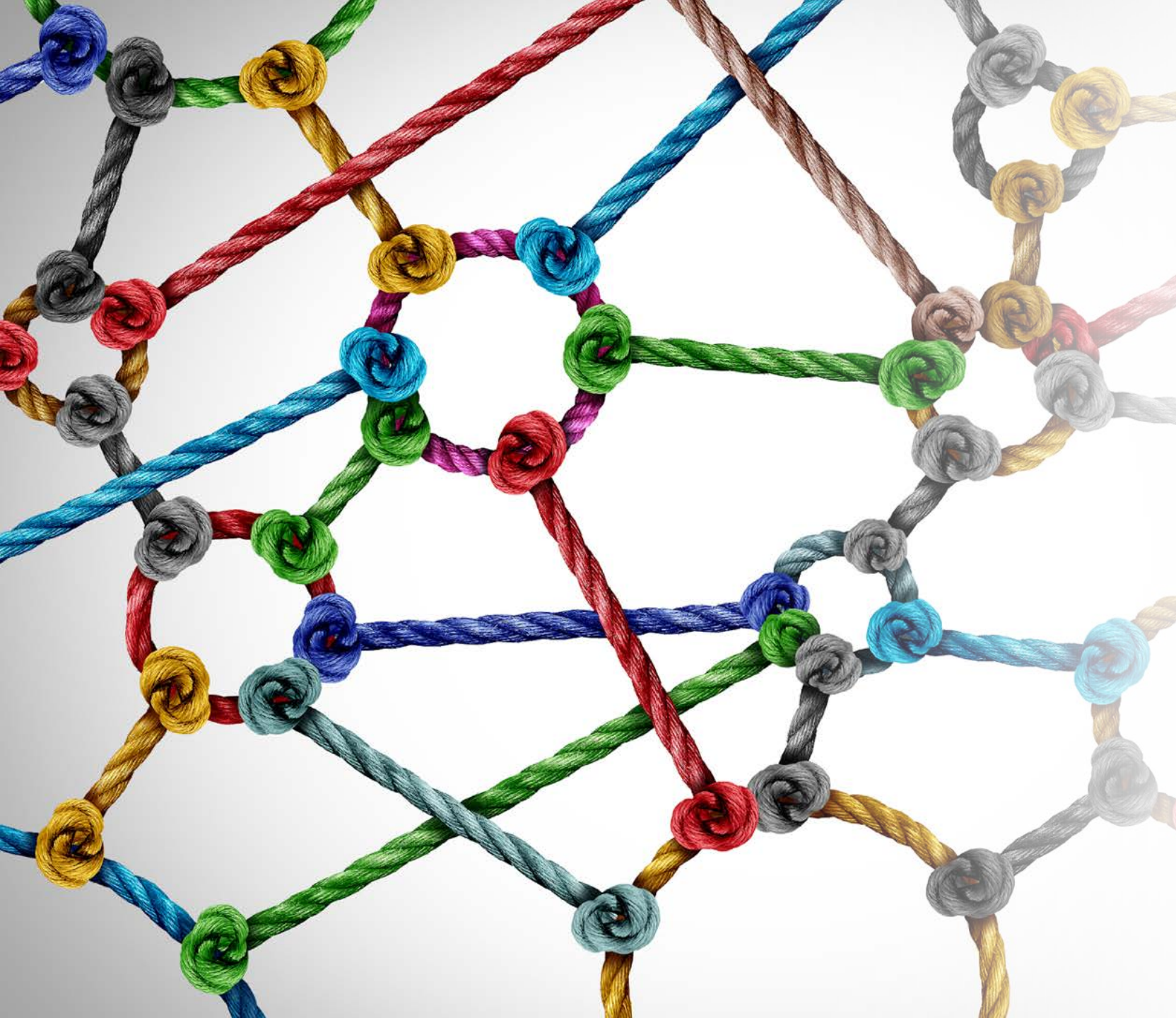


Welcome to Design Session 3

Stock and Flow Diagrams - How Might We Questions

Prototyping and Testing



Connection Prompt

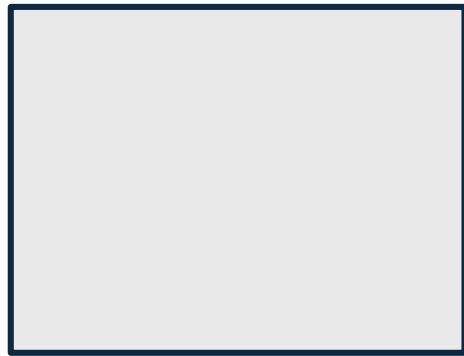
Would you share your name and one experience you represented on your vision board?

