**Design Thinking Matching Sheet**

**Instructions for teacher:** Cut out the following Design Thinking table. (Note: There are 14 pieces total, 7 terms and 7 definitions)

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| Formulating Problems |
| Engineers take time to observe, infer and apply their breadth and depth of knowledge to thoughtfully frame a problem within the limits of available time, money, and resources. |
| Seeking Solutions |
| Engineers incorporate their personal experiences and intellect with empathy and understanding for all stakeholders to develop human-centered products or services. |
| Thriving in Uncertainty |
| The unknowns and limitations of a problem, especially “wicked problems”, offer engineers opportunities to be creative in developing innovative and practical solutions. |
| Collaborating Constantly |
| Engineering team members bring their own perspective and collective expertise together to scope problems and negotiate desirable, feasible and viable solutions to problems. |
| Prototyping Ideas |
| After generating ideas and gathering information about a problem, the rapid and rough creation of sketches and models (prototypes) inspire engineers to visualize options and inform possible solutions. |
| Iterating Options |
| Engineers test many versions of their prototypes as they develop, implement, and evaluate possible solutions - which over time improves their understanding of the problem. |
| Reflecting Frequently |
| Assessing and talking through iteration cycle outcomes allows engineers to simultaneously and repeatedly define and refine both their understanding of the problem and ideas for solutions. |