

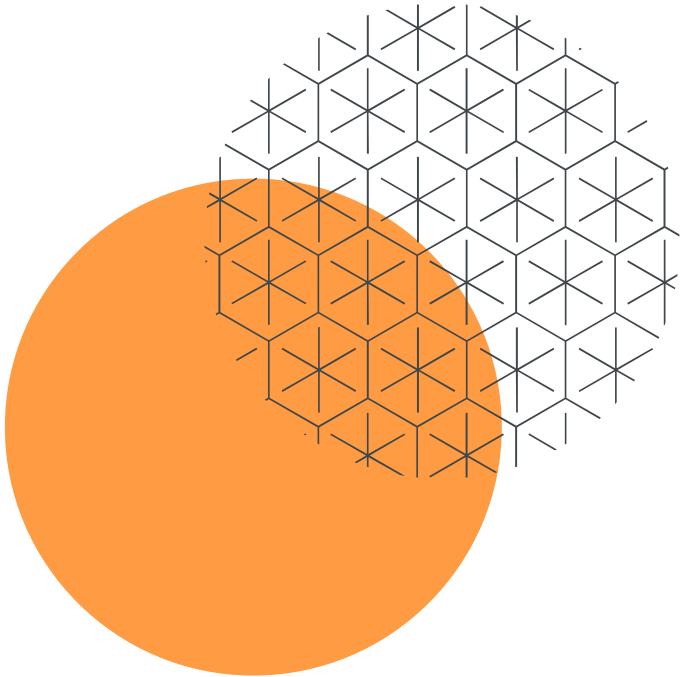
Introduction





Welcome to the wonderful world of design thinking! In this book, we will learn how to solve problems by using design thinking. Meet Danny the Dog, our friendly character who will be learning all about design thinking in this book.