A compassionate school ecosystem designed uniquely for you.

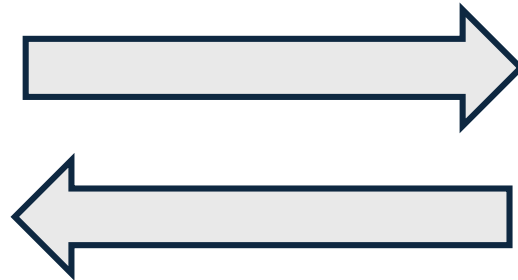
What experiences might it offer that you would describe as joyful?

Be bold, consider new activities that fit your values and lifestyle.

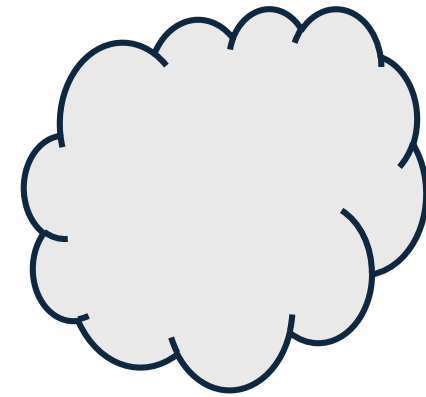
The elements of a stock and flow diagram



