

# WELCOME TO DT MS

## GRADE 7

September Week 1





# OUR AGENDA FOR TODAY

- Brief pair share
- Main course page and resources
- Expectations
- Design thinking activity:

Bag tag for your partner



# HOW COMFORTABLE ARE YOU WITH TECHNOLOGIES (USING COMPUTER, INTERNET)?

## FIST TO FIVE *check*



I completely understand.



I mostly understand.



I'm stuck and need help



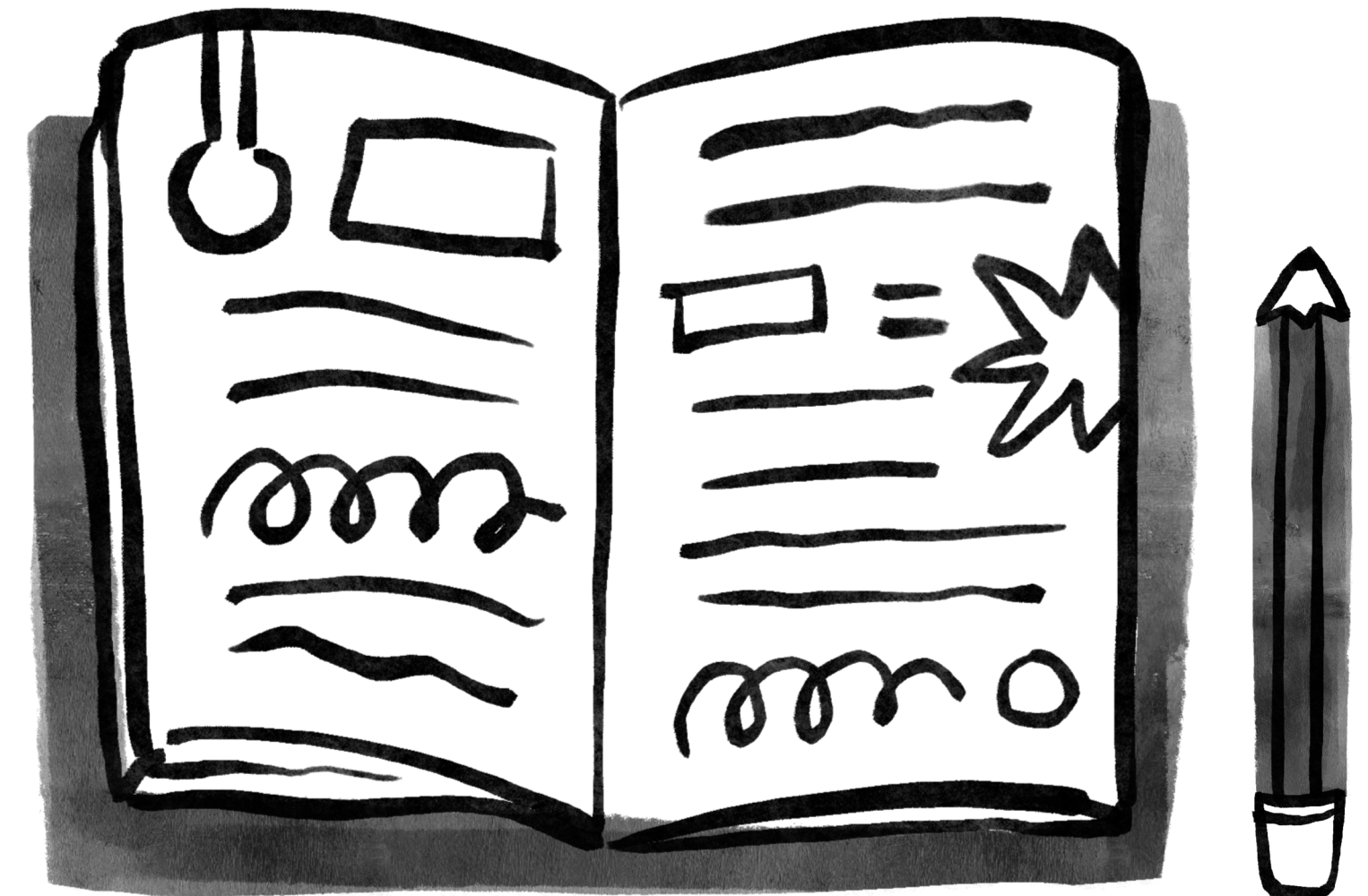
I could use more practice.



I'm just starting my learning and need help.

