DESIGNING for change

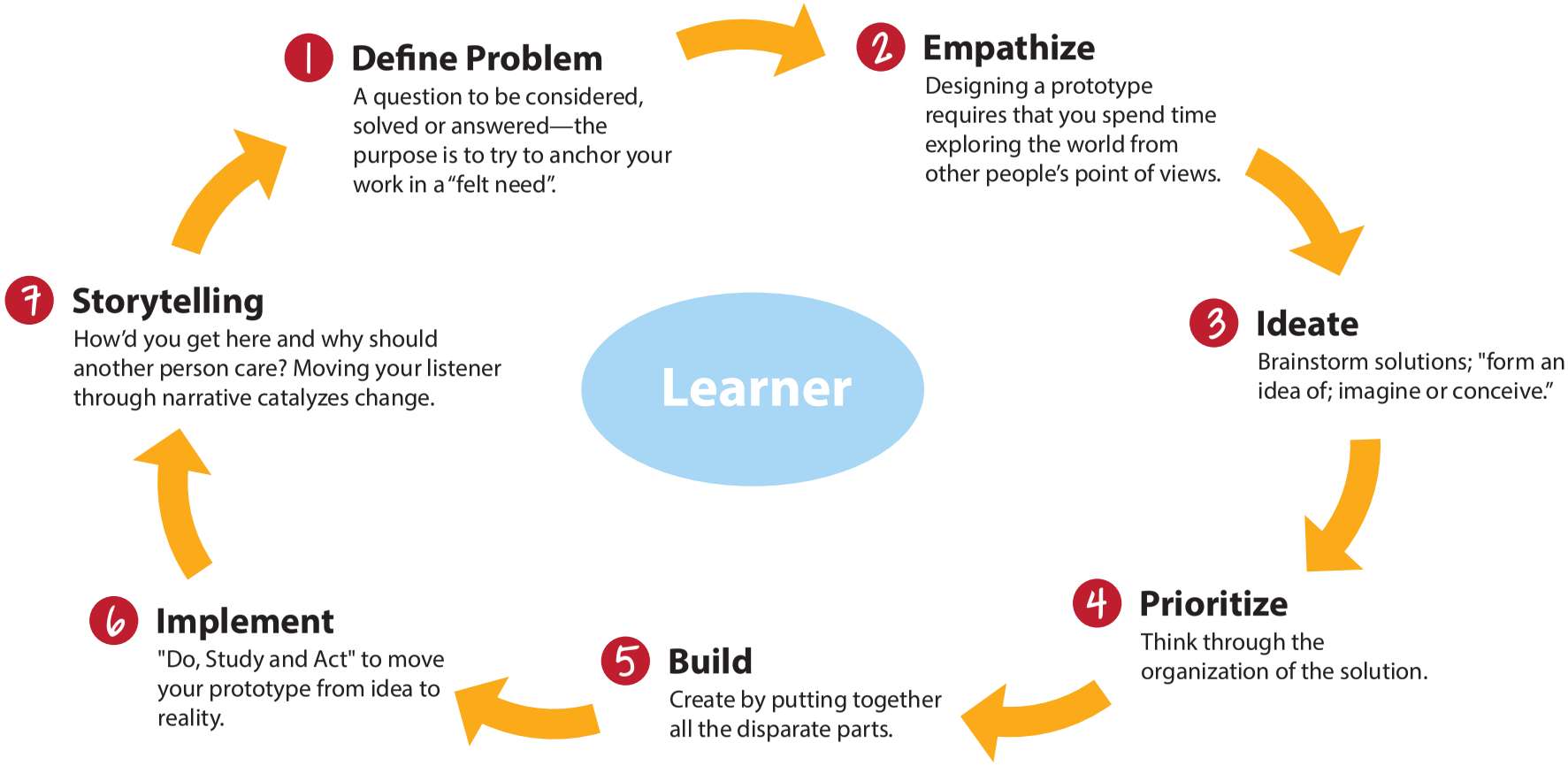
your prototype roadmap

EDUCATION

2REVOLUTIONS
Do What You Love / For Good

what's this all about?

At 2Revolutions we use short-cycle prototyping to solve complex problems. This methodology helps us define, empathize, ideate, prioritize, build, implement and share with a mindset towards continually learning and refining solutions.