Stocks



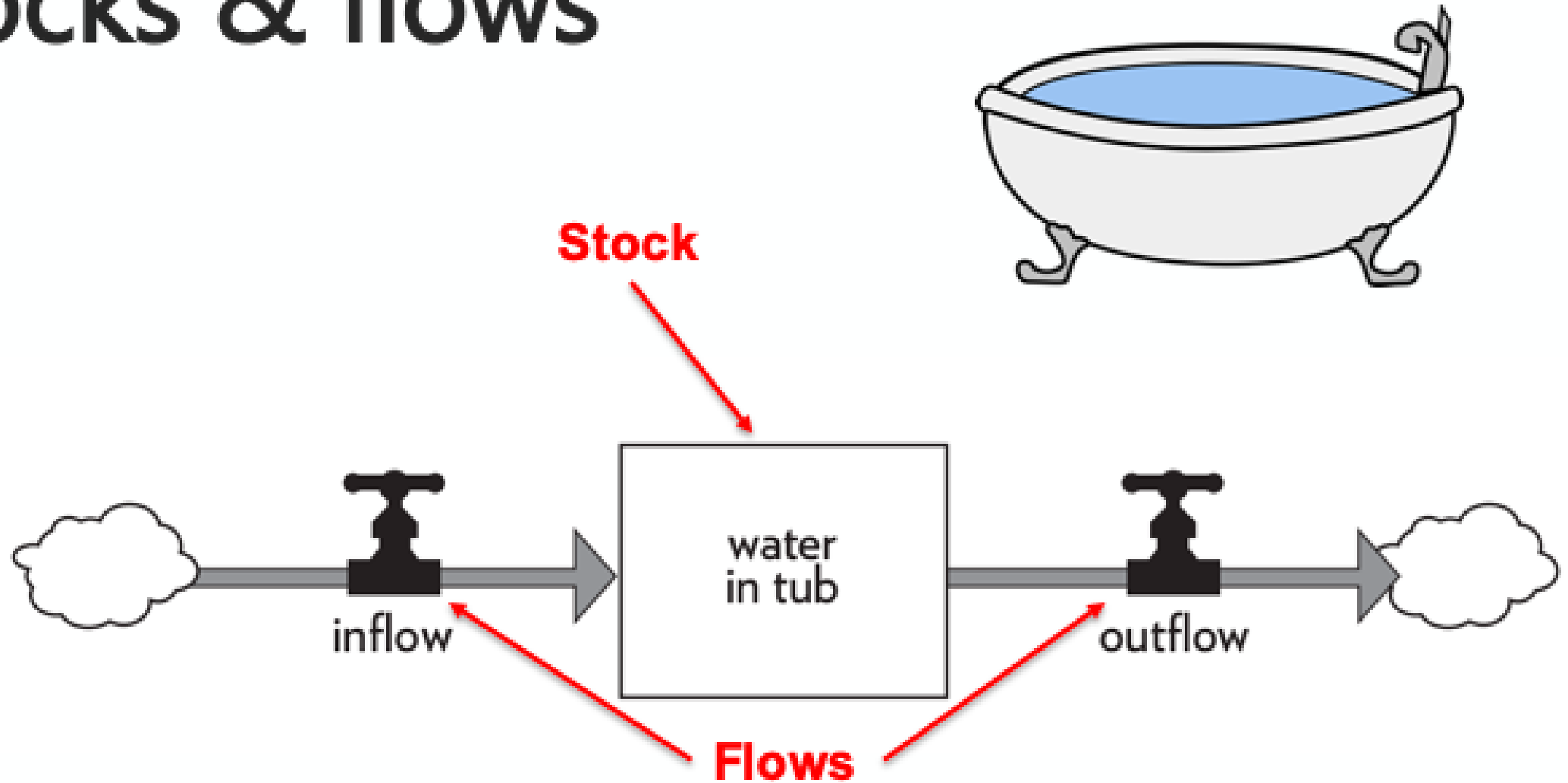
Flows



Boundary

Stock and flow diagrams show the parts of a system and how those parts affect one another.

