



INTRODUCTION

Design Solutions

Design Solutions develops the skills learners need to invent and design as they imagine new ways to address real-world problems using the tools of divergent thinking and creative problem-solving. This competency is crucial for future readiness in an uncertain, complex, and ambiguous world, where young people will be asked to wrestle with the rapid advance of new

technologies, and the complex challenges presented by phenomena such as global health crises, the rise of authoritarian movements, and the impact of climate change.

— *In a nutshell* —

COMPETENCY	SKILLS
Design Solutions I can identify meaningful challenges and opportunities in the world around me and design ways to address them.	• Identify an issue or design challenge • Build models, prototypes, or action plans • Test and iterate

What does Design Solutions look like for learners?

Design Solutions supports learners to become inventors and designers, developing their creative problem-solving capacities and equity-centered lens as they

- identify a challenge, issue, or opportunity that can benefit from exploration and design.
- ideate and brainstorm diverse possible solutions.
- use empathy and perspective-taking to learn from and design with those most impacted by the issues.
- develop a testable model or prototype.
- test and improve their designs through the use of improvement cycles.

Notes about language & skills

This competency develops many of the [durable skills](#) related to creativity that organizations are seeking in new employees: divergent thinking, creative problem-solving, ingenuity, ideation, innovation, and more.

Possible assessment formats

- Engineering Design Task
- Product Design Task
- Invention Design Task
- Build or Critique a Model
- Design Challenge Task
- Prototype Design Task
- Strategy or Action Plan
- Empathy Interviews
- Ethnographic Interviews