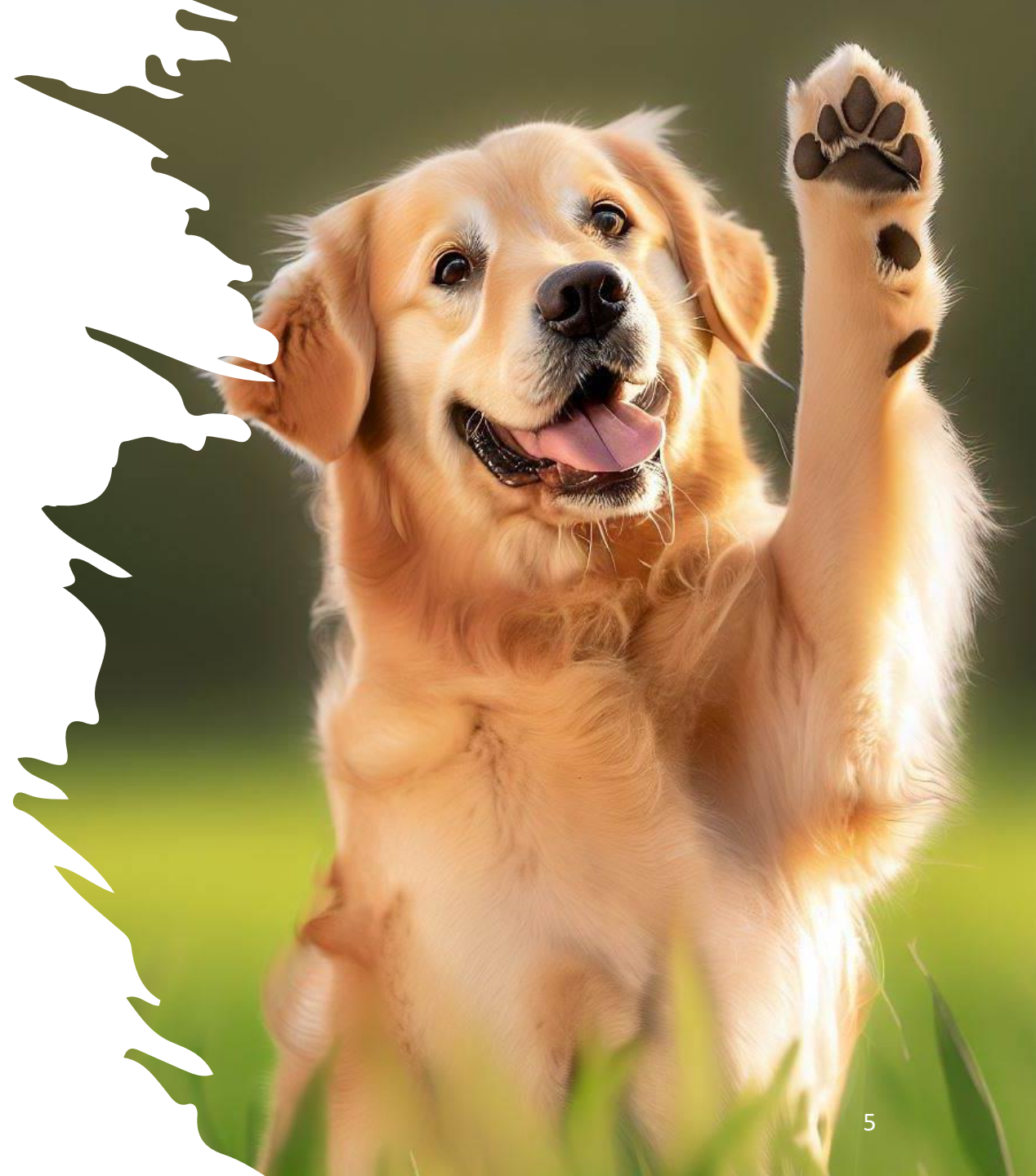


Meet Danny





Danny is a happy-go-lucky dog who loves to play and explore. He is always curious and loves to learn new things. Today, Danny has a problem to solve.





Danny's Problem

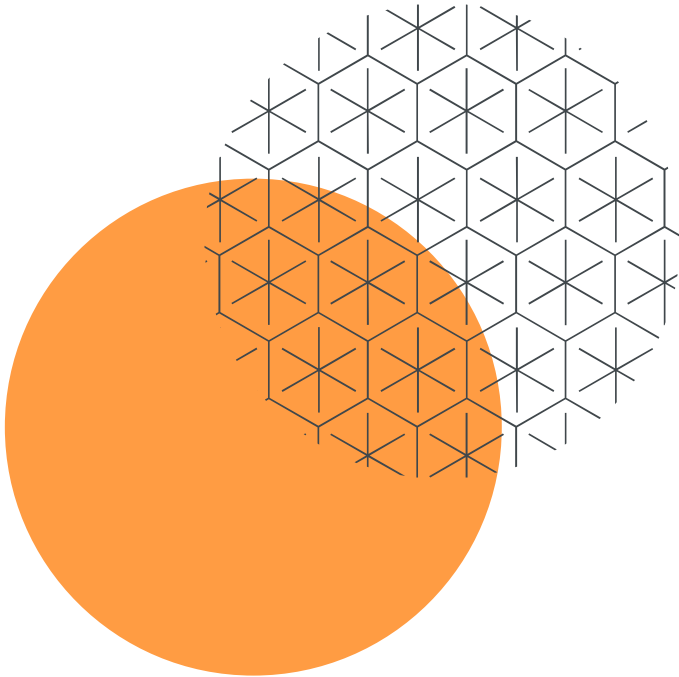


Danny wants to build a house in his backyard where he can play and relax. He has some ideas, but he doesn't know how to turn them into a real house.

