

# Activity Guide

Episode 9: Nikkolas Smith



***Ringbeller***

Be kind. Stay different.

***“Really great art is bold and speaks in the face of those who are afraid.”***

**- Nikkolas Smith**

**ARTIST & IMAGINEER**

# Activity: Imagine -ering 101

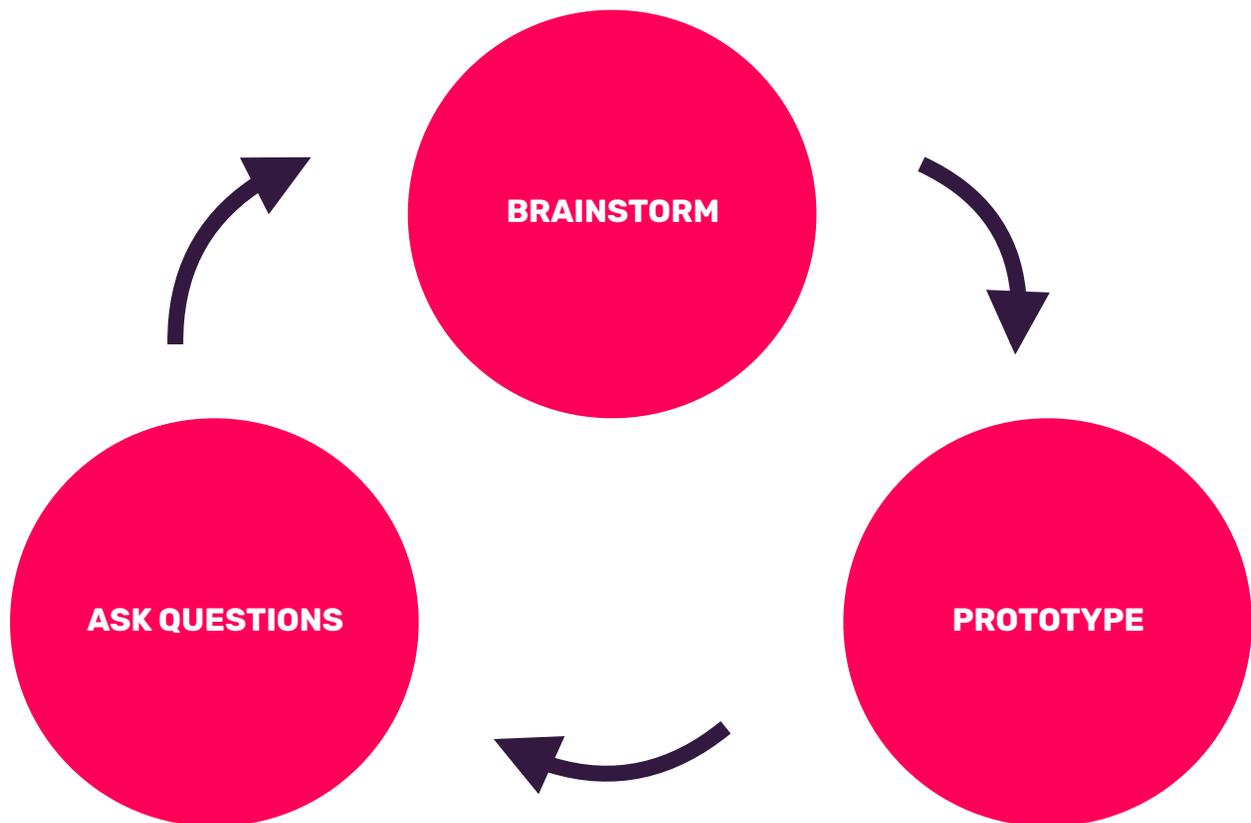
thinking, a foundational model used in imagineering and creative problem solving.

## Overview:

Professional inventors and imagineers follow a {somewhat} orderly process, often called Design Thinking that helps them figure out how to engineer their most creative, weird, and crazy ideas that just might change things for the better.

## Objective:

Have students understand and attempt the basic elements of empathy-driven design or design



## **Supplies Needed:**

Art Supplies such as:

- Construction Paper
- Markers
- Scissors
- Glue
- Tape

Optional Supplies:

- Legos
- Play Dough
- Post-it Notes

## **Directions:**

1. As a class, pick a problem in your school or community (ex: playground is broken, bullying, not enough school supplies, etc).
2. Create groups of 2-3.
3. Tell each group to spend 5 minutes actively listening to each other, asking each other why they think the problem is occurring? Time them to make sure this part doesn't go too long.
4. Next, have the group brainstorm a new technological invention that might help solve this problem. Example: A 3-D printer that prints swing sets. Again, limit this brainstorming phase to 5 minutes.
5. Now, have groups use art supplies to create a rough prototype of this technology. A prototype is a very basic model of the actual idea or invention. It doesn't need to be built to scale or look exactly like the actual product. It just needs to get the general point across in the most basic way possible. In fact, this part should also be limited to 5 minutes.
6. Finally, have each group pick 1 presenter to present the prototype to the rest of the class. As much as possible try to have classmates physically interact with the prototype. If there are pretend buttons, have them push them, imagining what the real experience would be like. Have classmates give

feedback saying what they like most about the idea and what would make it even better.