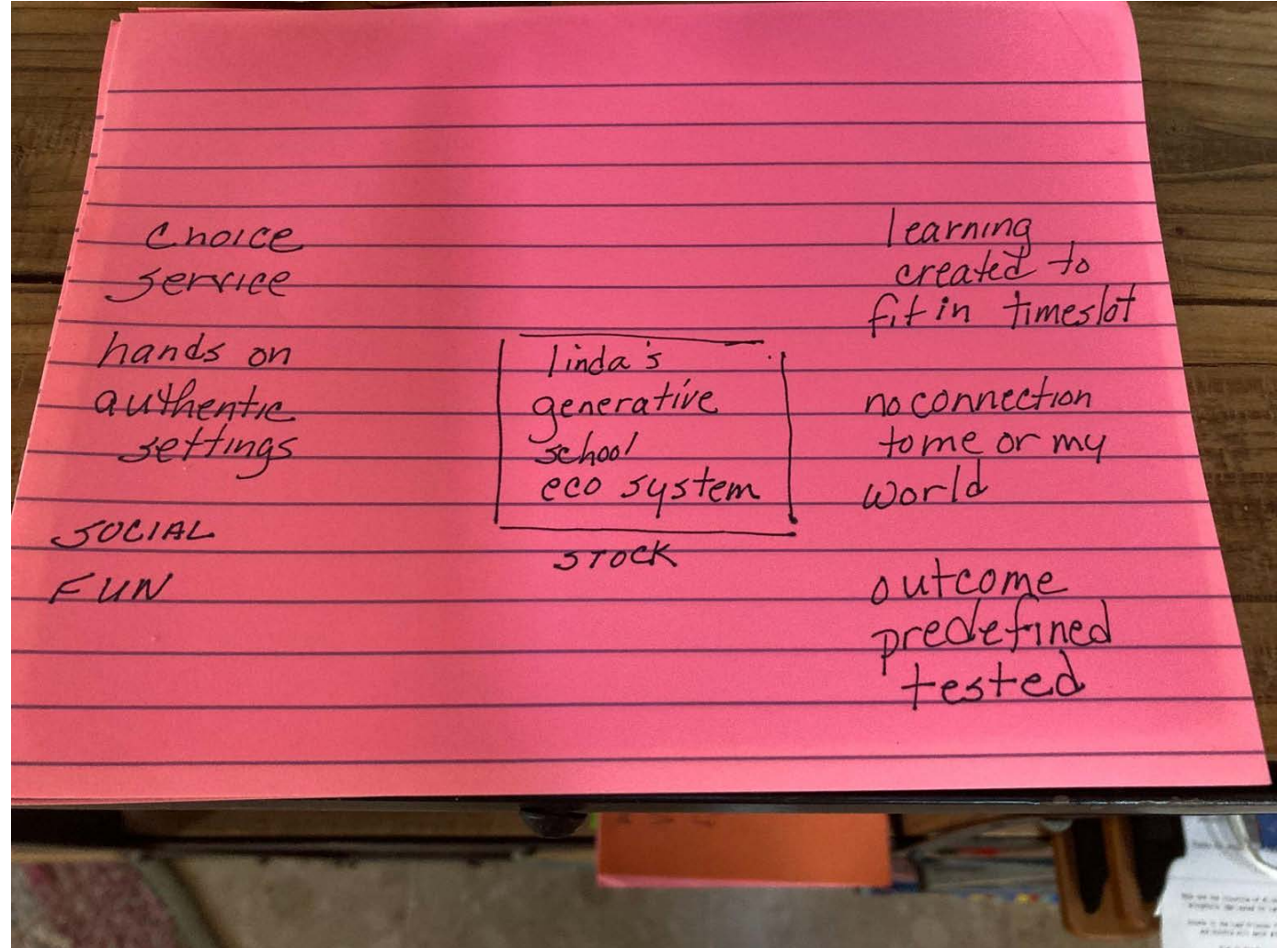
Stocks & flows

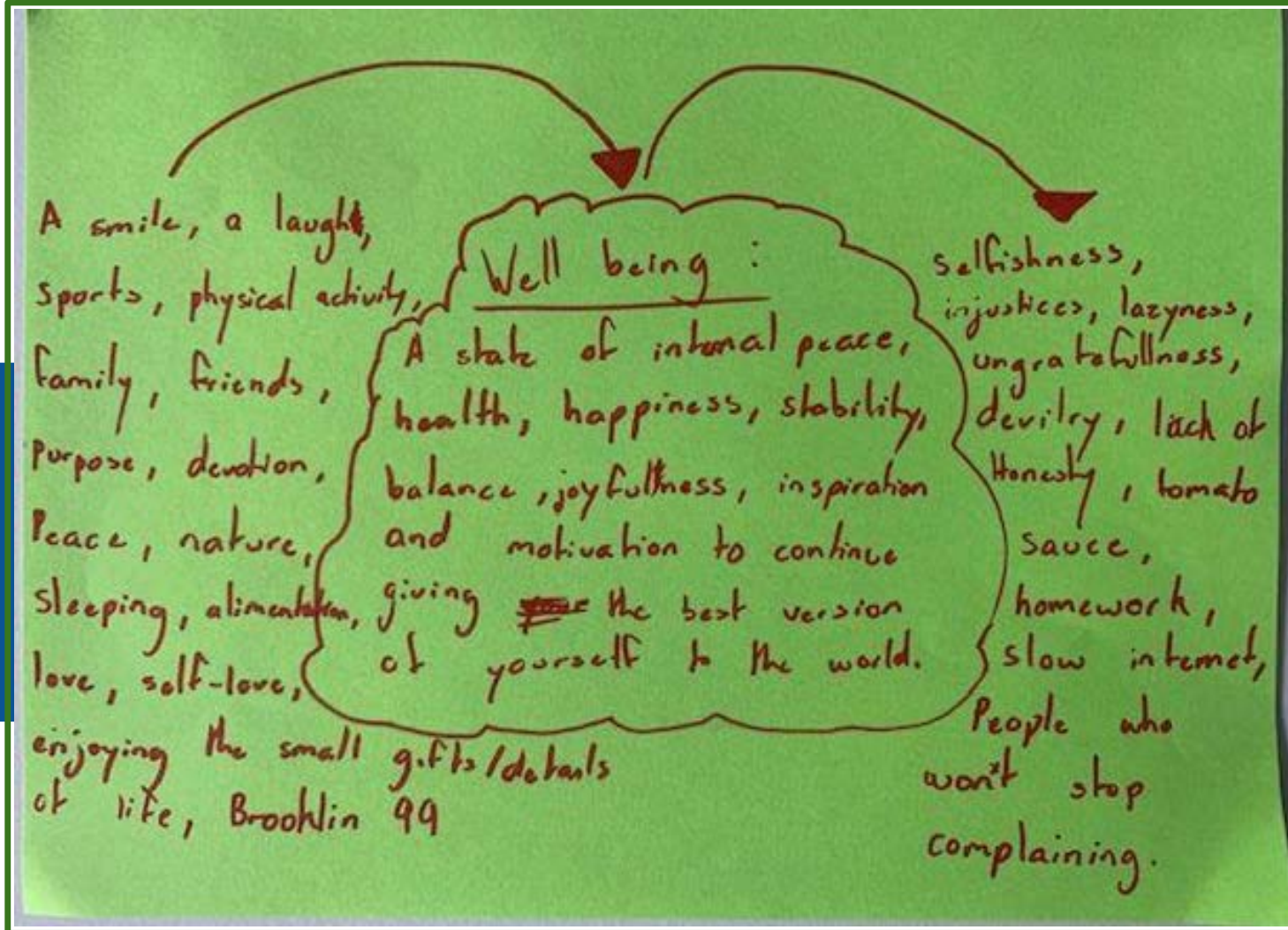


Individual View Generative Eco System that Sustains Well Being

We will take a few minutes to individually sketch our own stock and flows.

This can be based on your vision board or if you did not have time to create yours, you can make it based on your system of agency, belonging, connectedness, well being....your choice.



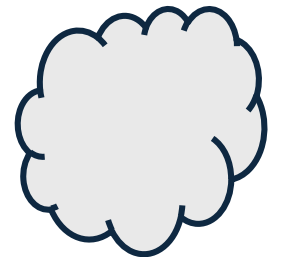
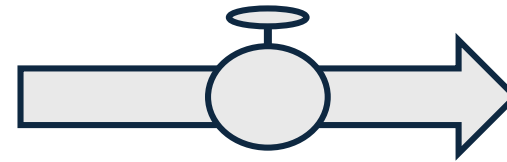
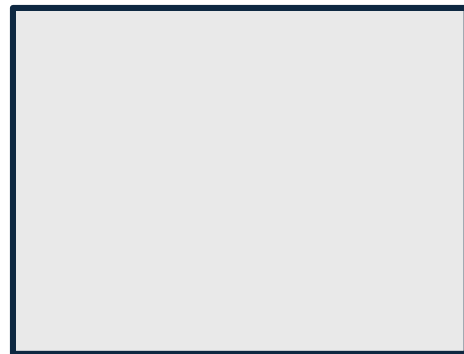
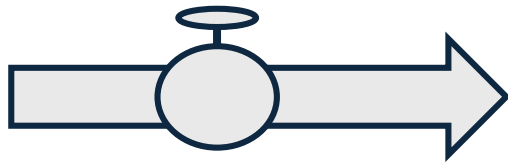
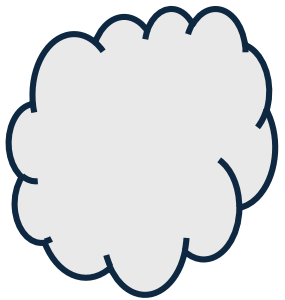


individual system

[name]

[stocks]

[flows]



How might we make

THE ENTRANCE TO THE SCHOOL

feel more

INVITING & SAFE

NO metal
detectors

gentle

going
through a
maze

Nice
Security
guards

Team Time

Based on experiences with your vision boards, stocks and flows, empathy maps and headlines your team will brainstorm to come up with two or three How Might We Questions that you would like to explore more deeply.

Are there areas that came up as opportunities to create new spaces or loose structures?

