

# Design Thinking + Social Studies

## Self-Reflection Rubric

Name: \_\_\_\_\_ Date: \_\_\_\_\_

### Design Thinking Self-Reflection

1. Using the rubric below, give yourself a grade that best reflects your performance at each step of the design thinking process.

	<b>Exceeds Expectation</b> <i>(3 points)</i>	<b>Meets Expectation</b> <i>(2 points)</i>	<b>Approaches Expectation</b> <i>(1 point)</i>	<b>Missing</b> <i>(0 points)</i>	<b>Student Score</b>	<b>Teacher Score</b>
<b>1. Empathize</b>	Interview notes are detailed and includes needs and emotions	Interview notes include some user needs and emotions	Limited interview notes	No interview notes		
<b>2. Define</b>	"How might we" responds to problem and includes a verb, user, and goal.	"How might we" responds to problem but is too broad or too specific	"How might we" is unclear, does not address problem, or is missing a verb, user, or goal	No problem or "How might we" statement identified		
<b>3. Ideate</b>	More than 6 sketches are generated and represent a wide range of ideas	3-5 sketches are generated and represent a wide range of ideas	1-3 sketches are generated and represent a limited range of ideas	No ideas brainstormed		
<b>4. Prototype</b>	Prototype is 3-D and fully shows all aspects of idea	Prototype is 3-D but has room for improvement	Prototype is 3-D but doesn't fully show the idea	No 3-D mock-up of idea		
<b>5. Test</b>	Detailed feedback using "I like, I wish, What if?"	Some feedback using "I like, I wish, What if?"	Some feedback collected	No feedback collected		
<b>TOTAL</b>					<b>/15</b>	<b>/15</b>

2. What step of the design thinking process do you think was most valuable? Why?

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3. What would you do differently next time? Why?

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