

Use this workbook to respond to the COP26 MM challenge as part of the Creative Bravery Festival in collaboration with Brave Times



# MAKER MONDAYS

## Workbook

Print off the next four pages and use them as worksheets to develop and form your idea.



# Hello! give us a bit of info before you start ...

CHALLENGE NAME

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DATE

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YOUR FIRST NAME

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Optional

AGE

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Optional

SCHOOL

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MAKER MONDAYS

## CREATIVITY

The use of imagination or original ideas to create something new.

## COLLABORATION

The action of working with someone to produce something.

## CRITICAL THINKING

The ability to evaluate information. To think critically about an issue or a problem means to be open-minded and consider alternative ways of looking at solutions.

## COMMUNICATION

The process of passing information and understanding from one person / being to another. Communication is not only a human activity, animals communicate too.

## CURIOSITY

An eagerness to explore, discover and figure things out. A desire to learn. An interest leading to inquiry.

# Design thinking worksheet

## 1 EMPATHY | Learn and understand

Understand the problem by asking what, why, who, where, when, how, questions. Have a go....ask 10 challenge questions. Write them below:

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## 2 RESEARCH | Look and Ask

Use your questions to focus your research to help solve the problem. You will look, read, talk and ask. Write down what you have found out below:

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## 3 IDEATE | Imagine

This is the fun bit. Imagine and draw lots of creative ideas on the [ideate worksheet](#) to begin to solve the problem. Remember there are no wrong ideas at stage.

Choose a favourite idea and use the reflect questions on stage 4 to evaluate it. Always make improvements to refine your prototype.

## 4 REFLECT | Consider your ideas

What works well about your idea? How effective is your idea? Think of who you are creating it for. Now ask another person to look at your idea. A fresh pair of eyes will offer new suggestions. What improvements can you make? Incorporate these into your prototype.

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## 5 PROTOTYPE | Draw your design

Draw your final idea on the [prototype worksheet](#). Give your idea a title and a description. Tell us how do you think it helps to solve the problem and what works well.

## 6 SKILLS | The 5C's

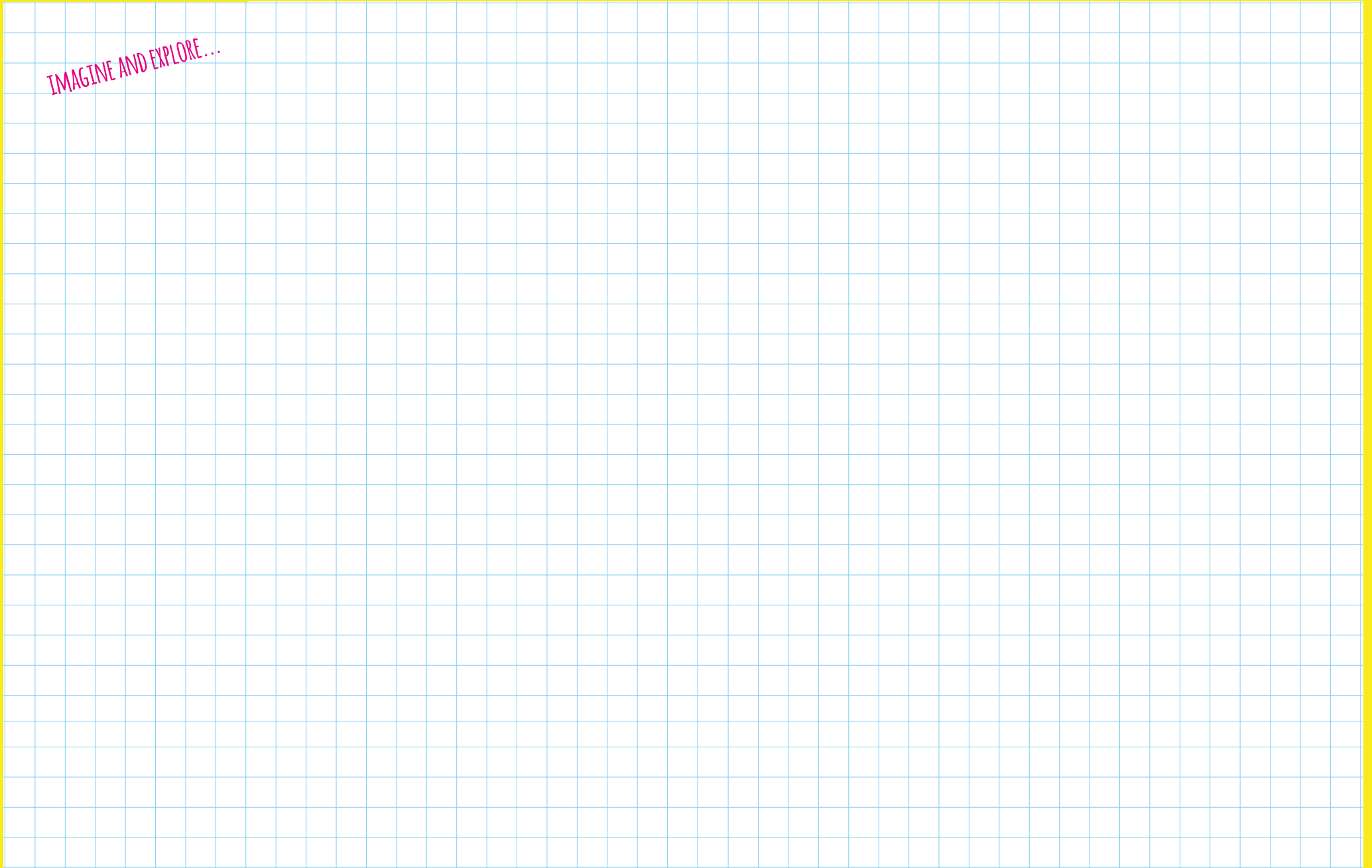
Tick which of these skills you have used:

