Curriculum Design Toolkit

Using design thinking to help with the ‘how’ of curriculum design and innovation

The Essential Tools
Use these five tools to support curriculum design in your own context.

The tools follow the four stages of service design and will help you design the right curriculum for your learners, and to design the curriculum right.
How to use this tool:

1. Understanding the diverse needs of your learners is vital to designing the best curriculum for them. Use this template to map the distinguishing elements of key groups of learners – for example different year groups or levels of engagement.
2. You should return to the personas regularly to ensure that these learners are represented and that your solutions will work for them.
3. You might have a specific learner in mind when creating the persona but it is important to ensure that the persona is both general enough and detailed enough to be useful.
How to use this tool:

1. Understanding the root causes of a challenge is vital to ensuring your solutions make an impact. Start by writing your challenge in the top box.
2. Ask yourself ‘Why’ this challenge exists, what causes it. Add this to the second box.
3. Now ask ‘why’ that is the case, write that in the next box and keep asking.
4. When you begin to generate solutions ensure that they tackle the root cause and not just what is perceived to be the immediate challenge.

The 5 Whys

Define the problem

Why is it happening?

Why is that?

Why is that?

Why is that?

Why is that?
Tomorrow’s News

Headline

Image

The Story

Quotes

What will your front-page news be?

How to use this tool:
1. Imagine what you would want to have achieved in 1 year, 2 years, 5 years time.
2. What would this look like? What would people be able to say? How would things be different?
3. Write your own front-page news to celebrate this change.
How to use this tool:

1. Brainstorm solutions individually
2. Share them all at once – perhaps on a wall using post-its
3. As a group, gather ideas into themes, matching similar ones together and blending them.
4. Use the diamond 9 to prioritise these ideas with 3 high priority at the top, 3 medium and 3 low at the bottom.
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The Big Idea

Make it as small as possible
Make it as quick as possible
Make it as cheap or low-tech as possible

The Prototype

Sketch the process

How to use this tool:
1. It is tempting to make your plans perfect before putting them into action. The reality is it is vital that you reveal the flaws as quickly as possible. We do this by prototyping. A lot.
2. Write your big solution in the top box and then contemplate each of the three challenges in turn. You may be able to test your solution with one learner, or one group. You may be able to test your solution on paper before creating a digital version.
3. Blend these ideas into a prototype version of your solution and roughly draw the process.