

# Project Design

## Hello and welcome to the KIDS4ALLL tutorials!



### Your journey starts here.

Your journey to support young people to have a great educational time together, using the KIDS4ALLL platform and creating their own contents, starts here. And where does it finish? you may ask. Well, in your work.it area, where you can share your practice and inspire other teachers and educators!

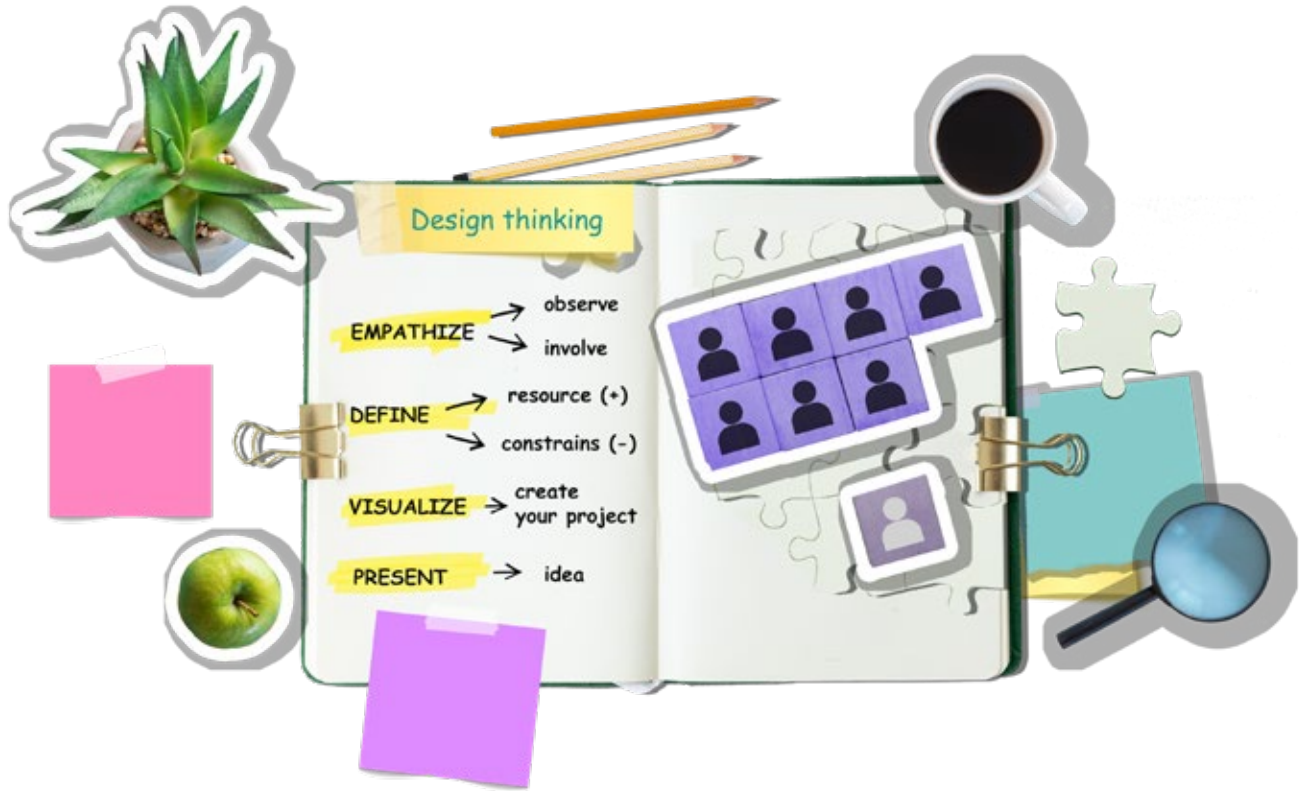
To come up with the big idea we suggest you use the methodology of Design Thinking:

### Empathize with the youngsters

Empathize with the youngsters to understand their educational needs. Observe and involve them directly in this process.

### Define the contents

Define the contents, considering the resources and the constraints you have, for example in terms of time, materials and skills.



### Visualize your results

Visualize your results and then start to create your project: let your creativity run wild, dare to think unconventionally to inspire those young people.

### Present your ideas

Present your ideas to the young people or just start testing them and, if needed, elaborate your strategy in more detail.

### Here are 3 key suggestions for successful design thinking:

**TIME:** less is more – decide how long every step should take. Create specific or flexible time boxes and start the timer.

**MATERIAL:** sticky notes on a poster and colorful markers or digital whiteboards are great to put thoughts and ideas in order.

**MODERATION:** make sure that the process flows step by step and that the execution of ideas doesn't start too early. Creativity needs focus and well-being, so make sure that you all have what you need.

Time to get started: 3, 2, 1 go!

