

# AGENDA

09:00 – 09:10	Welcome and introducing agenda	DT Coach	10 min
09:10 – 09:20	What is Design Thinking?	DT Coach	10 min
09:20 - 09:25	Introduce Challenge(s)	DT Coach	5 min
09:25 – 09:30	Warm-up (e.g. Juggling Ball Game)	ALL	5 min
09:30 – 09:40	Group check-in	DT Coache(s) & Team	10 min
09:40 – 09:50	<b>Introduce: Understand</b> (Challenge)	DT Coach	10 min
09:50 – 10:00	<b>Break</b>	ALL	10 min
10:00 - 10:30	Understand Challenge (Reframing)	DT Coache(s) & Team	30 min
10:30 – 10:40	<b>Introduce: Research</b>	DT Coach	10 min
10:40 - 10:50	<b>Break</b>	<b>ALL</b>	10 min
10:50 – 11:10	Prepare Research (Questionnaire, roles, tips)	DT Coache(s) & Team	20 min
11:10 - 12:00	Conduct Interviews	Team	50 min
12:00 - 13:00	<b>Lunch Break</b>	ALL	60 min

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13:00 - 13:05	Energizer (e.g. Danish Clapping)	ALL	5 min
13:05 - 13:15	Introduce: Synthesize	DT Coach	10 min
13:15 – 13:25	Storytelling and Point of View	DT Coache(s) & Team	20 min
13:25 – 13:35	Introduce: Synthesize	DT Coach	10 min
13:35 – 14:05	Synthesize (Cluster, Dot voting ,“How might we help...”)	DT Coache(s) & Team	30 min
13:35 – 13:45	Break	ALL	10 min
13:45 - 13:55	Energizer (e.g. Fruit Salad)	ALL	10 min
13:55 - 14:05	Introduce: Ideation	DT Coach	10 mi
14:05 - 14:40	Ideate (use different Brainstorming Methods)	DT Coache(s) & Team	45 min
14:40 - 14:50	Break	ALL	10 min
14:50 –15:00	Energizer (e.g. The longest Line)	ALL	5 min
15:00 - 15:50	Introduce: Prototype + Testing	DT Coach	5 min
15:50 - 16:20	Create Prototype	DT Coache(s) & Team	30 min
16:20 – 16:30	Test: Present Prototype (3 min for each team + 2 min feedback)	Teams	10 min
16:30 – 17:00	I like / I wish Recap & cleaning up spaces	on flipchart	30 min