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Step 1: Define Problem

5 minutes

This section is focused on a question to be considered, solved or answered—you can sketch the answer to these questions or write it out narratively—the purpose is to try to anchor your work in a "felt need".

1. What problem do you need to **solve to improve learning** (directly or indirectly)?

2. **Describe** this problem. What's it all about? Who are the players involved? Why does it matter to you?

3. If you address this problem, what can happen? (Framed another way: **How will it impact learners?**)

4. Is your problem **specific** enough? Is there something deeper than what you originally thought about? Try to get at the root.

5. Share your **"final"** (at least for now) problem statement:

(Note: You reserve the right to continue to refine your problem statement along the way, but it's important to be as clear as possible as a way to anchor your innovation.)

Step 2: Empathize

16 minutes with a partner

Designing a prototype requires that you spend time exploring the world from other people's point of views. This section is focused on just that. You will briefly immerse in your partner's reality, and dig into their motivations and feelings towards their problem in an effort to help your partner better understand their problem and thereby refine and tighten their problem statement.

1 Interview: **Partner A** — 8 minutes

1. Why is this the problem you chose to deal with?
2. Why does it matter to you?
3. How will it help learners?
4. How will it help you/colleagues?

2 Interview: **Partner B** — 8 minutes

1. Why is this the problem you chose to deal with?
2. Why does it matter to you?
3. How will it help learners?
4. How will it help you/colleagues?

Step 3: Ideate

10 minutes

Keeping in mind the conversations and work from the prior sections, it's now time to begin brainstorming solutions. Go forth and "form an idea of; imagine or conceive."

1. **Problem that you are addressing.** (Consider whether it's changed at all based on the conversations with your partner.)

2. Brainstorm, sketch or write down **five to seven ideas for solving your problem**. Try not to self-edit—in other words, don't worry if they sound ludicrous or impossible. Quantity is more important than quality for now; just get the ideas on the page.

3. Now push for **THREE** more ideas that are even more outside of the box. REMEMBER don't judge yourself.

4. Tag each idea as an innovation of Structure (**S**), Technology (**T**), Practice (**P**)

Structural Innovations: Shifting some core structures within a school (i.e. time, talent, learning environment)

Technology tool innovations: Leveraging technology for students, teachers or both

Practice innovations: New and different models of educator practice

Step 4: Prioritize

12 minutes with a partner

Get your priorities straight. Help your partner think through their most important idea based on their problem statement in order to choose one and design it!

1. **Push your partner's thinking forward.** Have him or her choose the two most compelling ideas that could solve the problem and build an argument for each one. Take notes in each other's workbooks on the arguments.

2. Upon deciding on the idea, make a **clear hypothesis** ("If we do *x*, I think *y* will happen") about his or her idea in relation to the problem.

Step 5: Build

15 minutes

Time to make (something) by putting together all the disparate parts.

1. **Why**
   Problem statement
   What's your hypothesis?

2. **Who**
   Is involved?
   Is Impacted?

3. **What**
   Is the work?

4. **When**
   Will it happen?
   Will you know that you've been successful?

5. **Where**
   Will the work happen?

6. **How**
   Will you do it?
   Will you engage other partners?
   Will you engage outside stakeholders?
   How could you scale if this is successful?

7. **How much**
   Resource do you need?
   (time, money, support, etc.)
   How will you measure success?

Step 6: Implement

10 minutes

This phase is focused on moving your prototype from idea to reality—it centers on three points of entry: Do, Study and Act.

1 DO

Who	What	When
Staff will...		
Teacher(s) will...		
Students will...		
Other stakeholders (families, community) will...		

2 STUDY

1. When will this happen?
2. Who's involved?
3. What data will be used?
4. What analysis will be conducted?

3 ACT

Thinking critically about your prototype and its evolution you will come to a point where you have a choice: scale, shift or scrap?

Step 7: Storytelling

20 minutes with a partner

Practice sharing the narrative of your prototype with a partner—how'd you get here and why should another person care? Remember, moving your listener catalyzes change. Keep it pithy!

1. Using your Build work, **share with your partner the story of this work.**
(Try to stick to a three-minute story with two minutes of partner clarifying/probing questions.)

2. Your story should touch on:

Why

Feel free to sketch out elements of your story!

Problem

Idea

Hypothesis

Who, What, When, Where, How, How Much

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Thank you for participating!

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