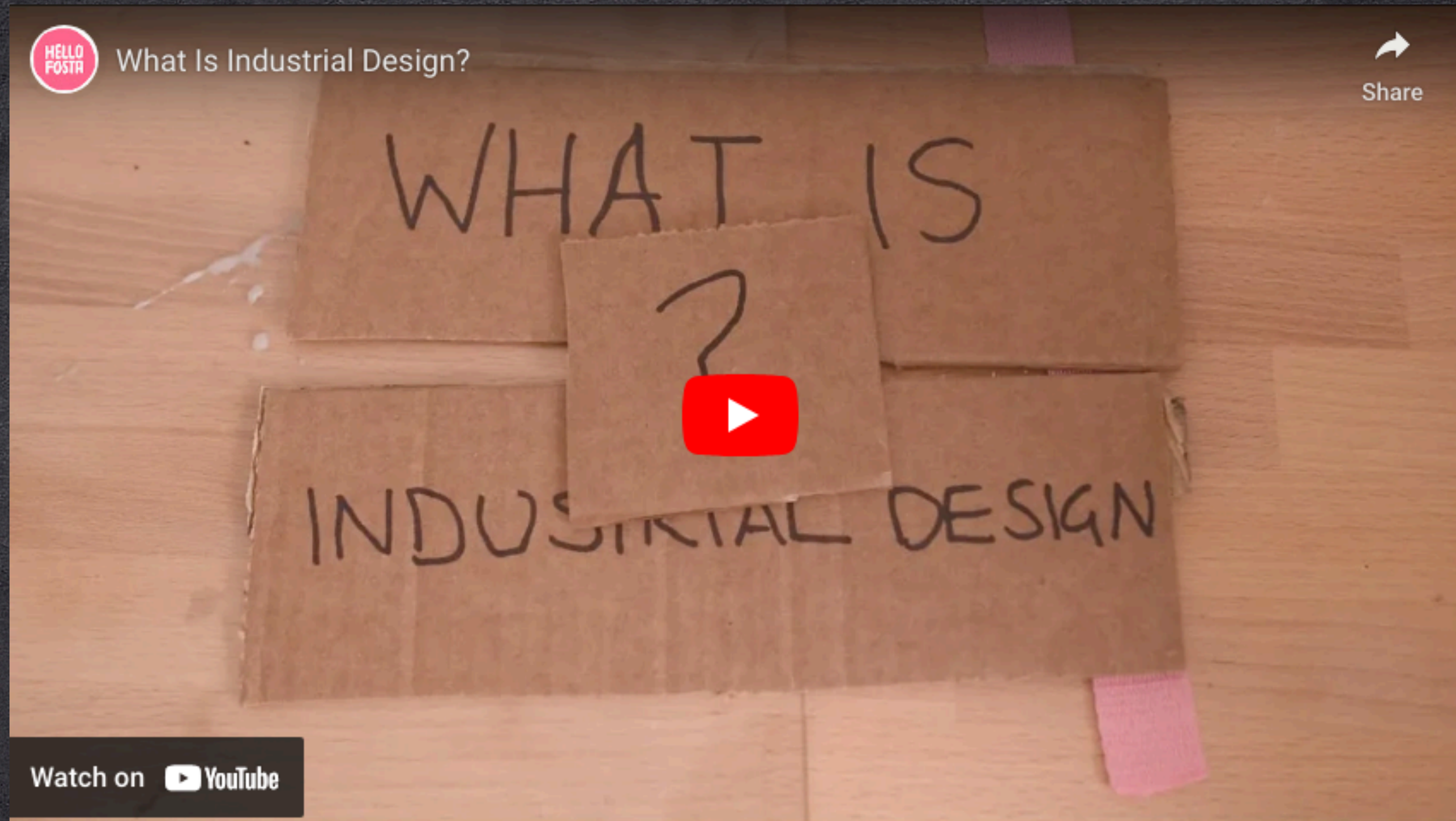


I don't understand at all.





# What is design?



Video link





# Why DT?



Video link






Pair-share related to the DT course: what are your **worries**, what do you **need to know/learn**, what are you **excited about**, what are you current **strength**?

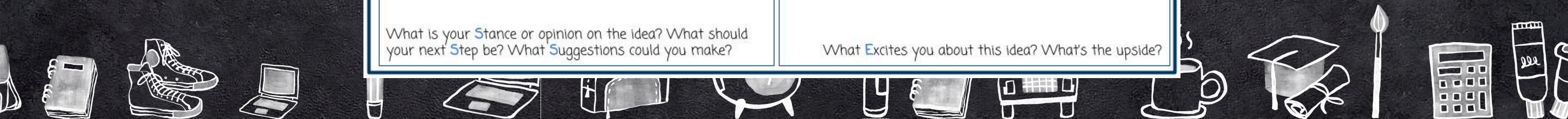
# Compass Points

Adapted by Alice Vigors 2017

<p>What do you find <b>W</b>orrisome about this idea? What's the downside?</p> <h2>WORRIES</h2>	<p>What else do you <b>N</b>eed to know or find out about this idea?</p> <h2>NEED TO LEARN</h2>
<h2>STRENGTHS</h2> <p>What is your <b>S</b>tance or opinion on the idea? What should your next <b>S</b>tep be? What <b>S</b>uggestions could you make?</p>	<h2>EXCITED ABOUT</h2> <p>What <b>E</b>xcites you about this idea? What's the upside?</p>



[Link to Harvard compass points routine](#)





