



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

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

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

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 **R** 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.