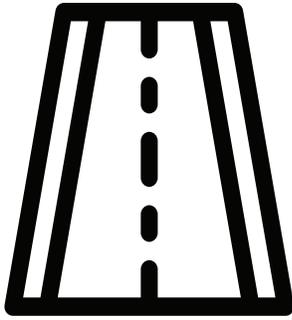
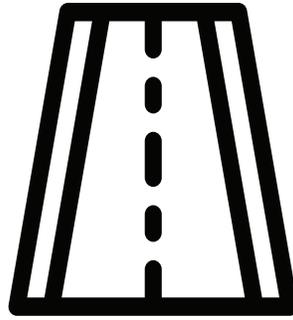


SMOOTH PATH



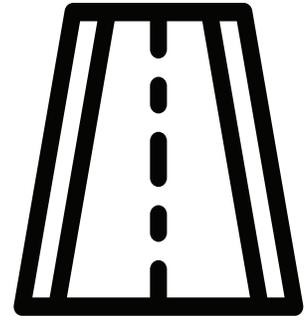
"We need to think about the purpose of the work we do and how we serve to create a more restorative life."
- Alan Moore

SMOOTH PATH



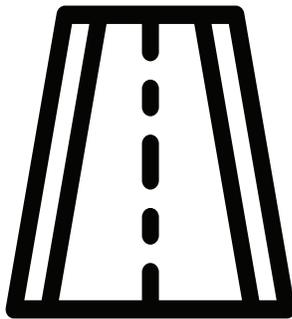
"The wise person is optimistic, prepared for the reality they will not get to the Utopian shore, but keeping its possibility in their sights."
- Alan Moore

SMOOTH PATH



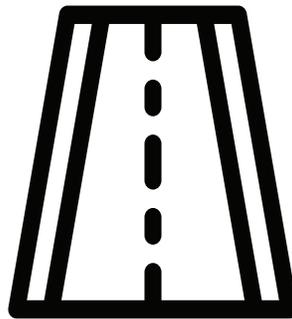
"Openness is a design tool offering new organizational, social and commercial capability. Openness is cultural - being open to new ideas."
- Alan Moore

SMOOTH PATH



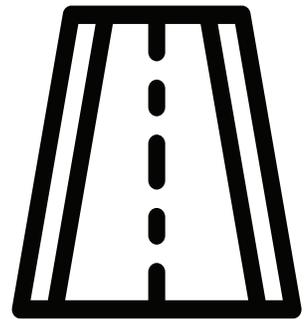
"Design is the occupation of straining our ears and eyes to discover new questions from the midst of everyday life."
- Kenya Hara

SMOOTH PATH



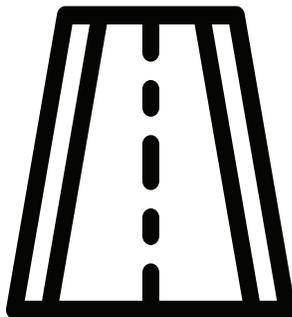
"The best design processes are those that adapt to the problem you want to solve - and not the other way around."
- *This is Service Design Doing*

SMOOTH PATH



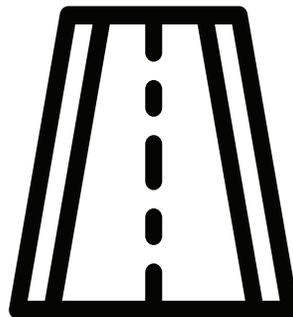
"Always ask yourself: What worked? What didn't? Why didn't it work? How might we do it better in the next project?"
- *This is Service Design Doing*

SMOOTH PATH



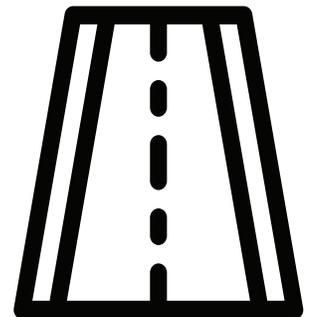
"The design process aims to find out what works and what does not as early in the process as possible."
- *This is Service Design Doing*