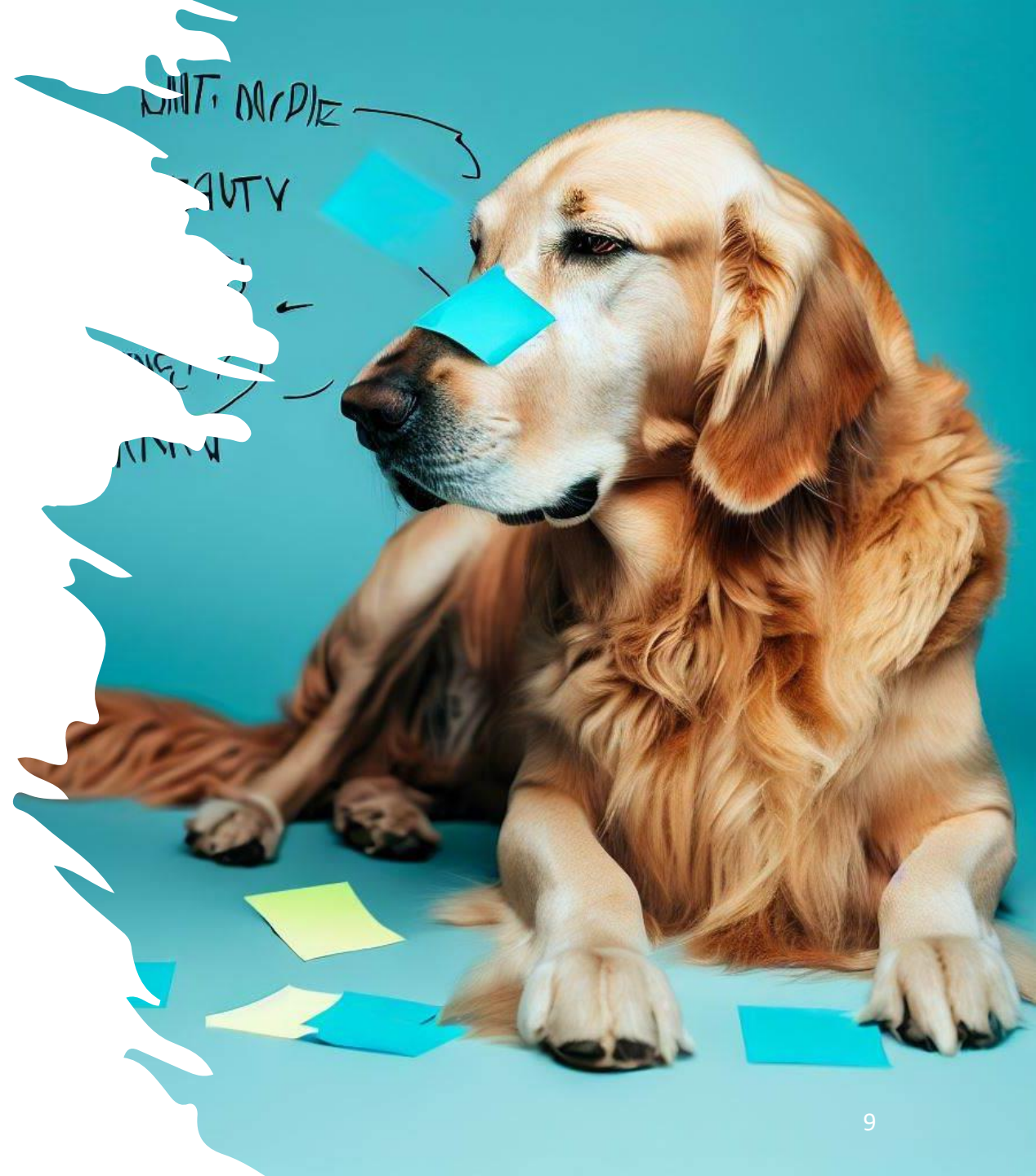


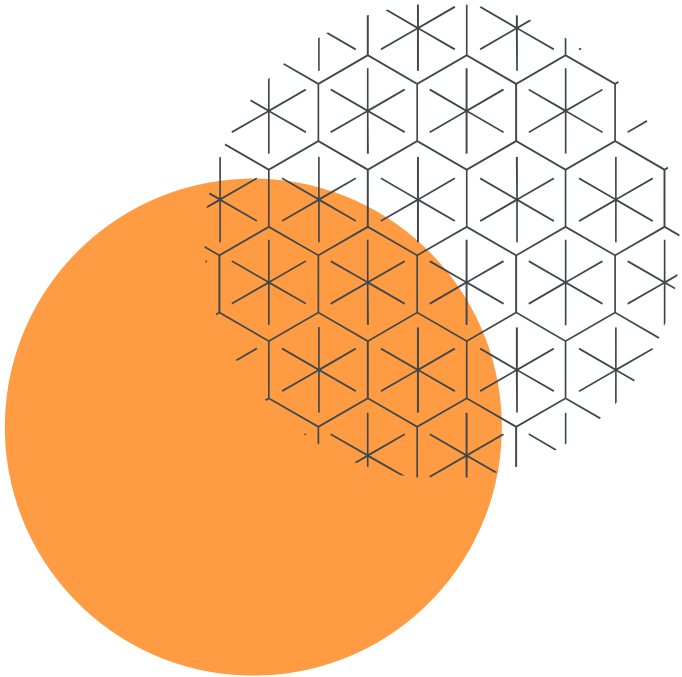


What is Design Thinking?



Design thinking is a problem-solving approach that helps us to create innovative solutions to complex problems. It involves five stages: empathize, define, ideate, prototype, and test.



