

# Make it Real: Build

## Make ideas tangible.

You're building to learn—so obstacles and failures are opportunities for creativity and growth.

## Reflect

Take a couple of minutes to jot down your thoughts to these questions:

- What are my assumptions?
- What do I want to learn?
- Who might I put this in front of to test it?

## Build

There are many ways to prototype an idea. You may choose different methods depending on what you are trying to learn. Prototypes should be quick to build and test.

### METHODS FOR PROTOTYPING A SPACE

Spaces are everything from our classroom layout to the hallways in our schools. School space informs how our students feel and prompt certain behaviors.

- Sketch an overhead blueprint
- Build a mini 3-D model

### METHODS FOR PROTOTYPING A ROUTINE

Routines can be simple practices, like saying hello in the morning, to more complex practices, like how students form teams. Routines are powerful drivers of school culture.

- Write a letter from the future
- Run a role play

### METHODS FOR PROTOTYPING A CURRICULUM

Curriculum prototypes help us break down upcoming projects into smaller pieces and test it quickly with students, parents, or other community members.

- Create a storyboard
- Create a diagram



## Test

Testing a prototype is all about learning how it meets the needs of the person or group you've been designing for. Test to learn, not to sell.

- **Start small.** Testing with small groups, like groups of 2-4 students. It's less high-stakes.
- **Solicit feedback.** Notice behaviors. Ask what they would change and why.
- **Be Experiential.** Always provide something for your students to interact with.

## Prototyping methods

Use these additional methods to start prototyping. Remember to start small and have fun!

### CREATE A STORYBOARD

Storyboards are great for ideas that stretch across time. Create a storyboard for ideas that involve sequential or interactive steps across days or months.

### DRAW A DIAGRAM

Diagramming can test how a complex system might function. Making diagrams can also help to build consensus. Diagrams should lay out key stakeholders, assets, and important levers within your concept.

### LETTER FROM THE FUTURE

Imagine what the future might look like if your idea were brought to life. This type of prototyping forces you to think idealistically and can help you learn what's most important to your concept.

### MAKE A MOCK-UP OR WIREFRAME

Get visual. This is a great tool to represent tech solutions. Show the flow or journey you would want the user to have.

### 3D BUILD

Make a model for ideas that are objects or involve space. You can create several different versions and then test these various versions with your student.

### ROLE PLAY

Role plays can test experience-based ideas. You can assume different roles and begin testing that way. Or you can create a screenplay and act it out with puppets or stick figures.