

Design for Learning Grant Application

The Design for Learning Grant Application form will follow the **Human-Centered Design Process**. What is HCD? It is a creative approach to problem solving and designing. “It’s a process that starts with the people you’re designing for and ends with new solutions that are tailor made to suit their needs. Human-centered design is all about building a deep empathy with the people you’re designing for; generating tons of ideas; building a bunch of prototypes; sharing what you’ve made with the people you’re designing for; and eventually putting your innovative new solution out in the world.”
-IDEO

Below is an example of the HCD Process. Later in the application, you will be guided through this process with questions/information to guide you on each step.

Step 1: Empathize

Who has the problem/unmet need? How does it feel to be in their shoes? What are the pain points? In this step, it is important to ask as many questions as possible about the problem in an effort to gain a better understanding.

Step 2: Define the Problem

After exploring all facets of the problem, choose one part or parts of the problem you believe you can solve. In many cases, this requires agreement that you cannot solve the problem in its entirety, but that you believe solving one part or parts of the problem may lead to solving the rest. Be very clear in your language as you write your “problem statement.”

Step 3: Ideate

Once you have clearly defined your problem, now it is time to brainstorm solutions. At this stage of the process, it is important to view the problem from a wide range of perspectives. Imagine creative solutions that add a spark of excitement and engagement to your solution.

Step 4: Prototype

Review your brainstorm results and decide how to convert the most compelling ideas into a prototype that can be tested. How will this prototype be designed? What resources will be required (budget)? What are the logistical elements that must be considered? What are the metrics by which the prototype will be tested?

Step 5: Test

Testing allows you to solicit feedback about the prototypes you have created, from your users and have another opportunity to gain empathy for who or what you are designing for.

DEADLINE: Monday, February 27th, 2017

Title of Design for Learning Grant: [Click here to enter text.](#)

Demographics

Lead Teacher/Staff Name:

Best Contact Phone Number:

Position/Title:

School/Building for Proposed Design for Learning Project:

Grade Level and/or Department:

Additional Teachers/Staff working on this grant:

Professional Development

Which Design for Learning professional development session did you attend?

Attendance is mandatory for your grant to be considered.

- August 23rd
- November **date TBD**
- Design for Learning Cohort
- Other date

Funding

Total Grant Funds Requested: [Click here to enter text.](#)

Would you accept partial funding?

Yes No Other: [Click here to enter text.](#)

Have you applied for or do you plan to request funds from another source for this grant?

Yes No Other: [Click here to enter text.](#)

Impact and Scope

Approximate number of students that will be impacted by this grant: [Click here to enter text.](#)

Anticipated Project Start Date (*Can be ongoing or unknown*): [Click here to enter text.](#)

Anticipated Project End Date (*Can be ongoing or unknown*): [Click here to enter text](#)

Check all that apply

- Funding for this project is not available from other sources.
- This grant application was reviewed and approved by your school principal/supervisor.
- If your grant includes technology, it has been reviewed by your site's media specialist or Innovation coach.

Directions: Before beginning the application, please take time to review each step in the HCD Process below. A [rubric](#) will be used to evaluate you on certain steps along the way. These steps will be noted with (*) next to them. It is to your benefit to review the rubric prior to starting the application.

Please include all documentation in the application. This includes, but is not limited to photos, websites, links, videos, etc.

Step 1: Empathize*

Engaging students in the process: data from student surveys, quotes from kids, parent feedback. What are students saying about their current learning environment?

Opportunities/problems they face?

[Click here to enter text.](#)

Step 2: Define the Problem

1. What problems, opportunities and barriers did you uncover in the “empathize” step?
2. Clearly articulate in a single sentence what the problem is and what you hope to accomplish with your Design for Learning grant.

[Click here to enter text.](#)

Step 3: Ideate*

Explore a wide variety of possible solutions through generating a large quantity of diverse possible solutions, allowing you to step beyond the obvious and explore a range of ideas. List all ideas here (big and small, feasible and not, that were generated by you, your students or other stakeholders during this step).

[Click here to enter text.](#)

Step 4: Prototype*

Sketches, drawings, models, “inspiration” board that showcases solutions, utilizing existing furniture (rearranging) and low-cost options to implement possible solutions.

[Click here to enter text.](#)

Step 5: Solution(s)*:

The actual PLAN for design changes. Based on your findings, what things/items do you hope to purchase?

Menu of Options

Please use the above menu of options to select items that meet your needs. These items have been district approved and provide you with the most accurate of details and pricing. All items from this list will be ordered for you in the spring of 2017 if approved. Include: Description/size/color/price and any other relevant information.

If you wish to add any items that are not listed, you will be responsible for obtaining information on pricing and purchasing the items on your own (reimbursed through your receipts), if approved.

Item 1: [Click here to enter text.](#)

Item 2: [Click here to enter text.](#)

Item 3: [Click here to enter text.](#)

Item 4: [Click here to enter text.](#)

Item 5: [Click here to enter text.](#)

Step 6: Test/Evaluation

In order to receive funding, all Design for Learning grant applicants must complete our preliminary teacher and student surveys:

[Teacher survey](#)

[Student survey](#)

After grants are awarded and design changes are in place, grant recipients will also need to complete a post-survey (teacher and students) in the fall of 2017. This will be emailed to you.