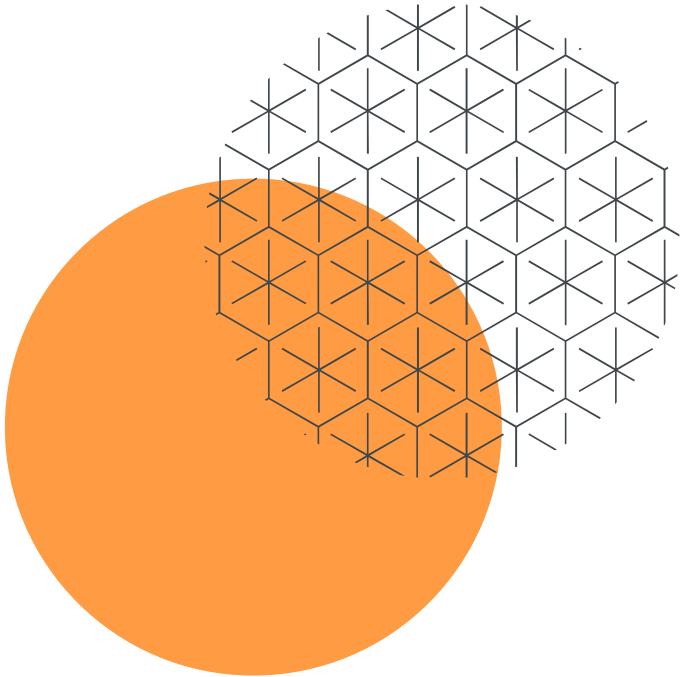


Emphasize



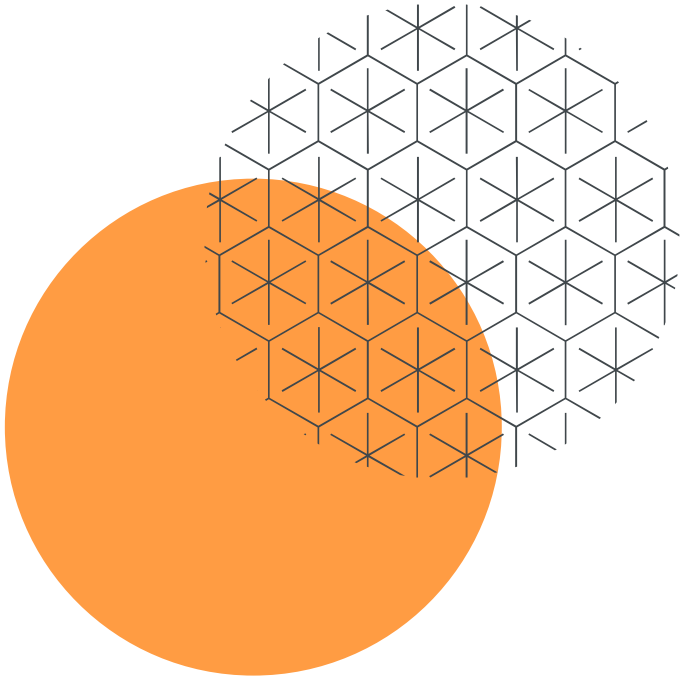
The first stage of design thinking is empathize. In this stage, we try to understand the problem and the people who are affected by it. Danny thinks about what he wants in his house and what he wants to do in it.





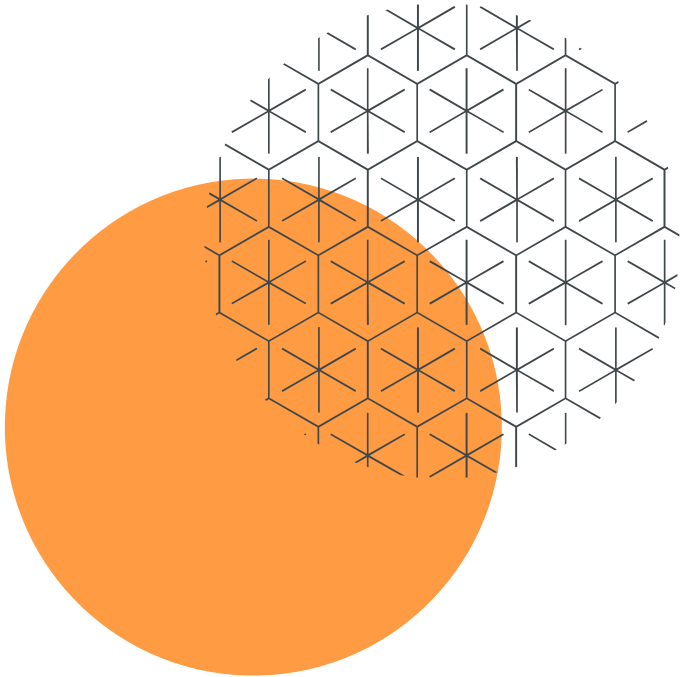
The second stage of design thinking is define. In this stage, we try to define the problem and create a problem statement. Danny writes down his problem statement: "I want to build a house in my backyard where I can play and relax."





The third stage of design thinking is ideate. In this stage, we come up with lots of ideas for solving the problem. Danny brainstormed lots of ideas for his house, such as a treehouse, a clubhouse, and a fort.