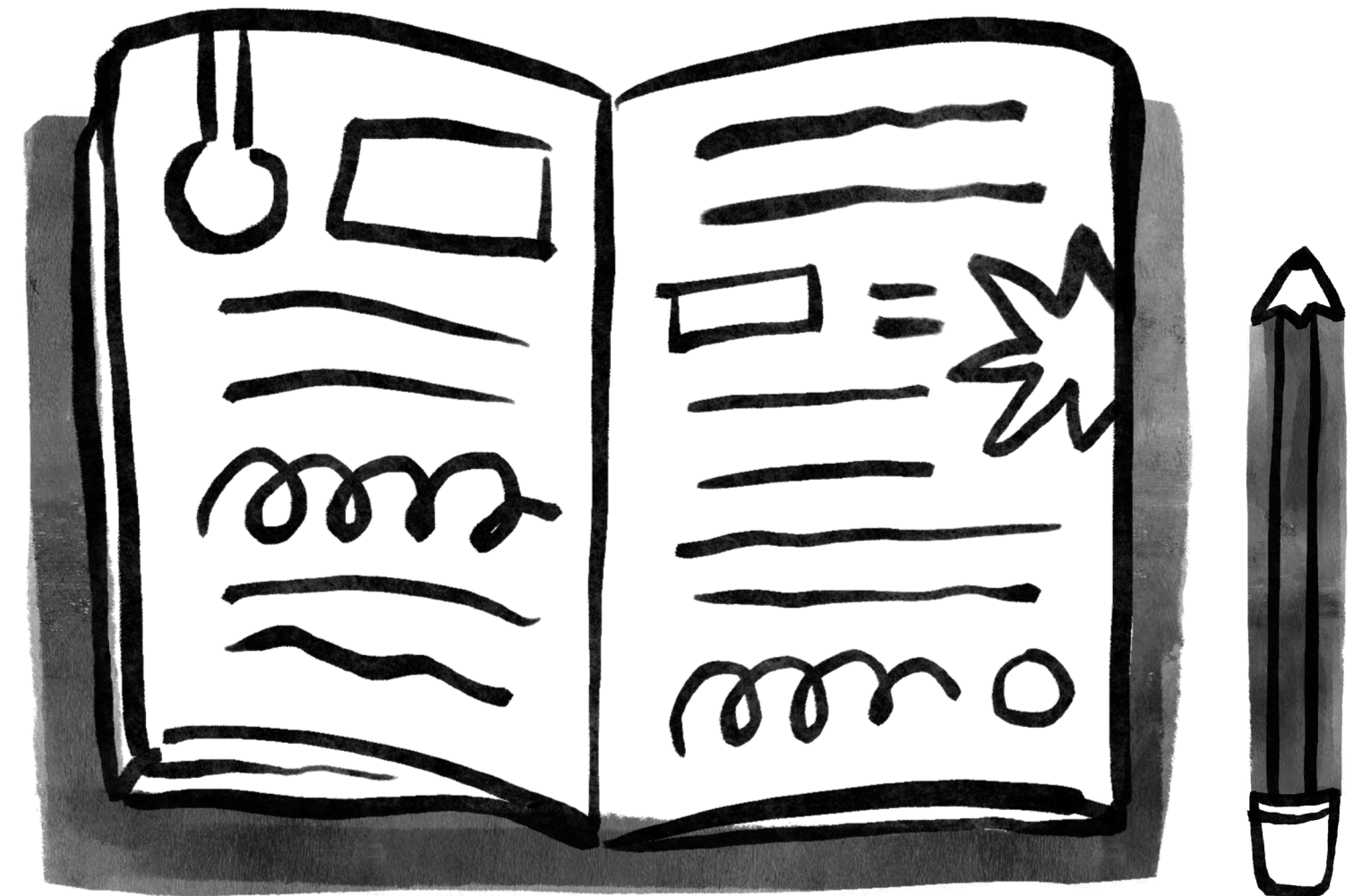
# **COURSE WEBPAGE**

[www.bkamila.com](http://www.bkamila.com):

Units, weekly plans

Safety

Resources





# WHAT IS AN IDEAL CLASSROOM ENVIRONMENT?



List intellectual, social, physical, emotional elements of a positive classroom environment?





# WHAT'S THE PROBLEM?

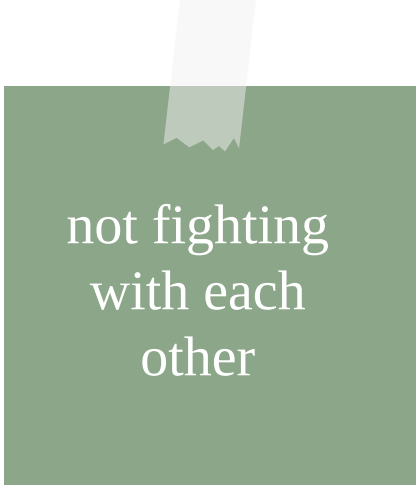




# Let's write a contract together!

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7D Students will do their best to:




not fighting  
with each  
other



do our best to  
finish projects



be respectful



not making  
too much  
garbage,  
cleaning




not be noisy



not eating in  
the classroom

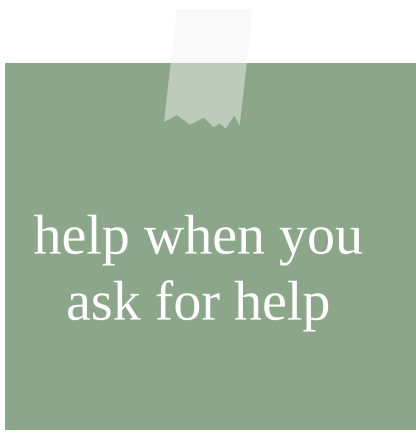
Instructor will do her best to:



I will grade  
everything in  
time



provide  
constructive  
feedback



help when you  
ask for help

Intellectual, social, physical, emotional elements of a positive classroom environment



