Unit 1: Introduction to Design Thinking & Creative Problem-Solving

Content Area: **Business**
Course(s): **Foundations of Creative Design**
Time Period: **Semester 1**
Length: **2-3 weeks**
Status: **Published**

Standards

CS.9-12.8.1.12.AP.5	Decompose problems into smaller components through systematic analysis, using constructs such as procedures, modules, and/or objects.
CS.9-12.8.1.12.AP.7	Collaboratively design and develop programs and artifacts for broad audiences by incorporating feedback from users.
CS.9-12.8.1.12.AP.9	Collaboratively document and present design decisions in the development of complex programs.
CS.9-12.8.2.12.ED.1	Use research to design and create a product or system that addresses a problem and make modifications based on input from potential consumers.
CS.9-12.8.2.12.ED.6	Analyze the effects of changing resources when designing a specific product or system (e.g., materials, energy, tools, capital, labor).

Enduring Understandings

- Design thinking is a human-centered, iterative process for solving problems creatively.
- Innovation often stems from deeply understanding user needs and challenging assumptions.
- Feedback and critique are essential components of the design process.

Essential Questions

- What is design thinking, and why is it important?
- How does the working collaboratively influence a project outcome?
- How do empathy and iteration influence creative problem-solving?
- Why is giving and receiving feedback critical in the design process?

Knowledge and Skills

- Identify and define the five stages of the design thinking process.

- Analyze real-world case studies and relate them to design thinking principles
- Engage in empathy-focused activities such as interviews and classroom observations.
- Apply brainstorming techniques to generate solutions to common design problems.
- Present design concepts and receive/give feedback in structured critique sessions.
- Reflect on the design process and critique personal growth through journaling or discussion.

Transfer Goals

- Students will independently use the design thinking process to solve real-world problems creatively and collaboratively.
- Students will apply feedback and iteration strategies across disciplines to improve personal, academic, and professional projects.
- Students will use data to visualize multiple solutions to a given problem statement