



MAKER JOURNAL

Name: _____

Date: _____

Phase 1: EMPATHY

Use the design thinking process to design a gift for your team. Interview your teammate or team members to discover a gift for them.

List some things that everyone on the team likes	List a few things that no one likes
Sunny days	Stinky feet

Create a list of criteria and constraints that your gift's design must adhere to by choosing the most important likes and dislikes from above

Criteria	Constraints
Must be useful on a sunny day	Must not smell like feet



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Phase 2: DEFINE

Learn more about the skills you will need to solve the problem

Ask questions about the gifts your team has enjoyed to discover what you will need in order to create a gift for the team.

Question	Answer
Do you enjoy handmade or store bought gifts?	I enjoy handmade gifts because I feel like the person must have spent a lot of time thinking about me while they made it.

Phase 3: Ideate List all of the ideas you think will make a perfect gift for your teammate. Get creative, and don't throw out any idea just yet. Let's see how many ideas you can come up with! Don't forget to draw too.

What gift can you create for your teammate?

Phase 4: Prototype Choose an idea and build a prototype of the gift. Draw a picture of your prototype and explain your decision to create this gift.

Gift Prototype#1:

Phase 5: Test Show your gift to your teammates and explain your design. Collect data to determine if you need to create another iteration of your design

Prototype #	Description	Recipient's feedback
Example	Umbrella	I can't use this on a sunny day. Please try to think of something more useful on a sunny day.
1		
2		