OUR WHY FOR 💡 DESIGN THINKING
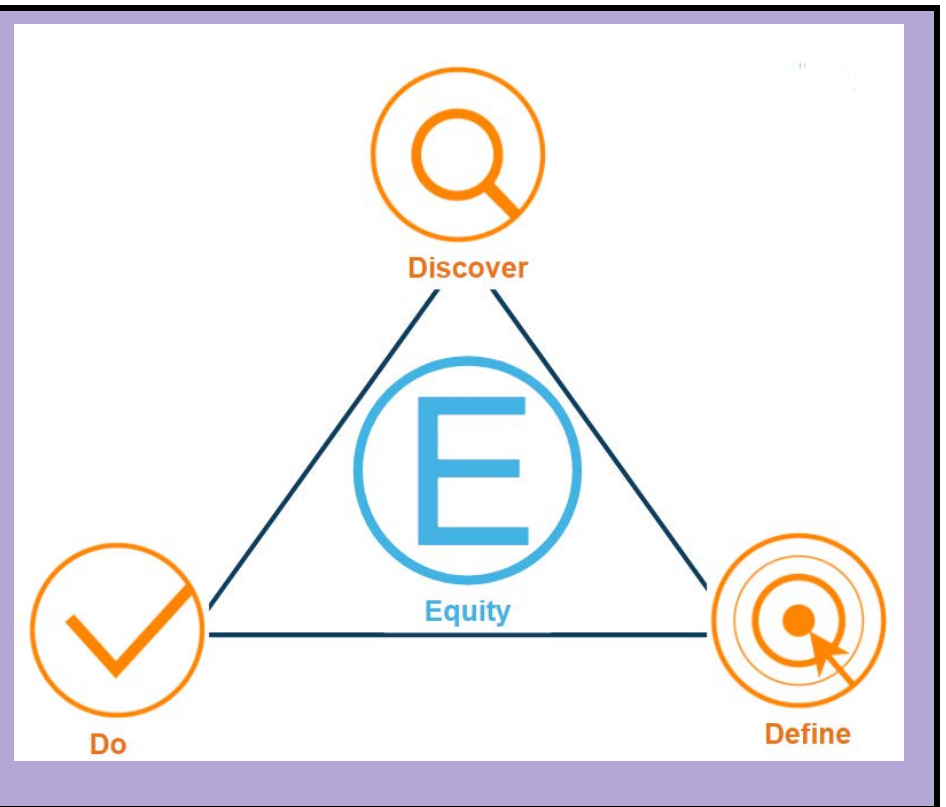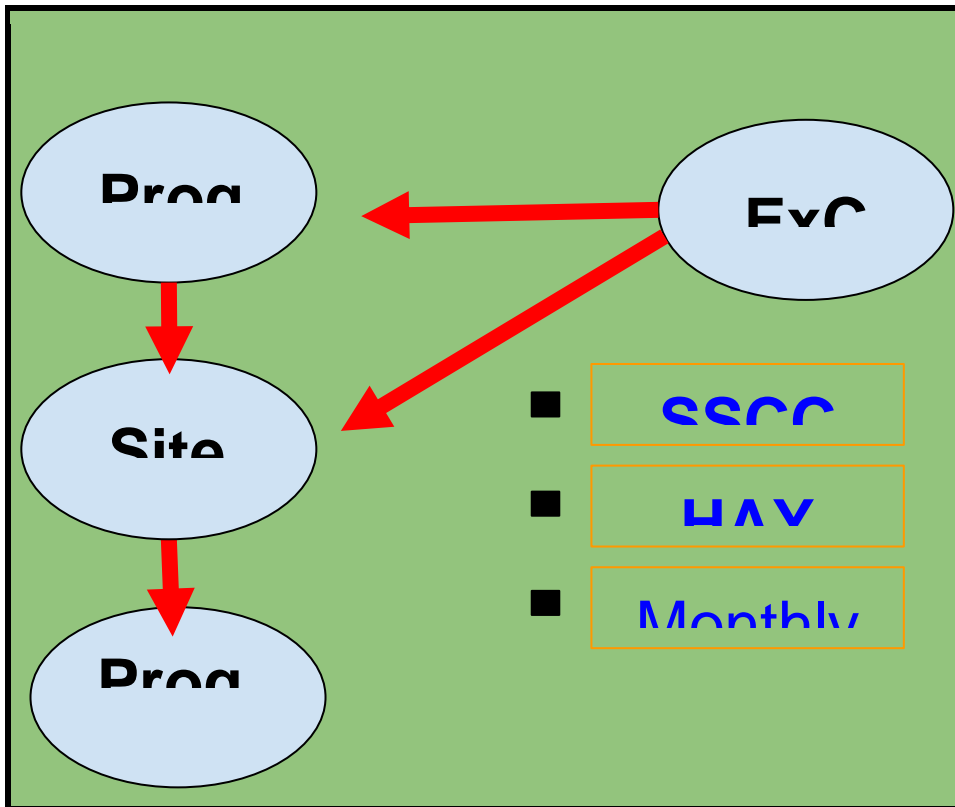
Our Current Model

The Process of Design Thinking

Our current model focuses on delivery of information that will ultimately benefit our youth in program. The ways that this content is delivered can greatly affect what information is relayed, how, and with what level

We want to use the design thinking process to ensure that we are constantly checking our processes and assumptions to be sure we are building and re-building a system that has the best outcomes for youth.

Discover: Empathy

Self Interview	**What are your current thoughts and reactions to the prompt and this exercise?**
Self Context and Analysis	**What might that be telling you about yourself? What should you be aware of or do differently as we engage in this process?**

Dig Deeper:

Ask or take note of ideas from clarifying questions to guide your process of discovery.

Define: Making Meaning

Needs	What is your user trying to accomplish?
Insights	What learnings can you leverage in your design process? (Make Inferences)

Needs Statement

Our team needs a way to _____
_____
_____
_____
_____
_____

because_____

_____

_____

_____

_____.

Do: Brainstorm and Prototype

Points of Leveraging Knowledge:	Areas of Need:	Key Ideas and Constraints:
❏ Between PM and SC ❏ Between ExCEL and SC ❏ Between SC and PL	→ Systemic Barriers → **Personal Challenges**	• Time at monthly meetings (30 min) or 2 hour separate meetings • Rotation of topics or grouped by QAP goals • Content with PMs or separately

Time Breakdown	Challenge Area (Taken from Interview in Discover Phase)	Category of Need	PM, SC, or PM/SC	Facilitation. Example: ExCEL Led or Peer Led

Key Presentation Questions:

• What about this model improves upon current modalities? • How does this improvement support greater outcomes for youth?	• What may be potential unintended consequences of implementing this solution