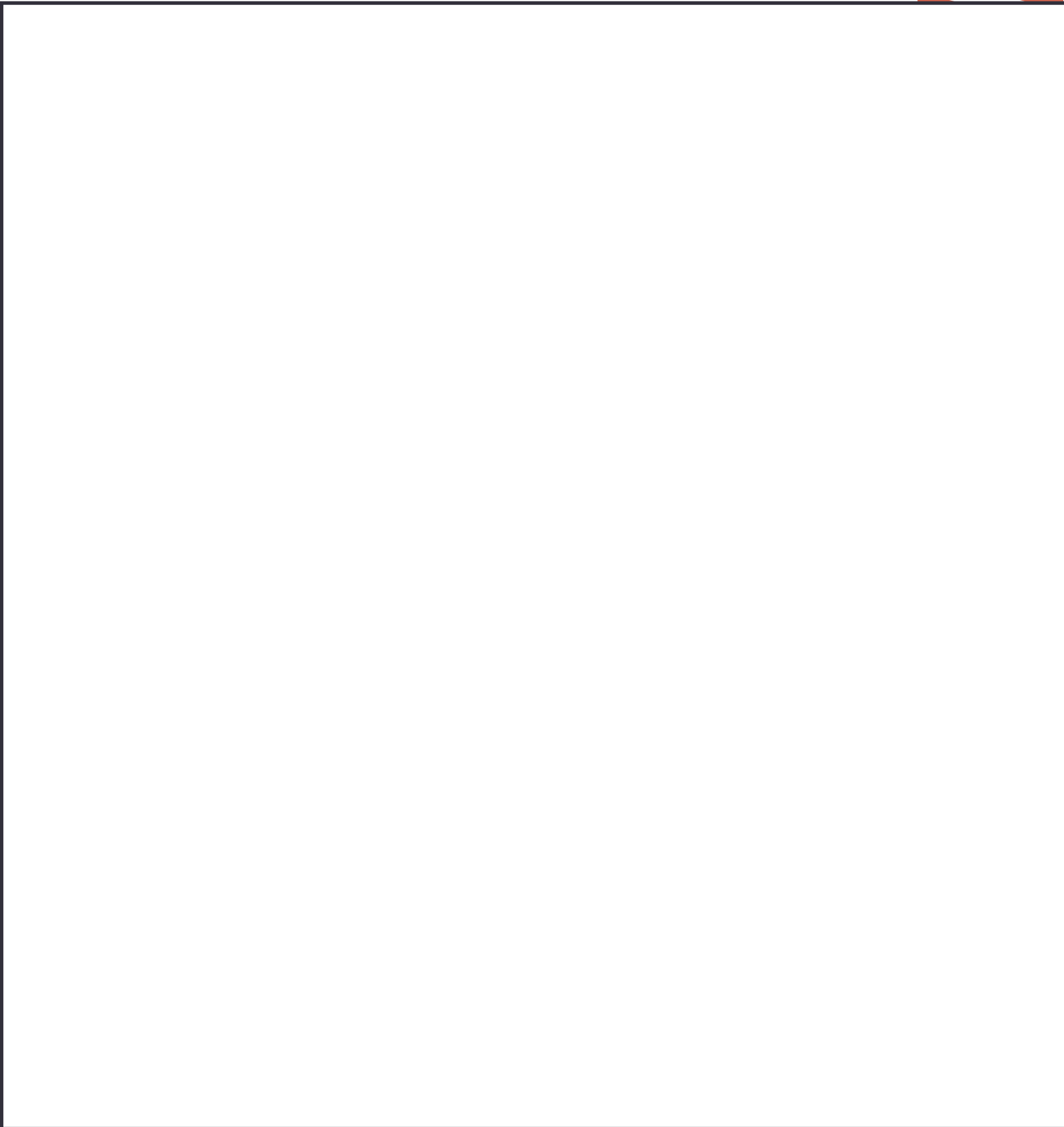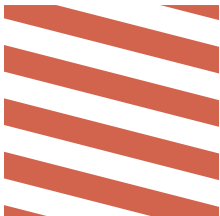
QUESTION OF THE DAY

What role does design play in a school?

Latinx Education Collaborative | **Pipeline**

The LEC is a 501 (c) 3 nonprofit organization dedicated to increasing and retaining the number of quality Latinx education professionals in K-12.

The LEC works on creating and implementing culturally responsive recruitment and retention strategies designed to attract, support, enhance, and retain Latinx education professionals.

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