# More expectations





**Listen to the teacher.**  
Don't talk at the same time as the teacher  
please - this is how we show respect





**Pay attention in class and only work on  
what your teacher has asked you too.**

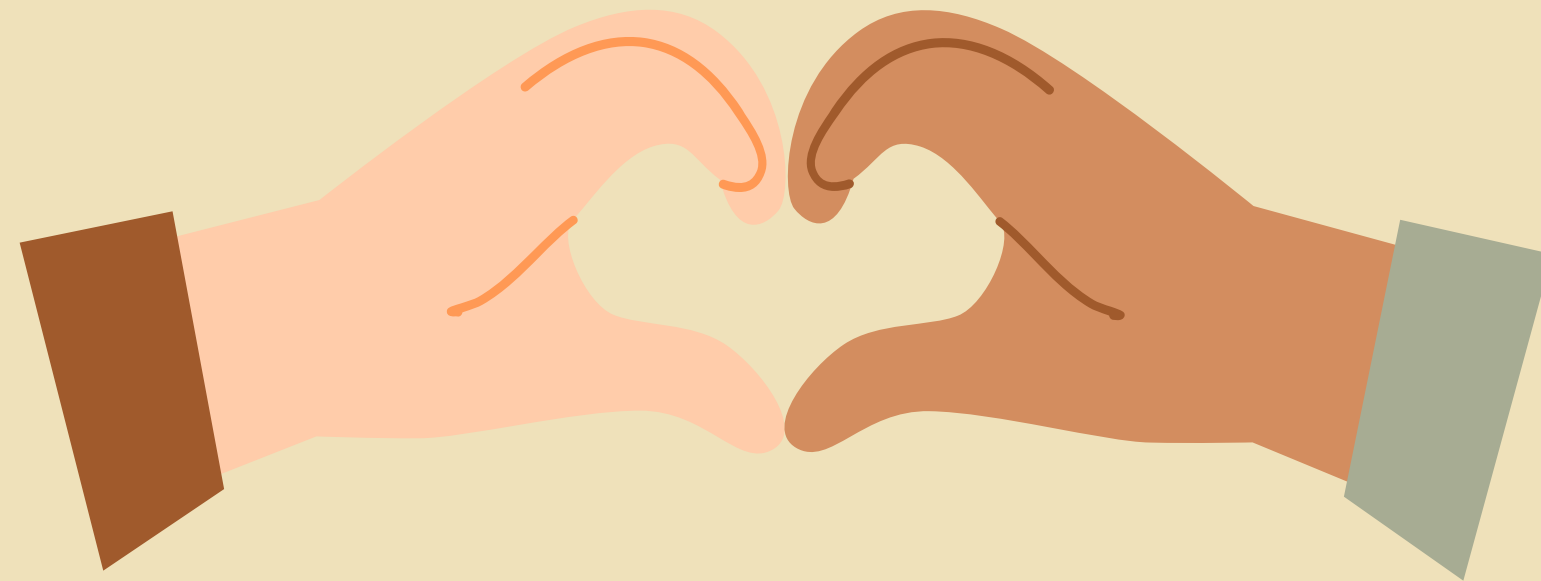




**Being kind and supportive with each other.**

**Treat others how you want to be treated.**

No fighting or hitting each other - even when it's playing!





**Raise your hand to answer questions.**  
This makes sure everyone has a chance to  
contribute





**Nobody wants to learn in a messy  
classroom.**

**Please do not leave any trash or mess in the  
classroom - you can clean it yourself!**





**Have what you need for class ready!**

If you don't bring your books and pencils, you  
can't take notes.

Having everything ready for class saves time  
and stay organised.





**Read the instructions carefully**



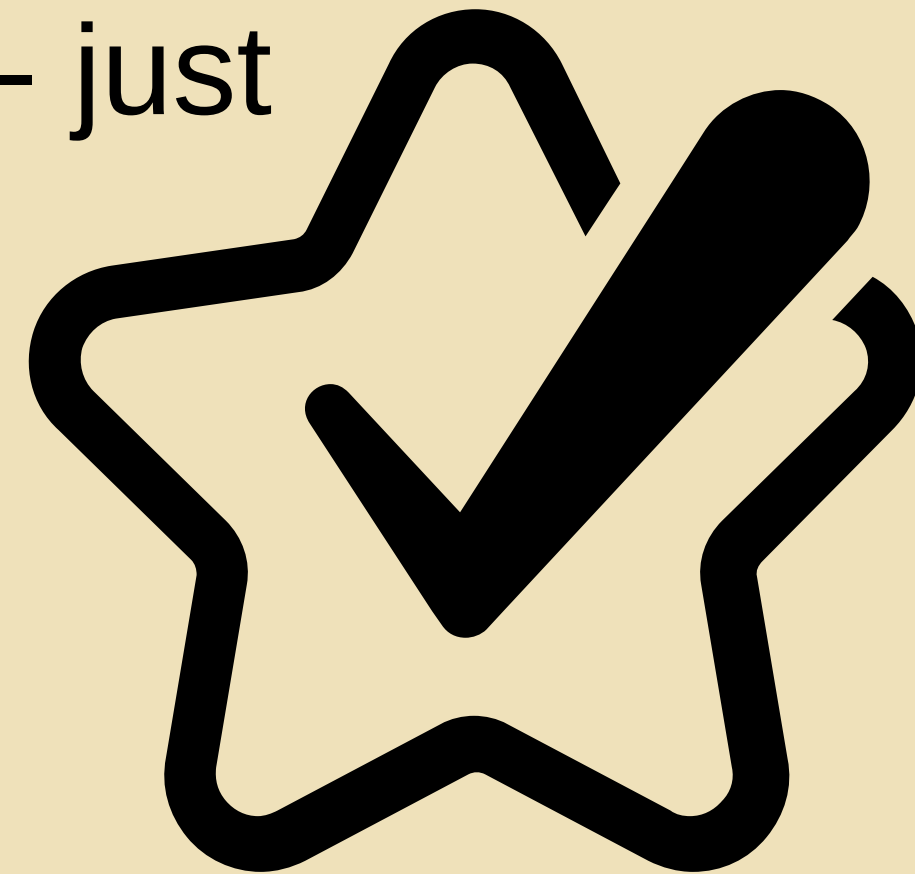
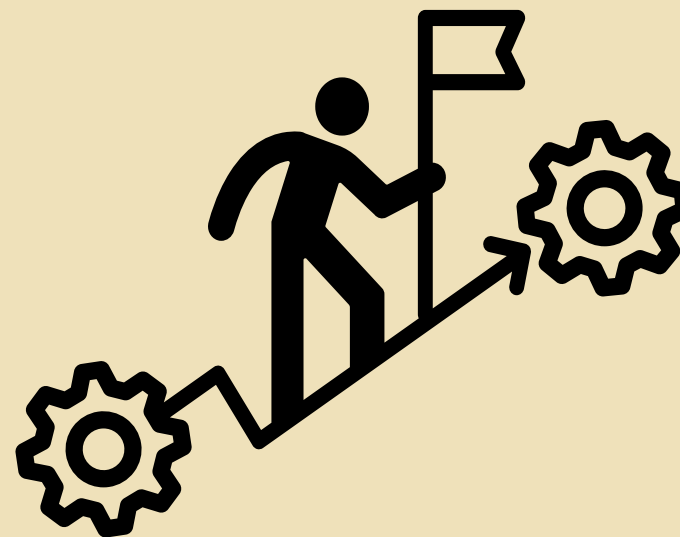


