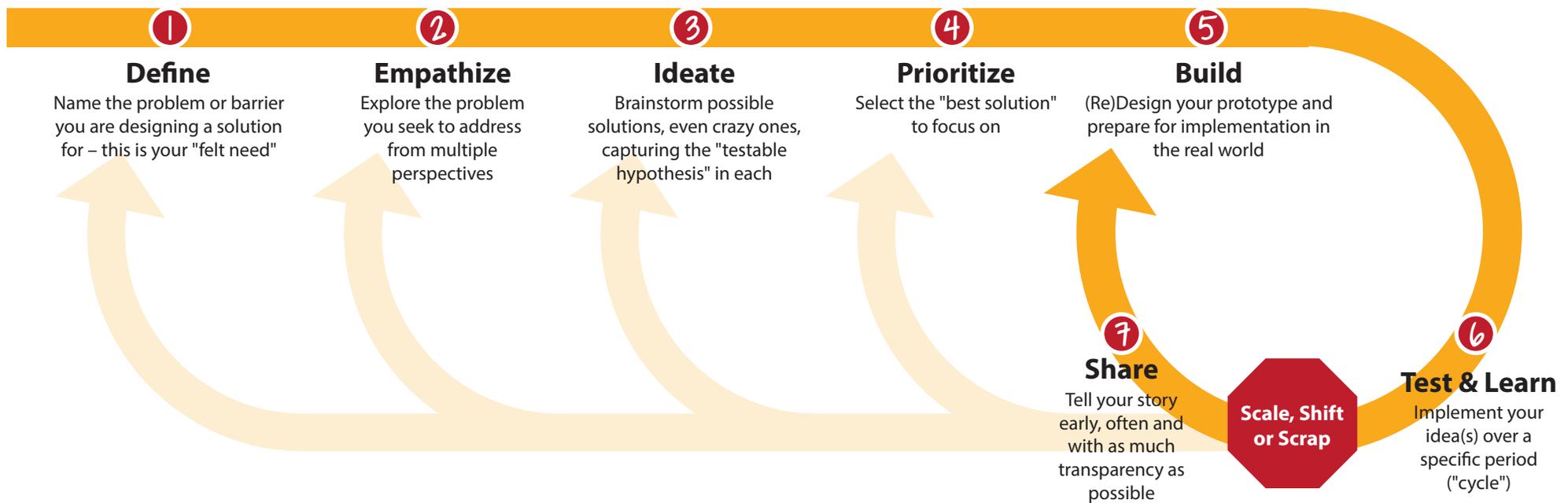


DESIGNING

for **change**
your prototype roadmap

What's this all about?

"At 2Revolutions, we rely on short-cycle prototyping to solve complex problems. This methodology can help you define, empathize, ideate, prioritize, build, test and learn, and share – all with a mindset toward continually refining your solution(s) based on what you learn.



Step 1: Define Problem 5 minutes as a team

Based on the previous group exercise, please pick one barrier to focus on – what does your team believe is most preventing your school from pursuing _____?

- 1 What barrier do you need to **overcome** in order to move toward _____?

- 2 **Describe** this barrier. What's it all about? Why is it important to your team?

- 3 If you can overcome this barrier, what will be **made possible for students?**

- 4 Is your barrier **specific** enough?

- 5 Capture your **revised statement** of the barrier.

(Note: You reserve the right to continue to refine your problem statement along the way, but it's important to be as clear as possible as a way to anchor your innovation.)

Step 2: Empathize

15 minutes with a partner from another team

Designing an effective prototype requires that you spend time exploring your problem (barrier) further – both to see it from other perspectives and to better understand your own point of view. In the section, you and your partner will take turns interviewing one another to explore the barrier that each of your teams has prioritized.

1

Interview: **Partner A**

7-8 minutes

1. Please briefly describe the problem (barrier) that your team is focusing on. **1 min**

2. Why is addressing this barrier core to enabling

_____?

5 min [Note: Partner B should ask "Why?" at least five times to help Partner A get to the root of the problem (barrier).]

3. Partner B share his/her thoughts on the importance of this problem (barrier). **2 min**

Switch

2

Interview: **Partner B**

7-8 minutes

1. Please briefly describe the problem (barrier) that your team is focusing on. **1 min**

2. Why is addressing this barrier core to enabling

_____?

5 min [Note: Partner A should ask "Why?" at least five times to help Partner B get to the root of the problem (barrier).]

3. Partner A share his/her thoughts on the importance of this problem (barrier). **2 min**

Step 4: Prioritize

15 minutes as a team

Now you figure out which idea to pursue. As a team, discuss what you think are your "best" ideas

1 Which idea does your team agree you should **select for the prototyping phase**? Why?

What's the "best" solution? It's hard to say, but often it's helpful to consider:

Boldness/Impact: Is this idea big enough to matter?

Degree of difficulty: Can we actually pull this off?

Resource needs: Does this idea require a little or a lot?

2 For the selected approach, try to articulate one or more clear hypotheses that you want to **test in practice**.
E.g., if we do X, we think Y will happen, which will enable Z outcomes/opportunities for students.

Step 5: Build

20 minutes as a team

Now it's time to build your prototype, so it's ready to test in the real world!

1 Why Problem statement What's your hypothesis?	
2 Who Is involved? Is Impacted?	
3 What Is the work?	
4 When Will it happen? Will you know that you've been successful?	
5 Where Will the work happen?	
6 How Will you do it? Will you engage other partners? Will you engage outside stakeholders?	
7 How much Resource do you need? (time, money, support, etc.)	

Step 6: Test & Learn 10 minutes as a team

For tonight's exercise, we will not spend much time on this part of process, but this is the fun part – it's where the rubber hits the road and you get to see if your ideas work! To give you just a taste, we invite you to talk through these high-level questions.

1 How long will you need **to test this idea** in practice? In other words, how long is a "cycle"?

2 At the end of the cycle, list three questions you will ask yourselves to help determine whether or not your prototype was successful. How will you know whether to "**Scale, Shift or Scrap**"?

3 What **data will you collect** along the way to help ensure that you can have good answers to the above questions? Where will this data come from? Who will collect and analyze it?

4 With whom will you **share** these results? Why?

Step 7: Share

10 minutes with a partner from another team

Stakeholder engagement, storytelling and transparent sharing – before, during and after implementation of prototypes – are all essential parts of the innovation and change management process. Everyone needs to be able to tell your story! So...we're going to give each of you an opportunity to practice!

- 1 With a partner from another team, take turns briefly **describing your team's prototype design**. Your "story" should touch on the barrier you were working to overcome, your proposed solution including testable hypothesis, and some detail regarding how you expect it to work. Partner A should describe his/her team's idea in less than **2 minutes**, with the remaining time available to respond to questions from Partner B.
- 2 Switch partners. **5 min**



Thank you for participating!

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