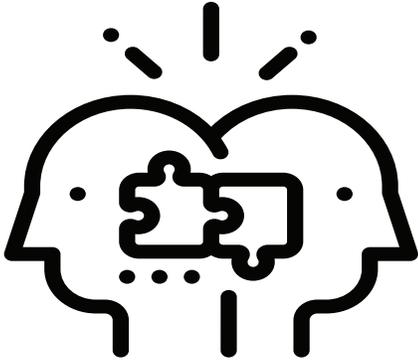
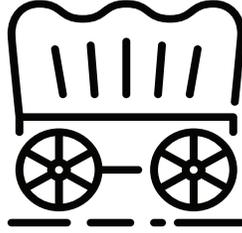


SOLUTION-ITIS!



We're jumping to solutions before understanding the problem.

GOING NOWHERE ...FAST



Tangent after tangent after tangent. We're in a deep black hole of very little action. HELP! We don't have all day.

WHO? WHAT? HOW? HUH?



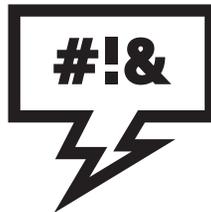
We're supposed to do "research," but we don't know where to start.

TOO MANY IDEAS, TOO LITTLE TIME



We have competing ideas and don't know how to proceed.

DISCUSSION OFF TOPIC



"Have you seen this YouTube video?" The design session has gone off the rails!

S-U-C-C-E-S-S?



Nobody knows what it will look like for this project to "win."

LET ME CHECK MY SCHEDULE...



Our project is stalled because no one has time to meet!

NO DATA, NO PROOF



We're testing our prototypes but no one is tracking their success.

DATA OVERLOAD



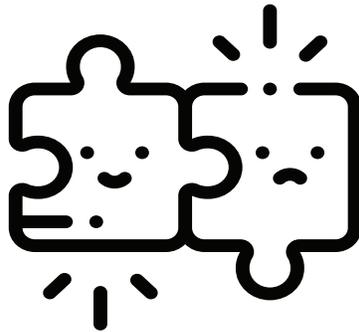
We're testing our prototype and drowning in data! How do we know what's important?

SHOW ME THE MONEY



We are excited to prototype our ideas, but there's no budget for implementation.

FOGGY DESIGN PROBLEM



The problem is too broad and vague - we need some help!

WHO'S THE BOSS?



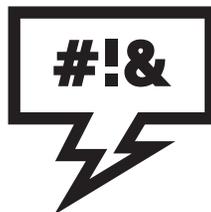
No one on the design team feels comfortable pushing this journey forward. We need some direction!

ADMIT IT: WE'RE LOST!



The team has ideas but doesn't know what to do next.

NEG-A-HOLIC



"He Who Shall Not Be Named" never shares constructive feedback and is always putting down the ideas of others.

WHAT DO YOU MEAN?



After conducting interviews with stakeholders, the team is still unclear about what we are doing.

CYNICISM AT ITS BEST (WORST?)



We can almost hear "She Who Shall Not Be Named" rolling her eyes as we suggest ways to move forward.

THEY'RE NOT INVITED



We want to have more community members involved, but others disagree.

WE CAN'T "JUST DO IT"



Your team wants to spend a year testing out your ideas and review the data at the end.

NO STUDENT INPUT



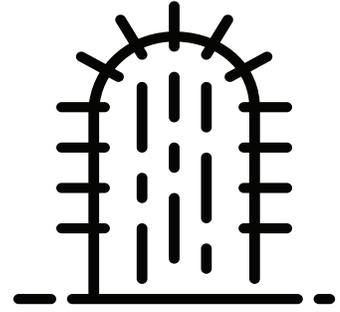
Oh no! We are forging ahead with a project that doesn't have any student voices!

NOW WHAT?



Our team has tested several awesome change ideas that are making a big impact at our school. What's next?

PRICKLY RELATIONSHIPS



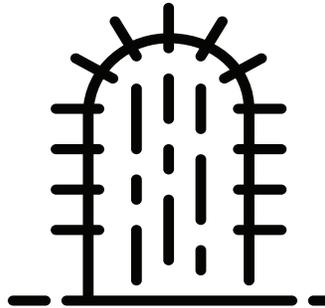
At a community forum, several community members express frustration with the project. .

NO STUDENT INPUT



Oh no! We are forging ahead with a project that doesn't have any student voices!

PRICKLY RELATIONSHIPS



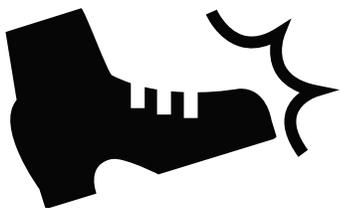
At a community forum, several community members express frustration with the project. .

FEAR OF COMMITMENT



The design team wants to continue brainstorming, but when are we actually going to "do" something?

RELATIONSHIP STATUS: SINGLE



A team member wants to go it alone without any input from the rest of the design team.

NOW WHAT?



Our team has tested several awesome change ideas that are making a big impact at our school. What's next?

TEAM GOING NOWHERE



After doing some initial design research, the team feels stuck and they're worried this will just be another failed "thing."