- Creativity
- Collaboration
- Critical Thinking
- Communication
- Curiosity

MAKER MONDAYS

# Ideate worksheet

IMAGINE AND EXPLORE...



# Prototype worksheet

DRAW YOUR DESIGN...

TITLE

DESCRIPTION

# The stages and definitions of the Design Thinking process for reference

## EMPATHY

The ability to understand and share the feelings of another.

## RESEARCH

A careful and detailed study into a specific problem, concern or issue.

## IDEATE

To form an idea of a particular thing.

## REFLECT

To think deeply or carefully about something. To think critically.

## PROTOTYPE

The first, original, or typical form of something. A prototype is a simple model or drawing that lets you test out your idea, reflect and think critically about. You can also share your prototype with other people so they can do the same. It allows you to make improvements to your idea before designing your final solution. You can create one or many prototypes.

## MAKER MONDAYS

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The action of working with someone to produce something.

### CRITICAL THINKING

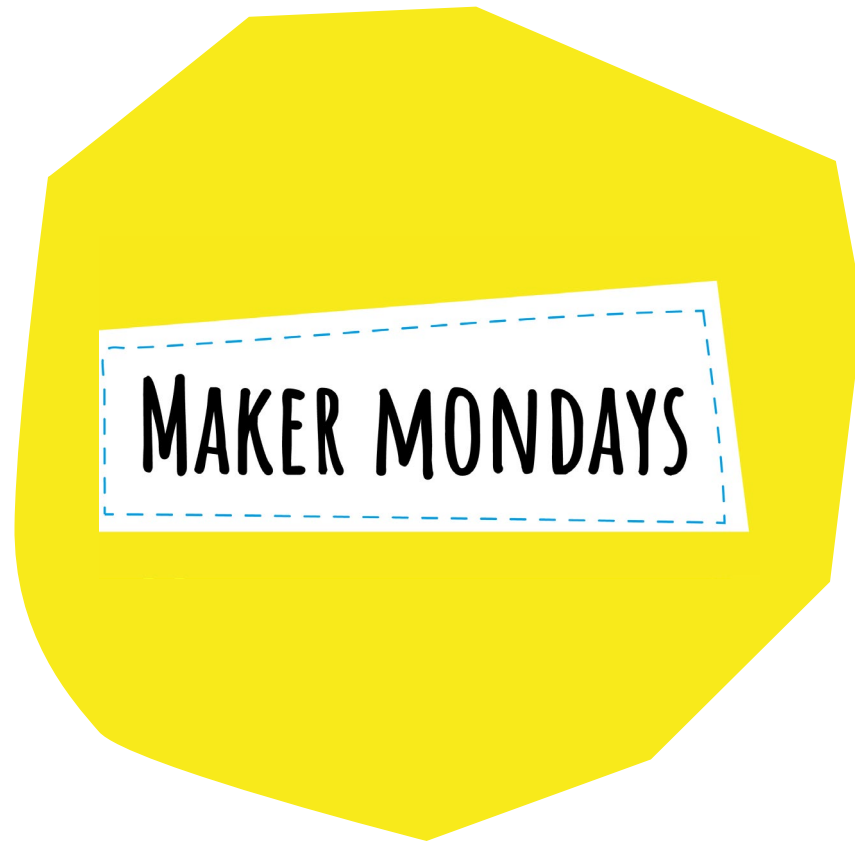
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LEARNING  
NETWORKS



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