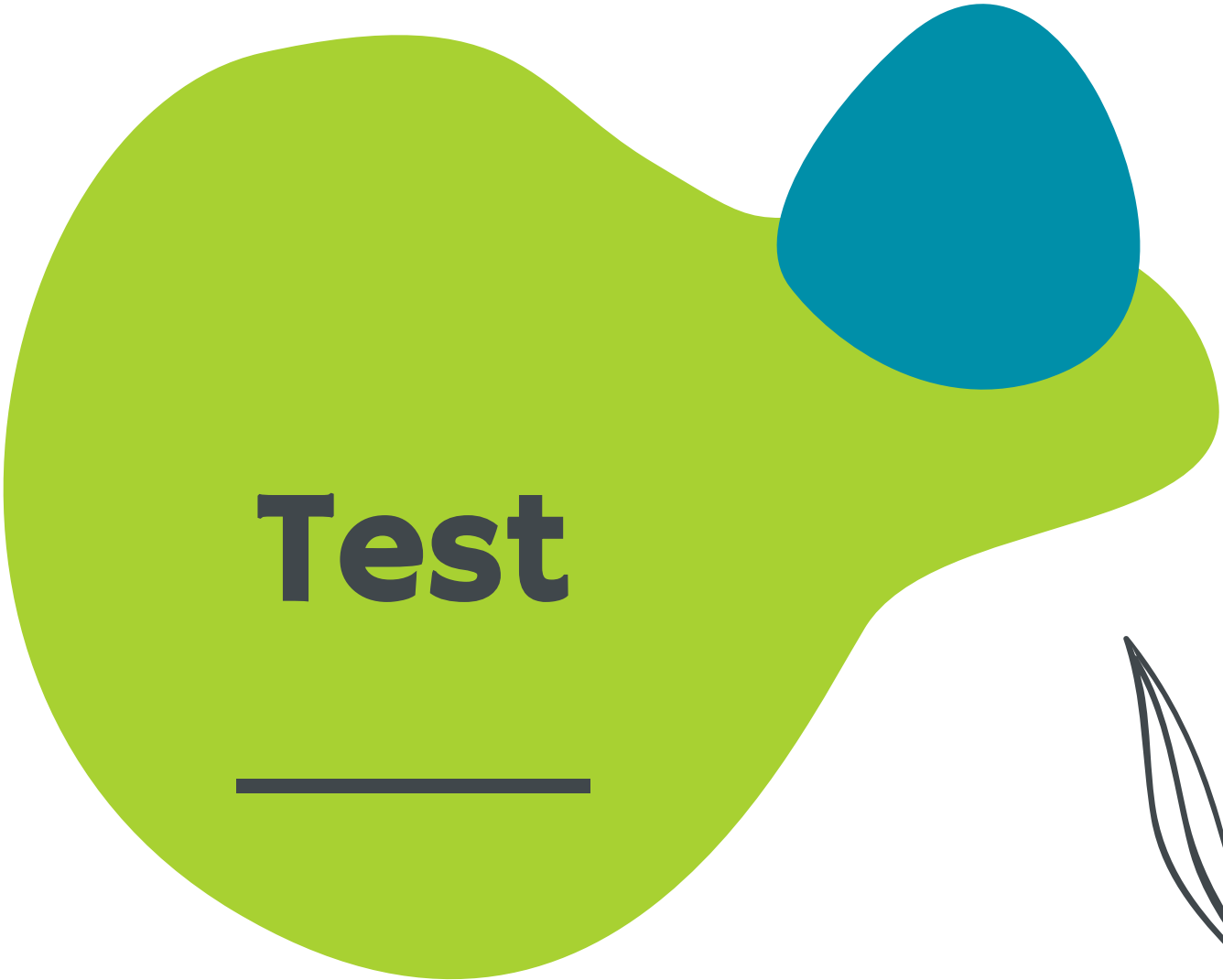
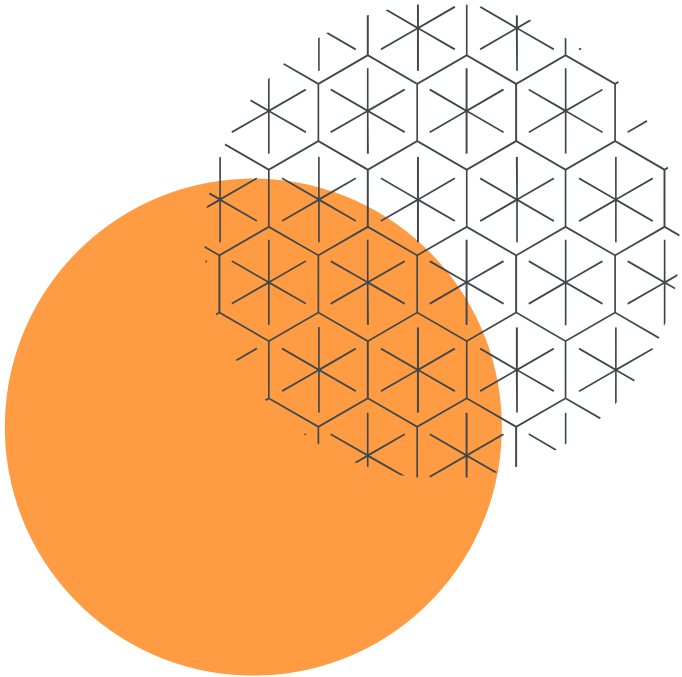


