What is the unique role of art museums in supporting tomorrow’s learners in North Carolina and beyond?
Design Process, Engineering Design Process, Design Thinking: What does it all mean?

The design process is what puts Design Thinking into action. It's a structured approach to generating and developing ideas.

The five phases of the design process:

1. Discovery
   - I have a challenge. How do I approach it?
2. Interpretation
   - I learned something. How do I interpret it?
3. Ideation
   - I see an opportunity. What do I create?
4. Experimentation
   - I have an idea. How do I build it?
5. Evolution
   - I tried something. How do I evolve it?

The five phases of the Design Thinking process:

1. Empathize
   - I have a challenge. How do I tackle it?
2. Identify
   - I learned something. How do I process it?
3. Ideate
   - I see an opportunity. What do I create?
4. Prototype
   - I have an idea. How do I build it?
5. Test
   - I tried something. How do I fine tune it?
Design process adapted from the Museum of Science Boston “Engineering is Elementary” program and NCSU Engineering Design Process.
ASK: Speed Dating

• What trends in education (schools/museums) have you seen in the past five years that will have lasting impact?

• What do you think will be the most powerful change in classrooms/museums in the next five years?

• What are the growing needs of educators and students across the State?

• What is the role of the art museum in the state?
What we’ve learned: Teacher Needs

- Time
- Professional Development
- Collaborators
- Proof
What we’ve learned: Student Needs

- Play and Experimentation
- Real-world Skills
- Authentic Approaches to Demonstrate Learning
- Engagement
Imagine/Plan/Create

1. Receive a problem set.

2. IMAGINE possible solutions for the role North Carolina Museum of Art could play in next generation learning using outcomes from the ASK phase as parameters.

3. Pick a solution and PLAN how it might be implemented.

4. CREATE a prototype or artifact related to this plan.

5. Share your ideas with the group.
Think/Pair/Share

Take the next few minutes to reflect on applications to your own classroom. How could you use design thinking protocol to solve problems in your school? How could your students use design thinking in your classroom?
Upcoming Programs

October 10, 1pm: Live Chat about Next Generation Learning. To participate, join the google hangout at bit.ly/NCMAplan or join the twitter conversation using the hashtag #NCMAplan.

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