LEARNING EXPERIENCE

design sprint

TITLE   make it catchy!

LEARNERS   who are the learners?

1.

GOALS   what do you want your learners to get out of this?
how will they know they are making progress?
how will you know that you are achieving your goals?

2.

TEACHING TEAM   how is the teaching team diverse?
(disciplines, experience, etc)

3.

FLOW   what will be learners doing?

in what sequence?

how long does each step take?
*HINT: get participants DOING first! use a stoke to get them engaged right away.
resist the temptation to deliver a lot of information upfront.*

4.

RESOURCES AND SPACE   what materials and supplies will provide guidance and inspiration?
(prototyping materials, worksheets, etc.)

how does the space need to be set up to foster the behaviors and
interactions you want? (seating, tables, vertical surfaces to write, etc.)

5.

HINT: don't forget to add a debrief. what questions might you ask to get learners to reflect on their experience?