Prototype



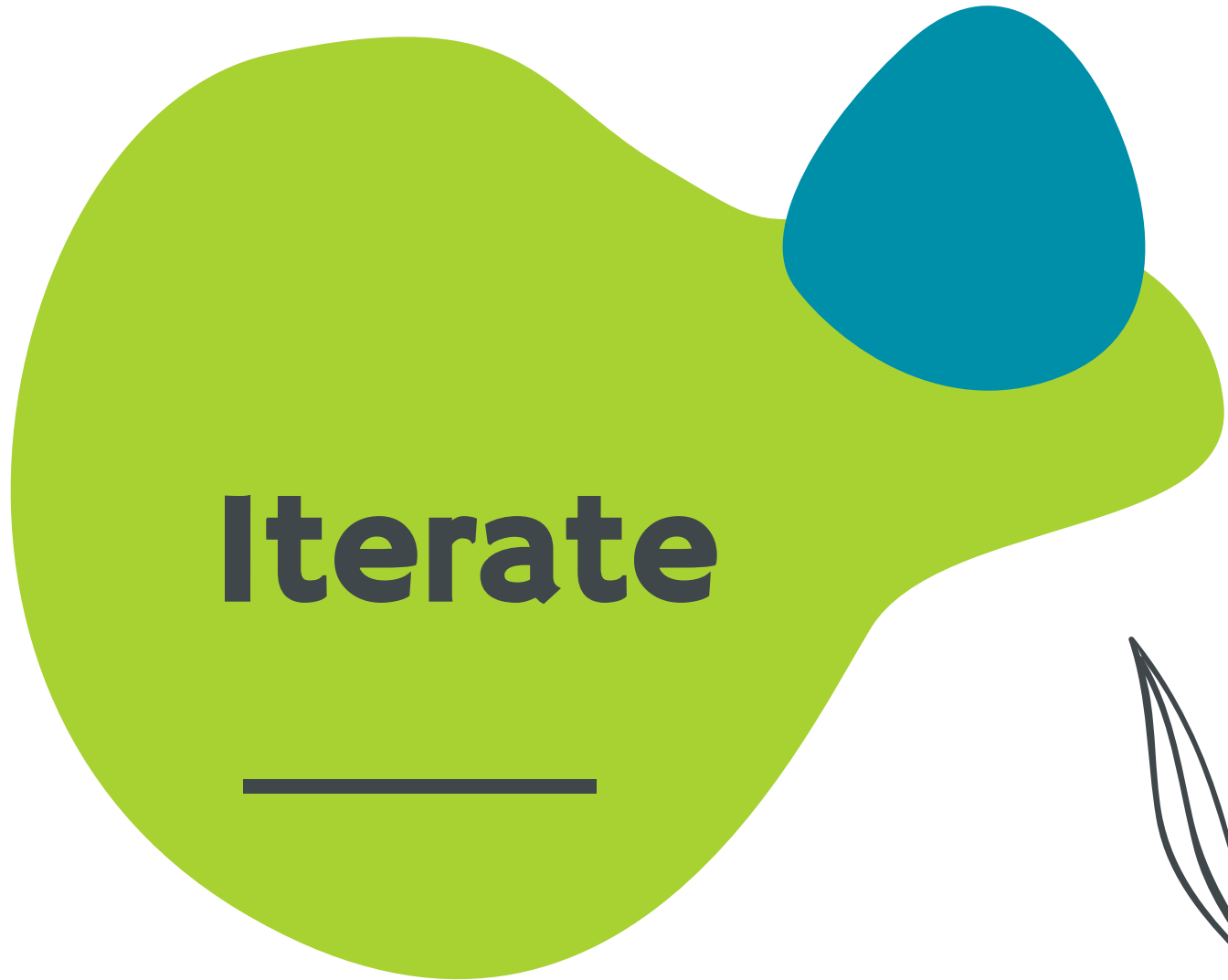
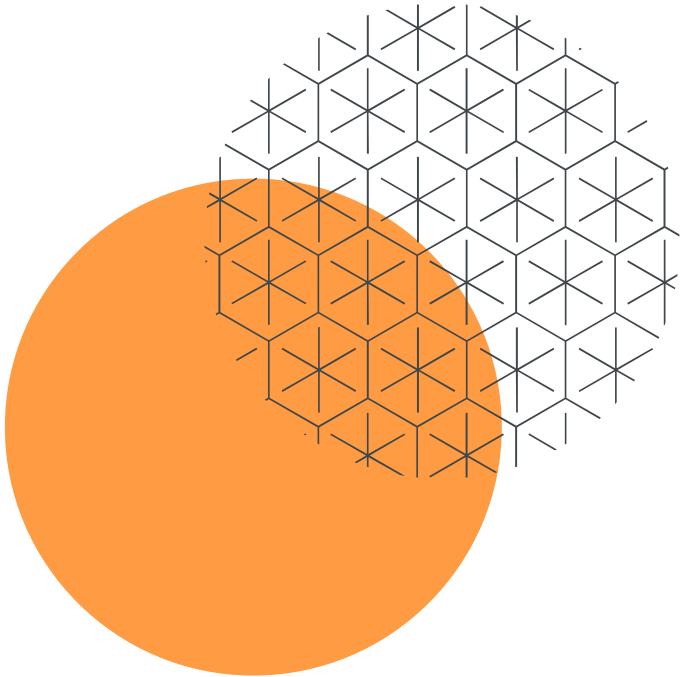
The fourth stage of design thinking is prototype. In this stage, we create a rough version of our ideas to see how they might work. Danny drew some pictures of his ideas and made a model out of cardboard.





