

IOWA I:I 2012

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How to Include Students as Co-Designers in Your I:I Program

(the workbook!)

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Laboratory on Design Thinking in Education

"dLab"

<http://dLab.uky.edu>

<http://ReformByDesign.posterous.com>

CASTLE

<http://SchoolTechLeadership.org>

University of Kentucky Educational Leadership Studies

<http://leadership.uky.edu>



Agenda

- Welcome
- Introduction and context
- Creating What People Need
- Empathy Interview
- Brainstorming I
"What is this?"
- Brainstorming II
"How Might We Involve Students in School Governance?"
- Ticket out the door
Write down what you'll try
- Close

Your Mission: Understand someone's point of view so you can design something **USEFUL & MEANINGFUL** for them. Start by **GAINING EMPATHY**.

The Empathetic Interview

10 minutes

TIP 1

Assign the following roles within your team so that each person has a clear purpose visible to the participant:

- **One person to lead the interview**
- **One to two note takers (note page follows)**

TIP 2

Listen and be attentive.

Allow long pauses.

Ask naive questions even if you are an expert.

Don't correct people.

REMEMBER:
The STUDENT is the expert.

ASK THESE INTERVIEW QUESTIONS

Start with one question and let all students answer it before moving on to the next question.

A. OPEN SPECIFIC

- What year in school are you in?
- How long have you been (or were you) at your school?
- What kinds of things do you think you [in X grade] do differently from kids at other grade levels?

B. GO BROAD

- What are your aspirations for the future?
- Why did you choose those?
- What do you see that could get in the way of achieving your goals? (Could be anything -- not necessarily school-related)

C. PROBE DEEP

TELL THEM: "We want to figure out implement (LAPTOPS or TABLETS) to create a school that amazes our students."

- What's the biggest problem currently in your school?
- What do you wish the teachers knew but don't about students?
- What do you wish the principal at your school knew but doesn't?
- If you could give the principal some advice, what would it be?
- Have you heard of ways that kids use laptops at other schools?
- What should your school do?
- Why do you say that?

Interview Notes

NOTES/SKETCHES

Interview Highlights

5 minutes

**THINGS THE STUDENTS SAID OR DID THAT SURPRISED
YOU OR MOST MEMORABLE QUOTES**

THINGS THAT MATTER MOST TO THE STUDENTS

**MAIN THEMES OR LEARNINGS THAT STOOD OUT FOR
YOU FROM THIS INTERVIEW**

**NEW TOPICS OR QUESTIONS TO EXPLORE IN FUTURE
INTERVIEWS**

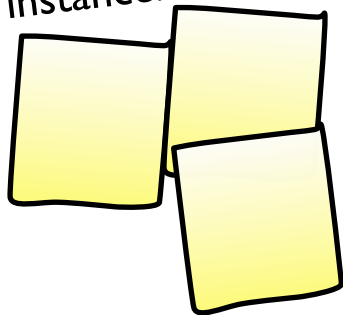
Synthesis: Unpack your observations and SATURATE your team's space (wall or table). Generate several STUDENT CHARACTERISTICS.

Write down 3 STUDENT CHARACTERISTICS for EACH category below:

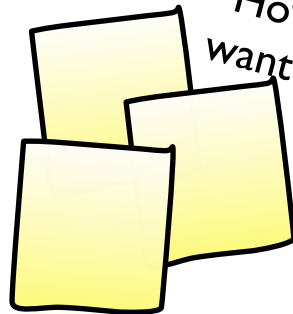
- Demographic information -- as much as you can think of
- Aspirations
- Sources of motivation
- Things they **need** to be able to do to succeed
- Things they can't stand
- Things they don't want
- How they want to feel (empowered, respected, happy, etc.)

Use sticky notes on the wall or table -- then sort them by heading

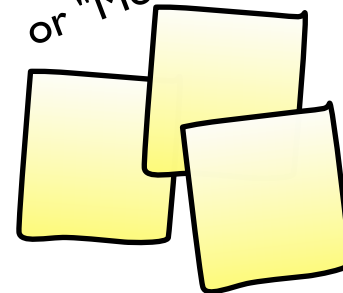
For instance: "Demographics"



or a category:
"How they
want to feel"



or "Motivations"



What ever
makes sense!

SHARE your thoughts + CAPTURE feedback.

7 minutes

Walk your students through your sticky notes. Explain what you heard them say, ask them if you're right, what should be added, what needs to be taken out. Ask them if they buy into the things you've written on the sticky notes.

New things I've learned about the students and their **NEEDS**:

TIP

Not sure if you uncovered enough characteristics?

Ask the student to help!

TIP

If a student asks:

"Will your plan have X or Y?"

You say:

"Should it have X or Y?"

REMEMBER: The student is the expert

Brainstorm Rules

One conversation at a time.

Encourage wild ideas

Go for quantity

Be visual

Headline!

Stay on topic

Build on the ideas of others

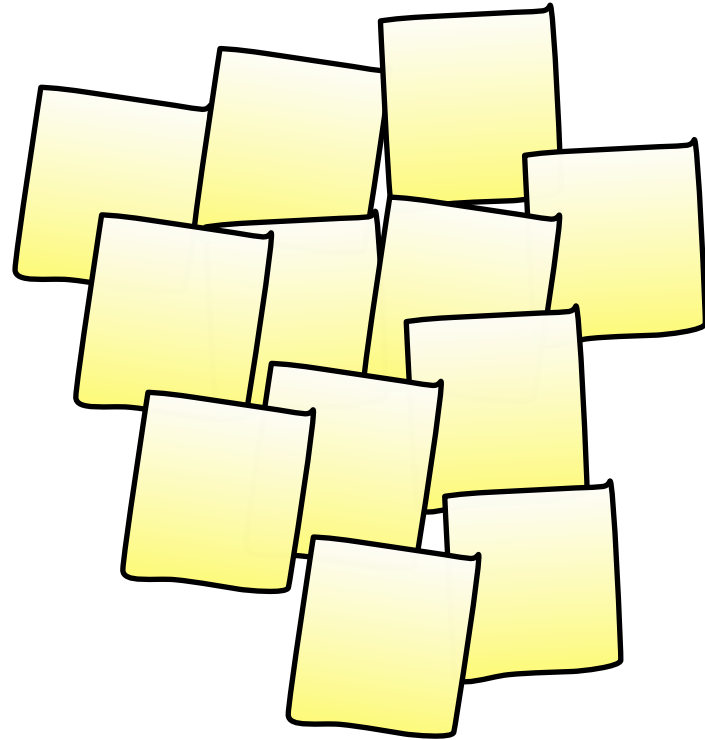
Defer judgement - NO blocking

Brainstorm

10 minutes

Generate **as many** RADICAL ideas as you can to the following:

"How might we
integrate
laptops/tablets
in a school so
that it meets
student needs?"



Use sticky notes on the wall or your table.
Follow the rules for brainstorming.

Ticket Out The Door: Four Ideas I'm Willing To Try

5 minutes

Group: _____

1.

**Longshot,
but would be
awesome!**

2.

**The
rationale
choice**

3.

**Most likely
to delight**

4.

**Team's
favorite**

Feedback on the Session - Please tear out and hand in

HOW did it go for you?

+ What works...

△ What could be improved...

? Questions...

! New ideas...