

PROTO TYPE

Hi there! We're excited you'll be trying out a prototyping session with fellow teachers. This is a quick guide to setting up a prototyping session in your school or classroom. We hope it's useful!

- The Guild Team P.S. Share your prototypes with @teachersguid on twitter. #dare2design

HOW DO I PROTOTYPE?

There are lots of ways to prototype. Here are a just a couple:

Create a Story: Tell the story of your idea from the future. Describe what the experience would be like. Describe the idea as if it were being published on your school's website

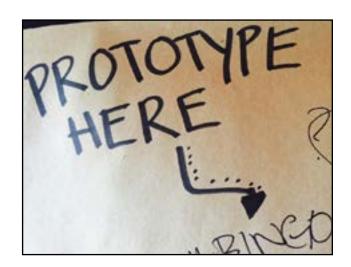
Storyboard: Visualize the complete experience of your idea over time through a series of images, sketches, or cartoons. Stick figures are allowed

Role Play: Act out the experience of your idea with your colleagues or even students

Create a Diagram: Map out the structure of your idea. Show its journey or the process behind it

Build it: Use materials to actually construct a model or scene of your idea. Try using cheap materials such as cardboard, construction paper, glue, popsicle sticks, tin foil.







RUN YOUR SESSION

PREPARE

- 1. Set up a date and time for your session
- 2. Get the necessary materials including:

Sharpies

Postits

Cardboard paper

Tinfoil

Scissors

Tape

Blank paper for writing

Pro-tip: Snacks always make for better gatherings.

BUILD

1. Some key mindsets for prototyping:

Be Optimistic

Build to Think

Inclination toward action

Say yes and (not no but)

- 2. Select ideas from the platform to build together
- 3. Form teams around ideas or work on one idea together. Give yourself a set amount of time to build (ex: 30 minutes or less)

Pro-tip: Often, prototyping surfaces new additions or pivots from the original idea. That's ok! In fact, it's encouraged.

TEST

1. Test your ideas with an end-user Bring in a student or teacher. Ask questions. Ex: Would you use this? Why? Would this be useful to you? How?Why? Pro-tip: When getting user-feedback, follow up on questions with "WHY?"

REFLECT

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SHARE

- 1. Reflect on what you learned through prototyping as a team.
- 2. Translate your learnings to feedback on The Guild. Post comments and/or begin to iterate on your concept.