Project



1. Understand

Activity 2

Interactive

Name:

Grade:

Match the design thinking stages with the descriptions. This will help you plan what you need to do to finish the project.

Stages		Description
Understand		Testing your ideas for feedback and making improvements.
Define		Brainstorm and come up with creative solutions.
Ideate		Creating a model of one or more of your ideas.
Prototype		What is the problem you are trying to solve?
Test		Who are you trying to help? What do they need?

LIVEWORKSHEETS