

ITERATE

IDEA REMIX

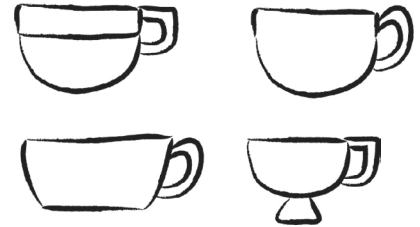
FACILITATOR GUIDE

GRADES: 6-12

TIME: 15 MIN

Iterate: Expand on an idea or combine ideas together.

Designers often build on an existing idea or create similar versions of it to fine tune a project.



1. CHOOSE A NUMBER AND LETTER

Ask students to pick a number from 1-12 and a letter from A-L. Each number and letter corresponds to a trait and an object, which are listed in the next step.

2. SKETCH OR WRITE 10 IDEAS BASED ON YOUR CHOSEN COMBINATION

The number and letter combination generates a random idea for students to iterate on. Using sticky notes, challenge students to come up with at least 10 different ideas or drawings based on their prompt. Students can interpret the words in any way they want.

List 1

- 1.) Silly
- 2.) Evil
- 3.) Happy
- 4.) Funky
- 5.) Angry
- 6.) Sleepy
- 7.) Wild
- 8.) Grumpy
- 9.) Friendly
- 10.) Weird
- 11.) Crazy
- 12.) Mysterious

List 2

- A.) Toothbrush
- B.) Shoe
- C.) Backpack
- D.) Hat
- E.) Phone
- F.) Chair
- G.) Jacket
- H.) Watch
- I.) Lamp
- J.) Wallet
- K.) Bicycle
- L.) Glasses

3. REFLECT AND DISCUSS

Bring the class back together for a discussion:

- What happened when you tried coming up with many ideas instead of just one?
- Why do you think it might be valuable for designers to iterate?
- Is the first idea always the best idea? Why or why not?

EXTENSION IDEA

Ask students to combine some of their ideas. This can be done individually or in groups. Designers often blend ideas together when narrowing them down.