

empathize

design
thinking

*Put yourself in someone else's shoes.
What do you see or feel differently?*

- 1 What is something significant you learned about someone else?
- 2 Describe a different perspective you took and the impact it had on a decision.
- 3 Describe at least three different stakeholders and how AI affects them each uniquely.
- 4 What did you learn about empathy from this experience?

Choose a question and answer it on the back. Mark it off on your game profile!

define

design
thinking

Deciding upon the problem will inform every step of the solution you design!

- 1 List the definition of the problem you're addressing.
- 2 Describe how empathy informed your decision.
- 3 List at least three factors that you considered and explain how you decided which was most important.
- 4 What did you learn about defining from this experience?

Choose a question and answer it on the back. Mark it off on your game profile!

ideate

design
thinking

Every idea is a good idea, especially when you're brainstorming!

- 1 List at least three ideas you brainstormed.
- 2 What two ideas seem most different? What do you notice about the brainstorming process?
- 3 Where else can you ideate? Where and when is it important?
- 4 What did you learn about ideating from this experience?

Choose a question and answer it on the back. Mark it off on your game profile!

prototype

design
thinking

*Take your ideas to the next level!
Bring your project to life.*

- 1 Did your idea work well as a prototype or did you face challenges?
- 2 What surprised you while making prototypes?
- 3 What kinds of ideas were most successful prototypes? Why are some ideas more successful?
- 4 What did you learn about empathy from this experience?

Choose a question and answer it on the back. Mark it off on your game profile!

build

design
thinking

Creating a product based on a prototype means putting lots together!

- 1 What challenges did you face while building?
- 2 How does building differ from prototyping?
- 3 What did you learn from building that would change your approach to another step in the design process?
- 4 What did you learn about building from this experience?

Choose a question and answer it on the back. Mark it off on your game profile!

test & assess

design
thinking

*Does your project work as intended?
What do you need to change?*

- 1 What did you do to test your project?
- 2 What factors did you consider to determine if your product is successful? Did anything go wrong?
- 3 What would you do to improve your project? Whose perspective might you include?
- 4 What did you learn about testing from this experience?

Choose a question and answer it on the back. Mark it off on your game profile!

take a risk!

super-
powers

Without being certain, try something that might fail!

Pushing yourself outside your comfort zone can be hard, but it's important to recognize what you're worried about. It could be speaking up in class or prototyping a complicated idea! It could be asking ethical thinking questions or challenging your team to do more.

On the back of this card, explain what risk you took and what happened. Mark it off on your game profile!

collaborate

super-
powers

Work with a partner or team. Multiple perspectives always help!

Having many diverse brains thinking about the same problem is a great way to get new and innovative ideas! In order to get all the benefits of the group's thinking, it is important to encourage everyone to share their thoughts and then listen carefully when they do.

On the back of this card, explain how you collaborated and what happened. Mark it off on your game profile!

share

super-
powers

*Get others involved in your project.
Feedback shapes our work!*

Sharing is a two-way street! When we share our work with others, we hope to get kind, helpful feedback in return. In that same way, people who share their work with us hope that we will be kind and specific, helping the project get better and better.

On the back of this card, Describe a time when you shared your work with others for feedback or gave generous feedback to someone else. Mark it off on your game profile!

design values

ethical
thinking

Defining what's important to you shapes your final project.

- 1 Which design values are you prioritizing? Why?
- 2 Are some design values difficult to incorporate? Why?
- 3 Are some design values more important than others? Explain.
- 4 What design values do you think might be missing from your project?

Choose a question and answer it on the back. Mark it off on your game profile!

impact

ethical
thinking

Great designers consider how their project will impact the world for a long time!

- 1 Who is most impacted by your project?
- 2 Where does your project have impact?
- 3 Are there any impacts that may not be obvious that you considered?
- 4 Where do you think AI should have a major impact? Where should it not?

Choose a question and answer it on the back. Mark it off on your game profile!

stakeholders

ethical
thinking

Considering who and what are important is key for making a project successful.

- 1 Who is your project intended for? Why?
- 2 How did you determine who all the stakeholders are? Are there any you didn't include on purpose?
- 3 Is it clear who will benefit from your project? Why will some people benefit more than others?
- 4 May anyone be harmed by your project?

Choose a question and answer it on the back. Mark it off on your game profile!

iterate

super-
powers

Revision gets our project from good to great!

Iteration is the process of revising your project, or parts of it. When we iterate, we try to make our project more interesting and complex. It's important to keep in mind our stakeholders, and brainstorm how we can better serve them with our project.

On the back of this card, explain how you iterated and what happened. Mark it off on your game profile!

learn

super-
powers

Every time we learn a new skill in a project, we grow as people.

There's always something new to learn! You may learn new skills in group work, fun AI content, or cool tricks in Scratch. When we learn, we become more capable people who can tackle even more complex projects!

On the back of this card, explain what you learned and what happened. Mark it off on your game profile!