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

8.1.12.AP.5	Decompose problems into smaller components through systematic analysis, using constructs such as procedures, modules, and/or objects.
8.1.12.AP.7	Collaboratively design and develop programs and artifacts for broad audiences by incorporating feedback from users.
8.1.12.AP.9	Collaboratively document and present design decisions in the development of complex programs.
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.
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