# Do your best

It is ok to make mistakes, as long as you are trying!

It's ok to give the wrong answer - it means you tried!

Don't worry about your work being perfect - just make sure you try your hardest :)







# 青浦协和学习者培养目标

## SUIS QINGPU LEARNER PROFILE

SHANGHAI UNITED  
INTERNATIONAL  
SCHOOL QINGPU  
<https://qingpu-en.suis.com.cn/>



积极探究  
Inquirers



知识渊博  
Knowledgeable



勤于思考  
Thinkers



善于交流  
Communicators



坚持原则  
Principled



勇于创新  
Innovative



胸襟开阔  
Open-minded



懂得关爱  
Caring



勇于尝试  
Risk-takers



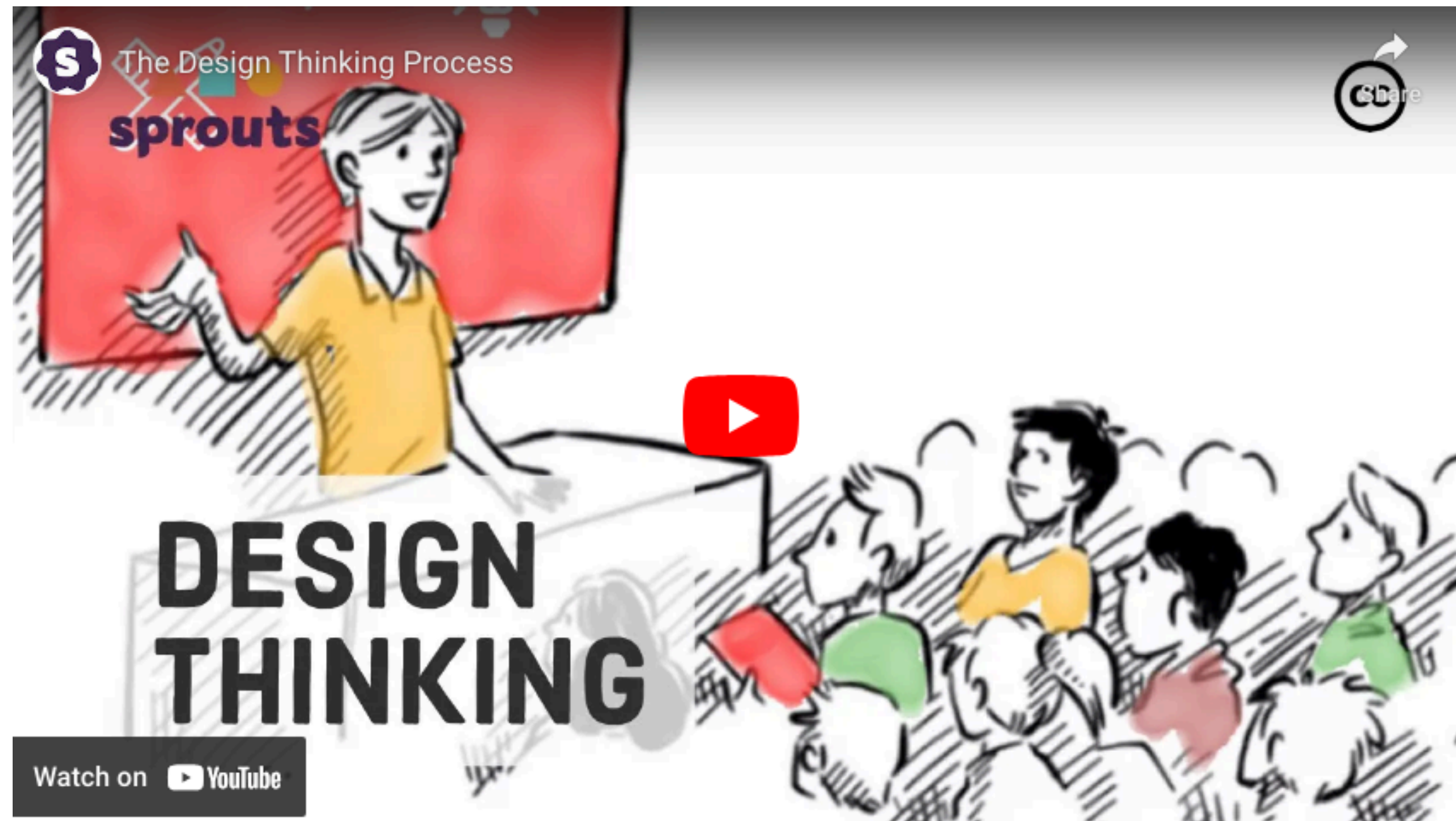
良好平衡  
Balanced



及时反思  
Reflective



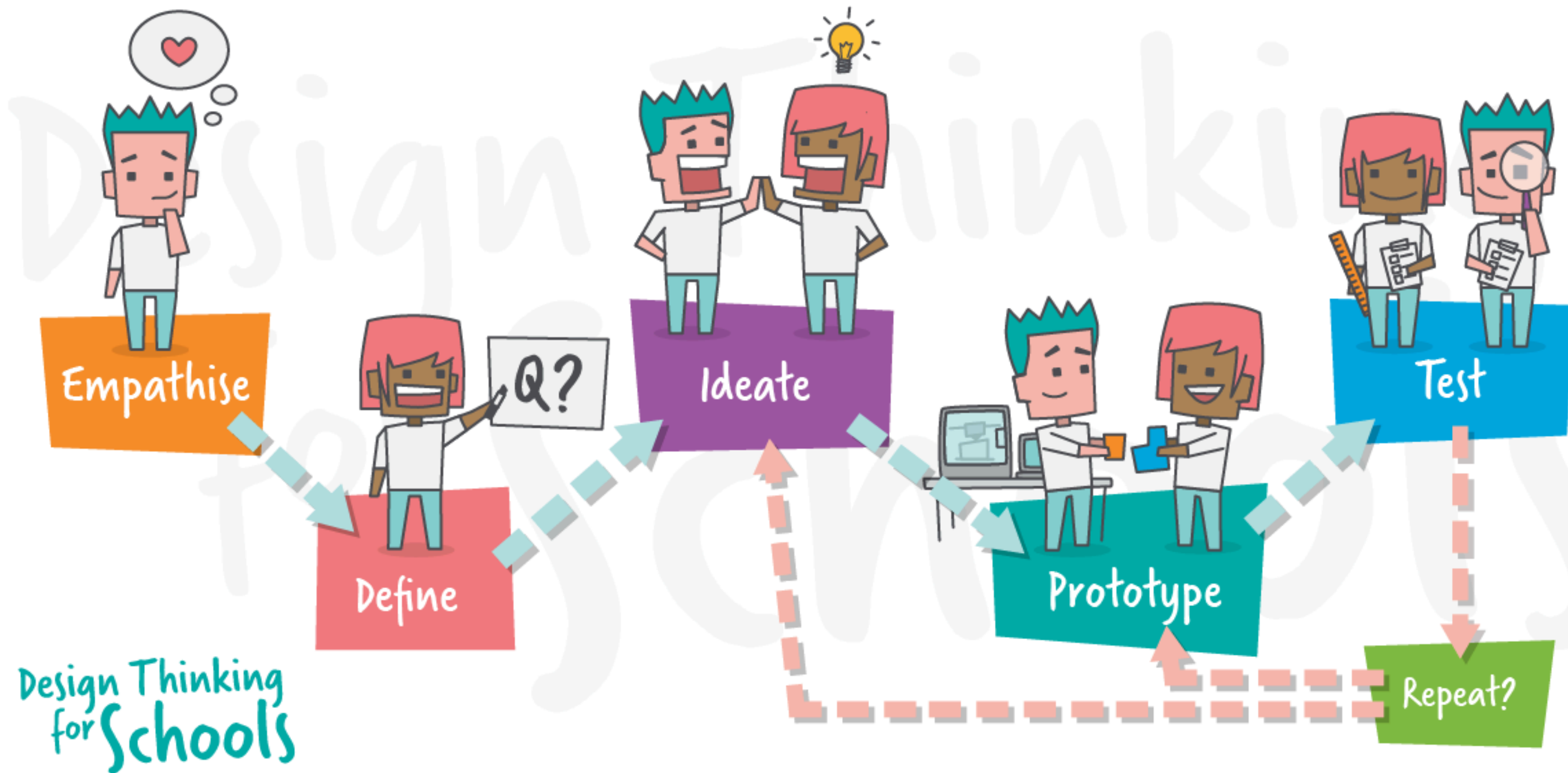
# What is design thinking?



Video link



# Design thinking process:





## **Design Thinking is:**

A solutions-based approach to solving problems.

An iterative, non-linear process.

A way of thinking and working.

Supported by a collection of strategies and methods.

## **Design Thinking asks us to:**

Develop empathy and understand the needs of the people we are designing solutions for.

Define problems and opportunities for designing solutions.

Generate and visualise creative ideas.

Develop prototypes.

Test solutions and seek feedback.



# Introductory activity to practice design thinking:

## Bag Tag for your classmate

### Task:

- Turn to your neighbor partner. Briefly **interview** him/her about what animal/plant they like.
- **Fill out the template** that I will provide.
- **Sketch the design** for a bag tag for your partner. (Shouldn't be bigger than 5 cm. Should include a hole).
- **Practice** using a 3D pen (if didn't practice before) - use one of the provided templates.
- **3D doodle the bag tag**, wait for it to cool down, attach a key chain ring, **receive a feedback** from your partner.
- You can work today and next week on this task.
- **Submit a picture** of your filled out template and the bag tag you made on Managebac



# Introductory activity to practice design thinking: Bag Tag for your classmate

## Design Thinking for Students

You've got a problem to solve -  
make a record to show how  
you use Design Thinking to find  
a solution!

### Empathise



Who are you trying to help?  
What do they need?

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### Define



What is the problem you are trying to solve?  
How can you turn the problem into a 'How  
might we...?' question?

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### Ideate



How many ideas can you come up with?  
What is your most original idea?

