



Maker Mondays Design Sprint

Primary 7

St. Edward's Primary School & Nursery Class
North Lanarkshire

Building a better world post-pandemic

*Found out about new hobbies - gardening, cooking

STOP

Choose a different way of life

Build back better!

Technology / virtual live

virtual School
virtual work

MENTAL HEALTH

JOBS

- * think different
- * Play different
- * act different
(more use of tech)

FUTURE



Community
foodbank



Virtual easter
egg hunt

juice and
water stand

Virtual coffee
mornings



Virtual
april fools
day



What could we
create for a small
community to
tackle isolation and
lonliness?

jokes
day



The happy
bus

Lemonade
Stand

Virtual book
day and dress
up





Where?

- Home
- Outdoors

BUILD BACK

How

Go outside for fresh air
meet up with a friend $\longleftrightarrow 2m$
Zoom - See anyone!

How to Prevent
Loneliness



Who?

- Teenagers
- Elderly

BETTER!

What?

- Make them happy
- Be helpful
- Be kind

Design thinking worksheet

1 EMPATHY | Learn and understand

Understand the problem by asking what, why, who, where, when, how, questions. Have a go...ask 10 challenge questions. Write them below:

- Who is vulnerable?
- When can we stop social distancing?
- Why do we have to wear a mask?
- Who can make an impact?
- Is there any positive impacts from the pandemic?
- Where can we meet people?
- When will the virus end?
- Where is safe to go
- Why do we social distance
- Why does covid 19 exist

2 RESEARCH | Look and Ask

Use your questions to focus your research to help solve the problem. You will look, read, talk and ask. Write down what you have found out below:

- old people
- end of 2021
- the reduce the risk
- Everyone
- Better environment
- outdoors
- When everyone gets the vaccine

3 IDEATE | Imagine

This is the fun bit. Imagine and draw lots of creative ideas on the ideate worksheet to begin to solve the problem. Remember there are no wrong ideas at this stage.

Choose a favourite idea and use the reflect questions on stage 4 to evaluate it. Always make improvements to refine your prototype.

1 EMPATHY | Learn and understand

Understand the problem by asking what, why, who, where, when, how, questions. Have a go...ask 10 challenge questions. Write them below:

1. When will Covid end?
2. When will we stop wearing masks?
3. Why do we have to social distance?
4. When will we see our relatives again by not spreading the virus?
5. Where is safe?
6. How do we prevent the virus from spreading?
7. What will it take for people to obey the rules.
8. Who is the most vulnerable?

2 RESEARCH | Look and Ask

Use your questions to focus your research to help solve the problem. You will look, read, talk and ask. Write down what you have found out below:

- To stop the spread.
- By keeping socially distanced, keeping clean, staying home and wearing masks
- The elderly
- When Covid is gone.

3 IDEATE | Imagine

This is the fun bit. Imagine and draw lots of creative ideas on the ideate worksheet to begin to solve the problem. Remember there are no wrong ideas at stage.

Choose a favourite idea and use the reflect questions on stage 4 to evaluate it. Always make improvements to refine your prototype.

Social distanced
gatherings



yellow - new
idea
blue - old
idea improved
purple - maybe

A: new app that facetime
someone in your local area
and you get to know
them. This will be called
facesnap



Community walk
a mile with
a class

IDEATE

Lemonade Stand

Children should start
lemonade stands and sell
lemonade. When people come
and buy it give them
a compliment



The happy
hour

this is an
hour to spend
with friends

Socially
distanced
film
night