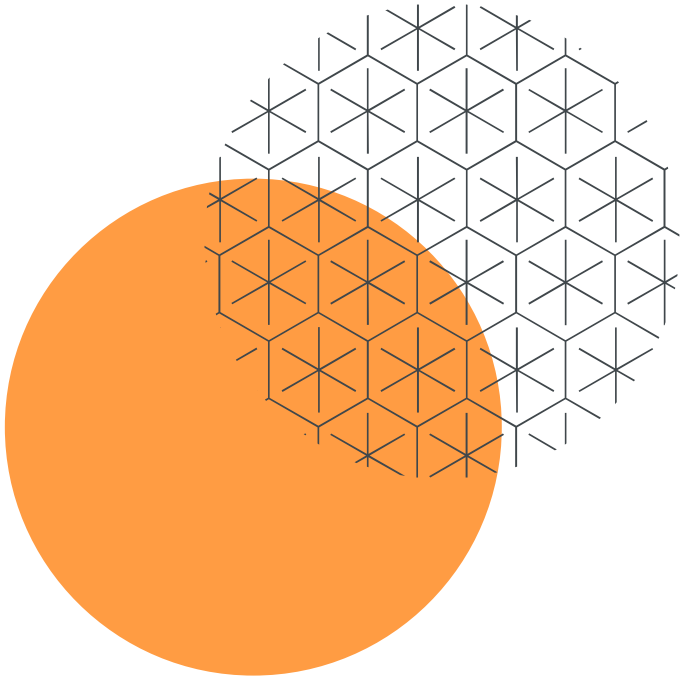
The fifth and final stage of design thinking is test. In this stage, we test our prototypes to see how well they work and how they can be improved. Danny tested his model and realized that it was too small for him to play in.





After testing, we go back to the ideate stage and come up with new ideas based on what we learned from testing. Danny came up with a new idea for his house, a doghouse with a slide.





