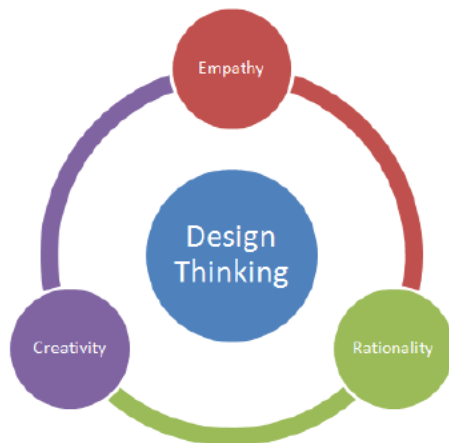


Preparation Activity 4: IDENTIFY A 'MISSION POSSIBLE' TO LEAD IN YOUR SCHOOL

Your task at the Student Parliament Workshop is to design a 'Mission Possible' - that either extends or adds value to what your school already does. The *Mission* contributes to one or more of the Global Goals. During the Workshop, you will: **Collaborate** with others to design your *Mission*, **Contribute** your ideas and be open to the ideas of others, **Empathise** by trying to think from the perspective of people most affected by the Goal(s) you are addressing, **Provide** feedback and welcome it from others to refine your ideas, **Apply** the Design Thinking process (see below).



How might we

persuade others to reduce use of plastics in our school?

convince our community that the Global Goals are important?

encourage others to reduce their carbon footprint?

raise funds to support disadvantaged communities?

Taruna Goel, 'The Design Thinking Mindset', *Designed for Learning*: tinyurl.com/z56o6w

DESIGN THINKING PROCESS

1. Empathise and Define

Explore selected goals and consider the perspectives of people most affected.

2. Ideate

Brainstorm ideas – no judgements. Vote on best idea to develop – this is the team's BIG IDEA

3. Prototype

Map (unpack) BIG IDEA by drawing and writing to describe the *Idea*, the *Problem* it solves, the *Impact* it will have. Also develop the 'Mission' Plan – **Why** the BIG IDEA is important and how you will know it is having the intended impact.

What you need to do to achieve it (3 to 5 key steps). **Who** needs to be involved and the tasks they will perform. **How** tasks will be done (resources needed). **When** tasks will be done (3 to 5 key milestones).

4. Test and Refine

Seek feedback from others not involved. Use to refine Prototype.



Design Thinking, Hasso-Plattner Institute of Design (d.school) at Stanford University: tinyurl.com/72p845y

5. Pitch

Your team representative(s) has three minutes (not a second more) to inform the Student Parliament about your 'Mission Possible' and how it will make a difference. Collaborate to work out the three to five key messages (Takeaways) and how to best present them. Be prepared to 'Feed Back and Feed Forward' for other team Pitches. Be specific. What do you like? What could make it even better? What questions does this raise? What should happen next? What is needed to keep the idea moving?