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### Prototype



Which idea will you try first?  
What will you design to test your idea?

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### Test



What is working well?  
What improvements could you make?

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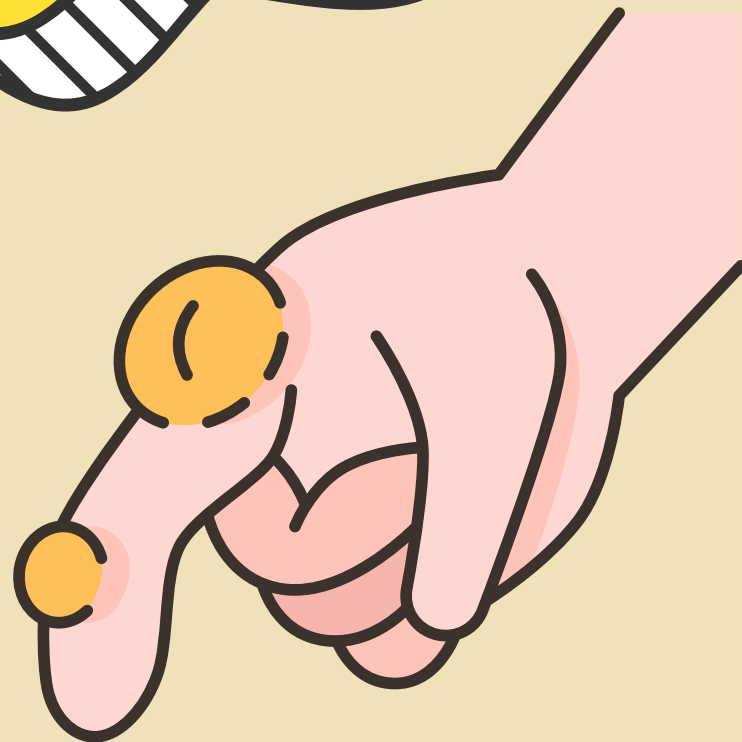
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**ATTENTION!  
PLEASE!**

**When working with a 3D pen  
keep your fingers safe  
don't touch the pointy end - it gets hot!  
(adjust the speed if needed)**





**ATTENTION!  
PLEASE!**

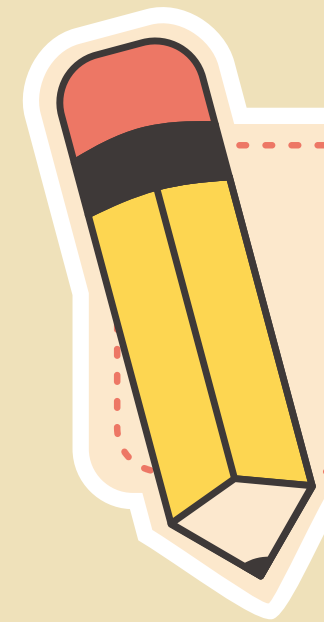
**No running, no yelling  
(never ever in this classroom)**





