



# 1-PAGER: STEM DESIGN SPRINT

#### STEM – more than the sum of its parts

Science, Techology, Engineering and Maths all have specific knowledge and skill sets useful for solving problems. STEM is a way of doing. Meaningful learning through understanding, being active in authentic contexts, and having an impact in the world. It is about using knowledge to find positive solutions with easy jump on points, scope of growth and high expectations, and inclusive and sprawling possibilities and directions.

### Why STEM Design Sprint











Authentic, compelling problem / challenge

Multiple solutions

Design process

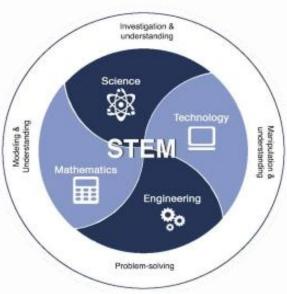
Applies trans disciplinary content

knowledge

Purposeful teamwork

"LOW FLOOR. HIGH CEILING, WIDE WALLS"

MITCH RESNICK, MIT MEDIA LAB



WWW.BRESEIGHTGROUP.COM.AU

#### What we did: Discover

+ Background on STEM and Design sprints + Met STEM Problem experts, Researchers, and Infographics + Explored Planetarium + Reflected

Defined Design Brief:

- + Design a moon base that protects humans from...
- + And help them survive by providing... + And make sure they are happy and thrive by giving them ...

#### Ideate. Refine and Select

+ Solo and in groups, generate ideas, developed, and selected ideas against criteria

Prototype

+ Used technology, and craft materials to build idea to help refine, and explain and share idea

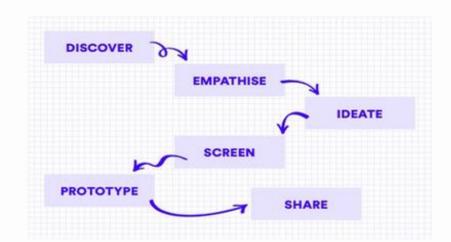
#### Share

+ using prototype to communicatee and explain idea to support refining

Topic Ideas for STEM Design Sprints Plastic pollution in water, Disease spread, Social isolation, Mental health, Healthy eating, Inhabiting space, Sustainability, Extinction, Social inclusion

Ideas for STEM Design Sprint in your classroom 1. Assessment of subjects and skills 2. Run STEM design sprint as intro/outro to a topic 3. Use Design sprint approach in lesson planning 4. Use design sprint to enhance your classroom/school 5.Use design sprint to reach out and build relationships with community or industry

## Solutions by Design – Process



Design Sprints Framework to rapidly create user focused solutions. It is characterized by the iterative design process of understand the problem, empathy for stakeholders, and prototyping and sharing/testing phases. Solutions can be objects, processes, campaigns, APPs, games, or anything! Find out more: www.dschool.Stanford.edu



