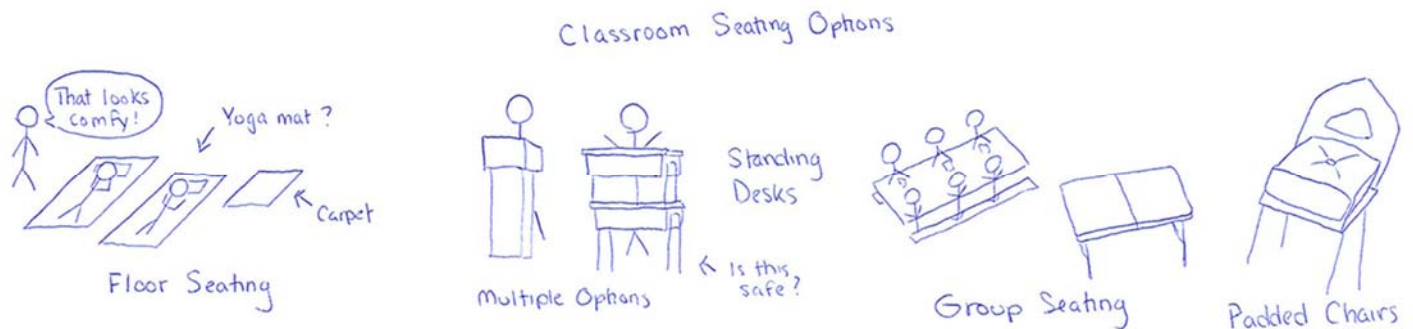


Design Concept Sketches Example

Jerome and his teammates revisit their brainstorming ideas to make sure the ones they marked as favorites or most likely to succeed are the ones they want to move ahead. Then they make sketches to explore how these ideas might work. Here's what they come up with:

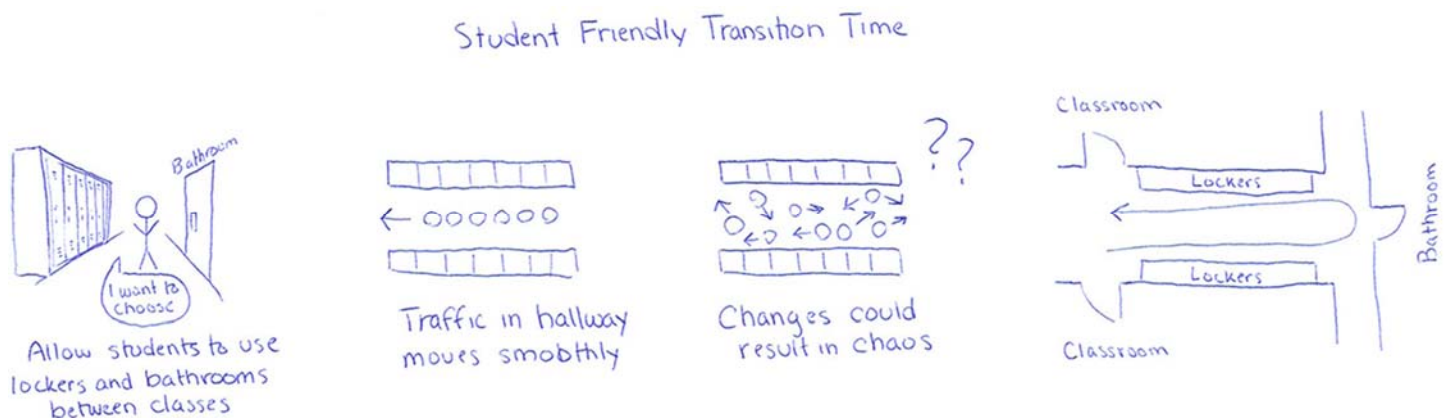
Sketch 1 – Classroom Seating Options

The team learns that students have different opinions about what kind of seating is most comfortable, so they sketch a few options. As they draw, they realize that they'll have to make changes to the room layout, because it wouldn't make sense to have kids standing in the front of the room blocking other students' view of the board, and it wouldn't make sense to have the floor seating in the back where students wouldn't be able to see.



Sketch 2 – Student-Friendly Transition Time

The team decides to address some of their classmates' frustrations by creating more student-friendly transition times, where students can stop at their lockers or the bathrooms. They realize that the way they change classes now the hallway traffic flows pretty smoothly from one classroom to the next, but if kids can go to their lockers and the bathrooms, people will be going in in all directions at once, so they need a way to manage that.



Sketch 3 – Student Lounge

The students have an idea to convert an unused room on their floor to a student lounge and to create a system where students are allowed to go there instead of the lunchroom. The lunchroom is very chaotic, and they want the lounge to be a peaceful place where students can study together, finish their homework, or talk quietly.