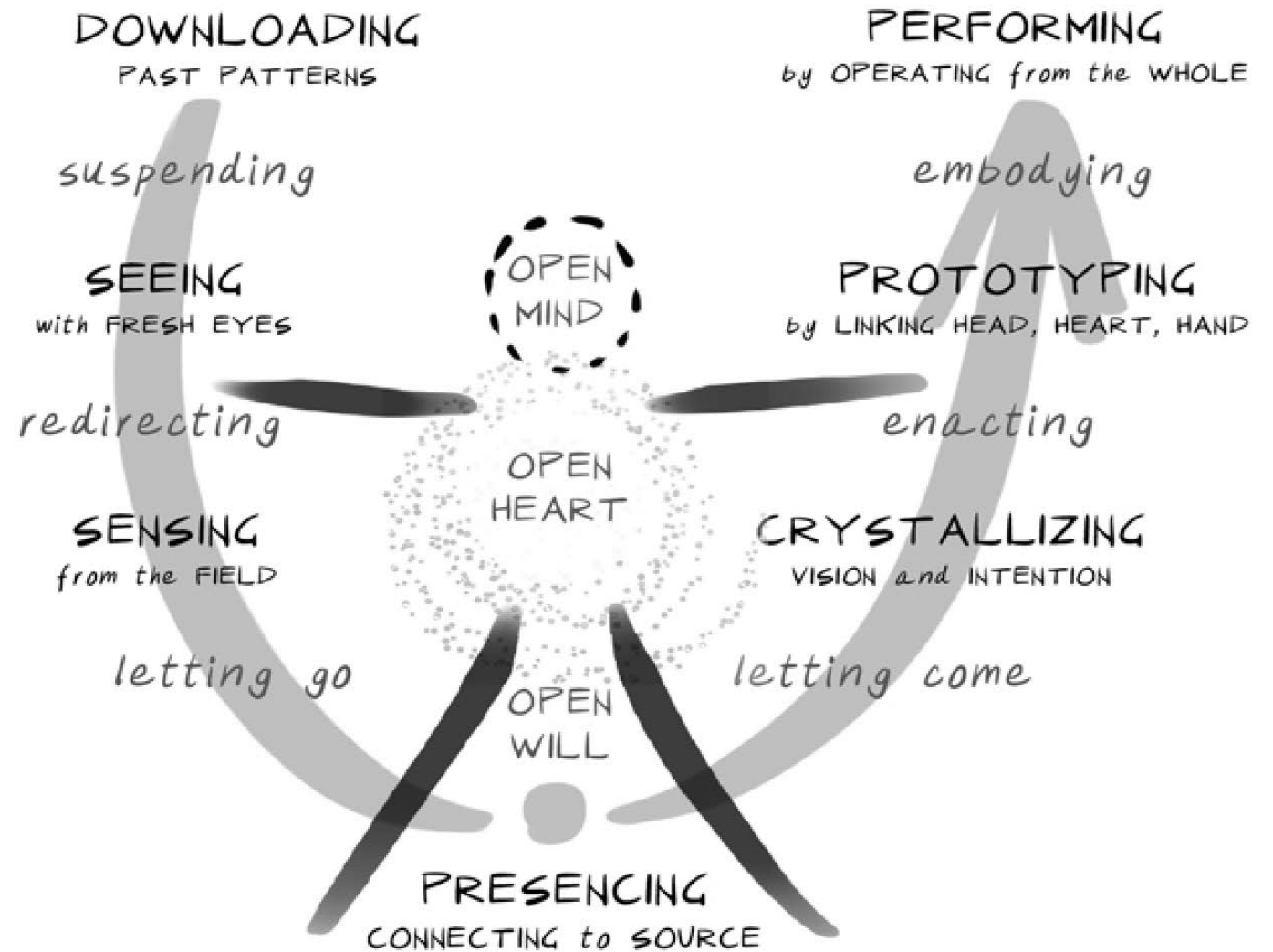
*How might we <action> <what> for <whom> i
n order to <change something>*

*How might
we <action> <what> for <whom> in order
to <change something>*

Action – reimagine – enhance
– encourage foster- simplify-
partner – create – break

What – people – students –
visitors- classes – schedule –
transportation – selection –
buses – lunches

