Time: 3- 50 minute classes (more or less depending on your class)

Overview:
Teams will create a process or product on: a poster board; the free software app Draw.io; Sketch Modeling

Important Notes:
- Teams may not finish their creations. We encourage teachers to leave the unfinished project for next year's class as this may be common for this short unit.
- Teams should schedule their final (or remainder) user interview(s).

Objective: Students will be able to create a process or product.

Materials & Setup:
- Completed drafts from homework assignment
  One of the following:
- Draw.io: (review tutorials) ❙ poster board ❙ Sketch Model tools (cardboard, markers, etc)
- Sketch Model Ideas

Activity:

Overview	Details
What's your draft Question: What does your draft look like?	- First, as a teacher choose what type of material you allow teams to use. If using software, demo the app. - If using poster board ❙ Sketch Modeling, show students the materials available. - Review teams' drafts. Then the prototype phase begins. - Even if they aren't sure how to start, have them pick up tools, like art, to get them started.
Prototype Begins Question:Focus creating with the user in mind.	Student reminders: - Don't spend too long on one prototype. Let go before you find yourself getting too emotionally attached to any one prototype. - Build with the user in mind. What do you hope to test with the user? What sorts of behavior do you expect? - If students didn't finish on the last day, see if they can collaborate after class. If not, let them know they will have unfinished products to work through, and that is ok. - Provide the Sketch Model Ideas for teams that may be stuck
Example situation	A team, for example, learned their user needs tutoring help for the local YMCA. Teams then have one best idea to recruit tutors online. Teams can draw the current process of recruiting tutors through walk-ins or phone calls. Then teams draw the future process where volunteers sign up online. Teams should show the whole process of impact from beginning to end so the user understands activity to pay attention to.

Homework after completed process or prototype: Students schedule user testing interview.