**ATTENTION!  
PLEASE!**

**Add a name and your class #  
to the box of the 3D pen**

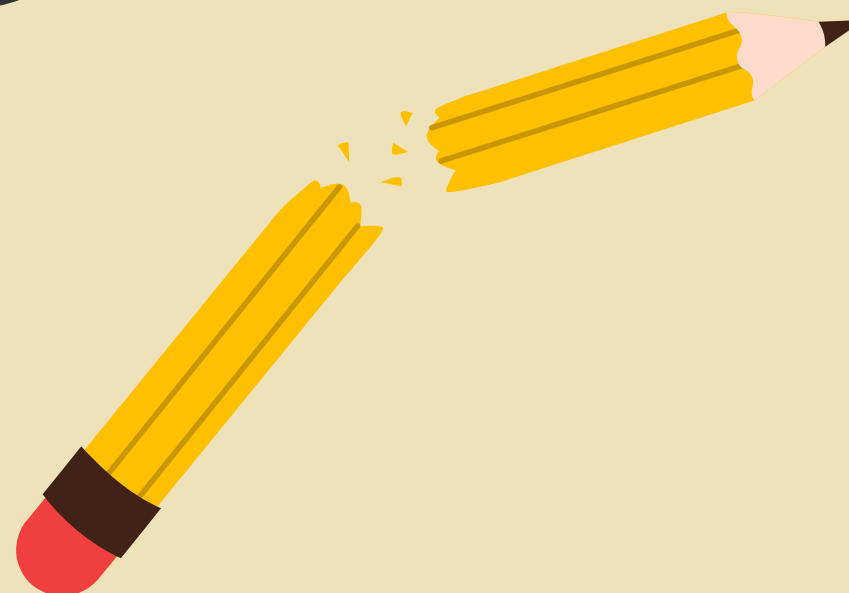


Echo Zhang 7B



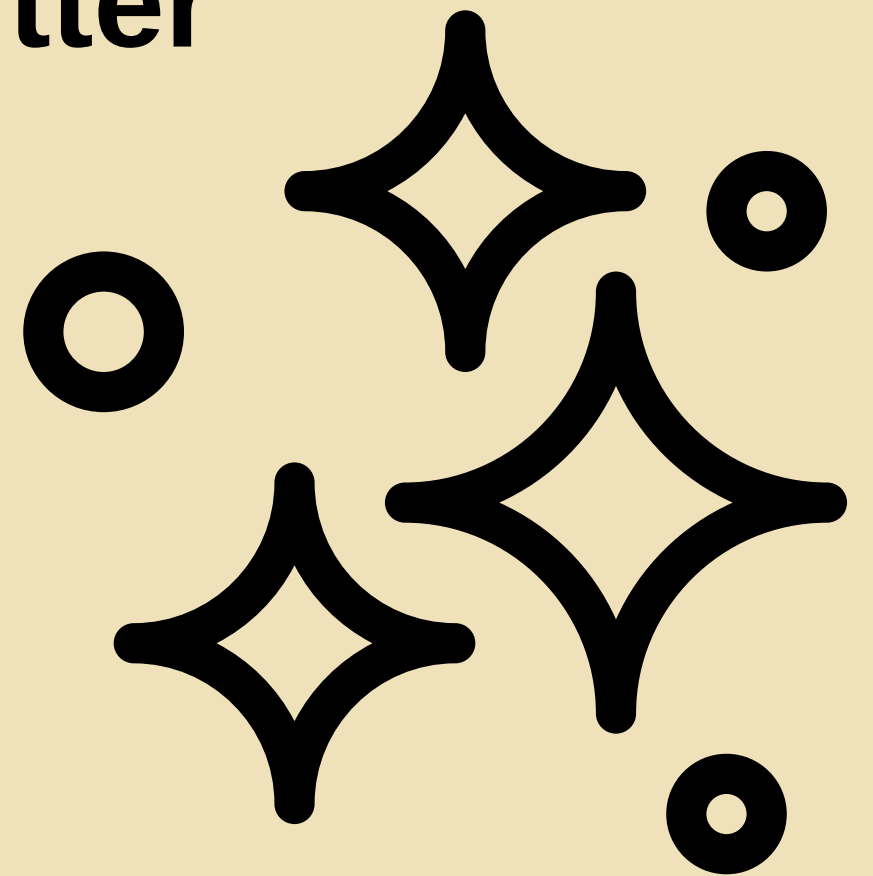
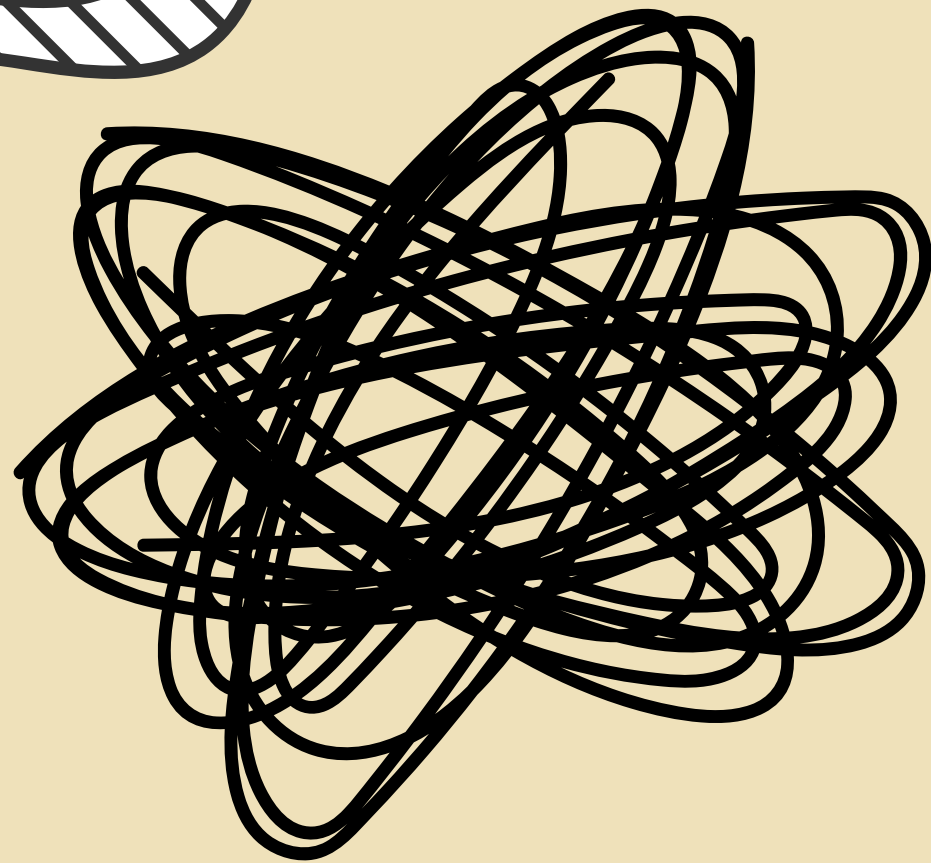


**3D pens are not toys!**  
**Report any damage**

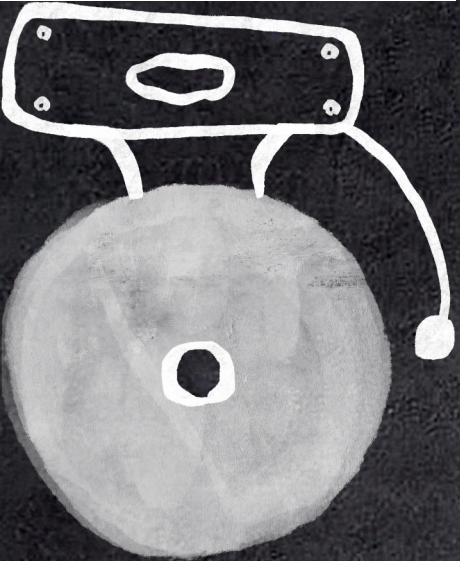


**ATTENTION!  
PLEASE!**

**Keeps the area  
where you are working neat - remove all  
unnecessary clutter**







HAVE A  
FANTASTIC YEAR!