Outcome – joyfilled – fun –
engaging – heard - validated

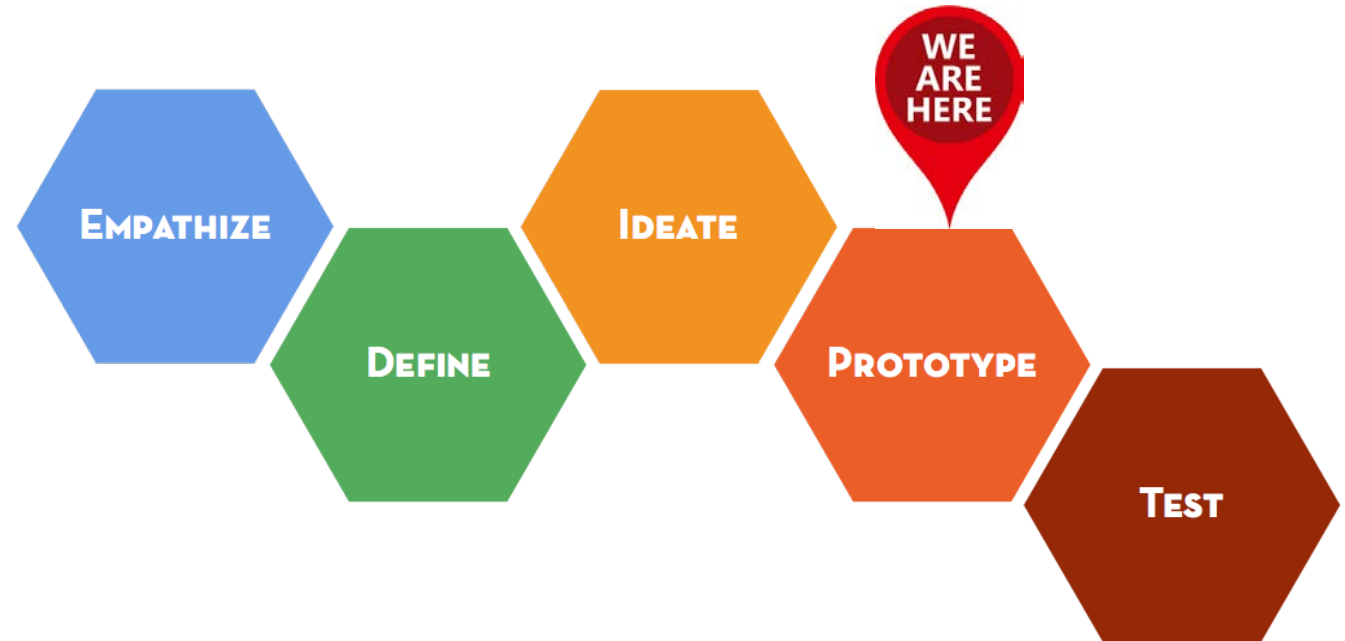




What happens next?

Creating and Testing Your Prototype

Your team will create a prototype(s) for your series of experiences that make room for community members to be and/or do something different.



prototype: **what?**

A tangible, testable representation of your idea

a mindset of creating something—that represents your team's idea—and allows you to test that idea as a question: NOT a solution



Prototypes **allow your community members to interact with your idea**

Decide as a team the components of your idea and how you might best represent them as a prototype.

Will it work best with multiple pieces?

Draw on the strengths of each member of your team.

You can include skits, simulations, videos, powtoon, canva, storyboards.... The possibilities are endless.



your testing
mindset

your prototypes serve as
an inquiry

to continue to gain
empathy with your
community



Ask members of your community to **experience your** prototype



Tell them what you hope your prototype might offer to set the context

be a **guide**
(not an instructor)

observe the experience



capture what worked, and what didn't work

see how people **use and mis-use** your prototype

listen > talk to give users a chance to interpret

engage the user



iterate on the fly to
communicate
learnings

ask specific, **open-
ended** questions

remember: the **user
is the expert**



Register for February 5th Session to Share our Experiences

Offer three possible times the week of January 6th for
Individual Team Check In

Have Fun!