SMOOTH PATH



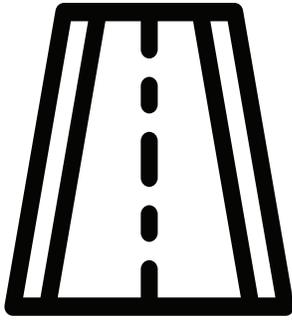
"If you don't have enough data to critically reflect on an assumption, collect more data. Design research is iterative!"
- *This is Service Design Doing*

SMOOTH PATH



"Designing and discovering are closely coupled forms of inquiry. Learning is essential to designing. There is a great potential for through designing."
- Donald Schon

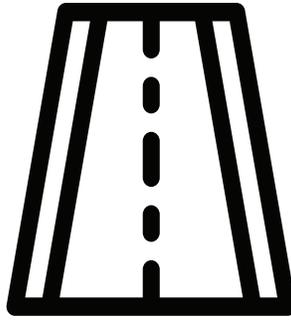
SMOOTH PATH



"Rely on experiments more than plans."

- Cheryl Heller

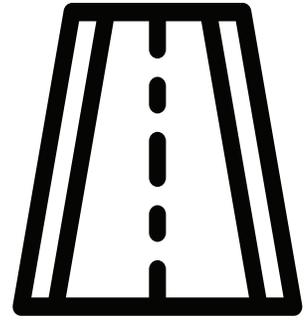
SMOOTH PATH



"Imagination is more important than knowledge. Knowledge is limited. Imagination encircles the world."

- Albert Einstein

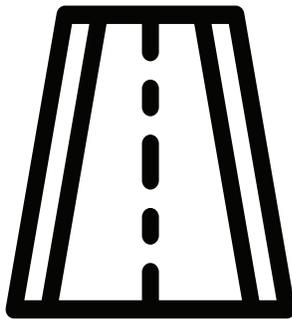
SMOOTH PATH



"If you want to truly understand something, try to change it."

- Kurt Lewin

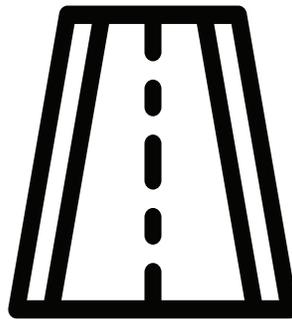
SMOOTH PATH



"Most people do not listen with the intent to understand; they listen with the intent to reply."

- Stephen R. Covey

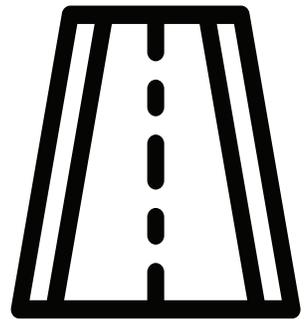
SMOOTH PATH



"Fail often so you can succeed sooner!"

- Tom Kelley

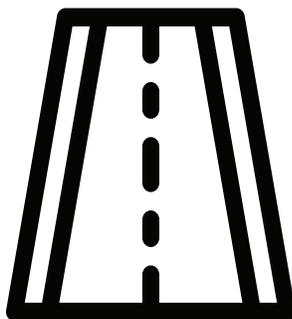
SMOOTH PATH



"Failing to appreciate fully the significance of context has often led good reform ideas to fail."

- *Learning to Improve*

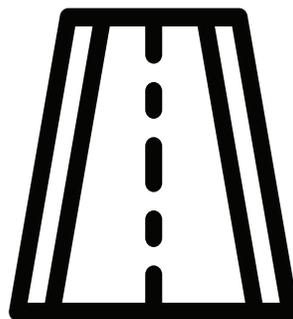
SMOOTH PATH



"The actual must always be seen in light of the possible."

- Ann Pendleton-Jullian & John Seely Brown

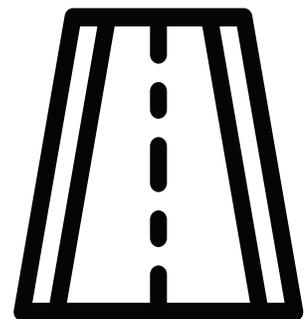
SMOOTH PATH



"In the statement of the problem lies the solution."

