Project



1. Understand

Activity 2

Interactive

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