THE DESIGN STEPS

LEARN → **DRAW** → **MAKE** → **TRY**

LEARN
To design something, you first learn about it.
There is much to learn, and the more you know, the better you will design.

DRAW
Draw as many ideas as you can.
Drawing is easy and quick.
Draw until you have ideas that you really like.
Improve your ideas and turn them into a single excellent idea.

MAKE
Make the thing that you are designing to show your teacher and classmates.
Improve your design idea as you make it.
Don't give up, keep on going until you succeed.
Making things is fun!

TRY
Try the thing that you designed to see if it works or not.
When you try it, you can improve your design idea, and become a better designer.

Design Thinking for Schools