What is a Design Sprint?

A design sprint is a fun teamwork adventure where we use our imagination to make something cool! We brainstorm ideas, get feedback from each other, pick the best ideas, plan how to make them, build them, and then share them with others. It's all about working together to create something awesome! Our design sprint follows the Design Thinking steps and model.

What is Design Thinking?

Design Thinking is one of Girl Scouts' core entrepreneurial skills! We identify a problem, brainstorm, build, test, and improve an idea based on what is best for who we want using our idea. It is all about being creative, empathetic, and flexible as we work through these steps to solve problems and create innovative solutions!

The Design Thinking Process

- Empathize: Understand the needs and feelings of the people you're designing for. It's like putting yourself in their shoes to see things from their perspective.
- Define: Clearly define the problem you're trying to solve. This step helps focus your efforts on what really matters.
- Ideate: Come up with as many creative solutions as possible, without judging them. It's all about brainstorming and thinking outside the box.
- Iterate: Based on feedback from testing, make changes and improvements to your prototype. Keep refining your solution until it's the best it can be.
- Prototype: Build a simple version of your solution. It doesn't have to be perfect; it's just a rough draft to test your ideas.
- Test: Try out your prototype with real users to see how they interact with it. This step helps you learn what works and what needs improvement.

Listen

EMPATHIZE

Ask questions

User surveys



Try out your prototype with real users to see how they interact with it. This step helps you learn what works and what needs improvement.

Understand the needs and feelings of the people you're designing for. It's like putting vourself in their shoes to see things from their perspective.

Question assumptions

DEFINE

Clearly define the problem you're trying to solve. This step helps focus your efforts on what really matters.

Evaluate

DESIGN THINKING

Look for patterns and insights

PROTOTYPE

Build a simple version of your solution. It doesn't have to be perfect; it's just a rough draft to test your ideas.

Think big, act small, fail fast

ITERATE

Based on feedback from testing, make changes and improvements to your prototype. Keep refining your solution until it's the best it can be.

Gather feedback

Learn from users

Refine

IDEATE

Come up with as many creative solutions as possible, without judging them. It's all about brainstorming and thinking outside the box.

Brainstorm