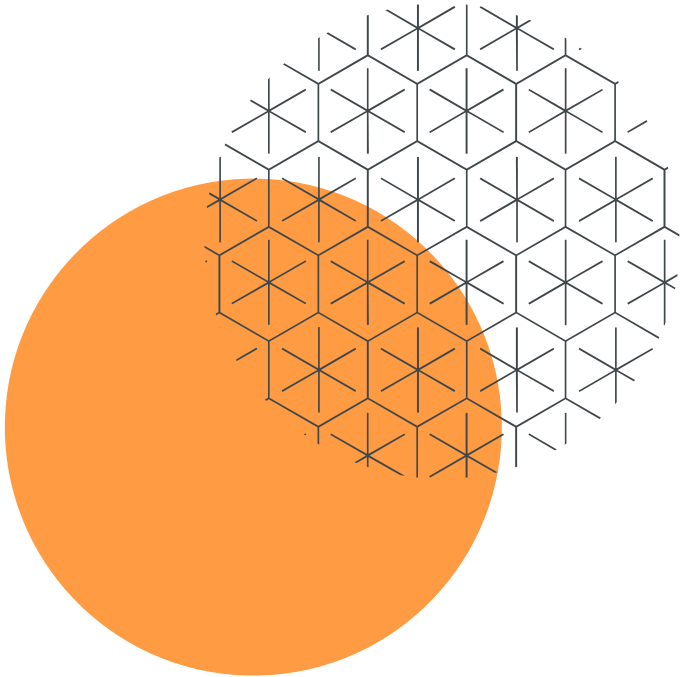
Prototype to improve





Danny made a new model of his doghouse with a slide. He used wood and nails to make a sturdy structure.



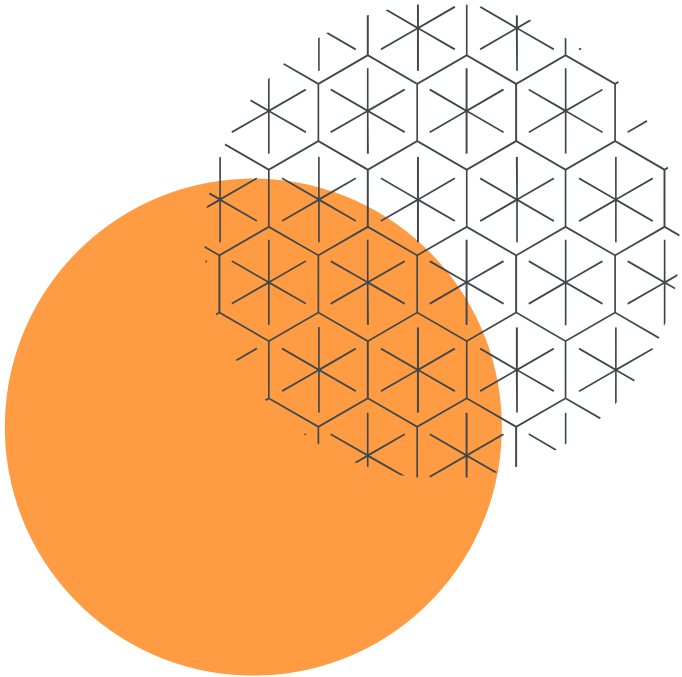


Test again!



Danny tested his doghouse with a slide and found that it was perfect for him to play and relax in. He was very happy with his new house.





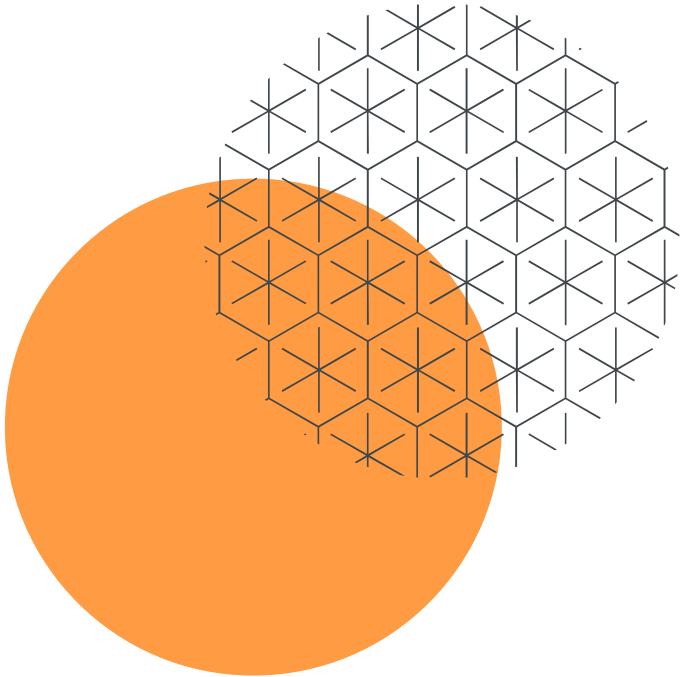
Conclusion





Design thinking is a powerful tool for solving problems and creating innovative solutions. By following the five stages of design thinking, we can come up with ideas that work and make our lives better. Thank you for joining us on this design thinking journey with Danny the Dog.





Activities



- 1) Draw a picture of your problem and write a problem statement.
- 2) Come up with lots of ideas for solving your problem.
- 3) Make a prototype of your best idea using materials you have at home.
- 4) Test your prototype and see how you can improve it.
- 5) Share your problem and solution with a friend or mom and dad.





The end