- Charles Eames

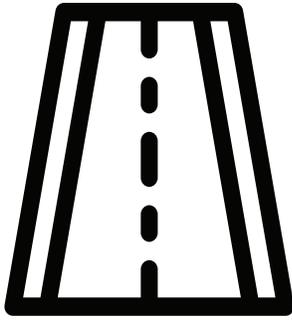
SMOOTH PATH



"Organizational empathy is... demonstrated by the ability of its people to relate to and experience the emotion of others."

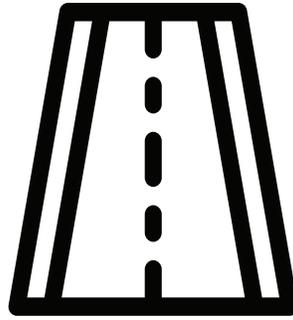
- Thomas Lockwood

SMOOTH PATH



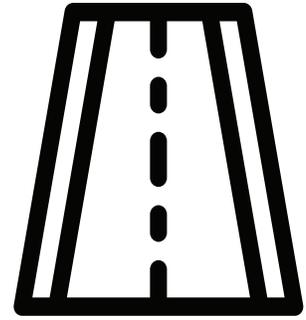
Design is more than a process for this Kyrene-ASU partnership. We have tried to embrace a mindset of human-centeredness that values stakeholders' lived experiences.

SMOOTH PATH



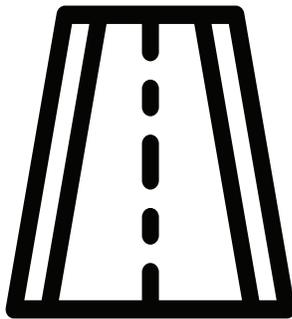
Design principle: **Student-Centered Learning Experiences**, where students and educators work together to design their learning and make meaning of the world.

SMOOTH PATH



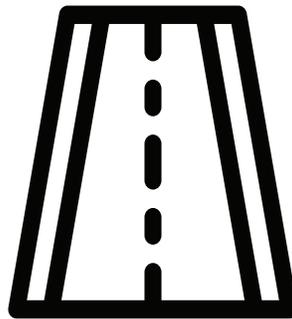
Design principle: **Educators as Designers & Facilitators**. Educators collaboratively design curriculum and interdisciplinary projects, acting as guides who empower students as researchers and problem-solvers.

SMOOTH PATH



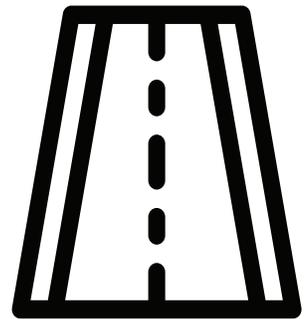
Design principle: **Culture of Community, Care & Collaboration**. Our school community fosters positive relationships and social interactions. We value caring, trust and mutual respect among students and adults.

SMOOTH PATH



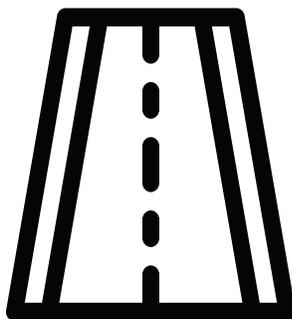
Design principle: **Equity & Inclusion**. Educators recognize the value of having students from different backgrounds working together and employ a variety of approaches to accommodate diverse learners.

SMOOTH PATH



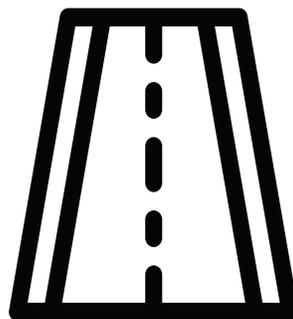
Design principle: **Transformative Learning Spaces**. We embrace innovative time structures and physical spaces that facilitate student movement, engagement and collaboration.

SMOOTH PATH



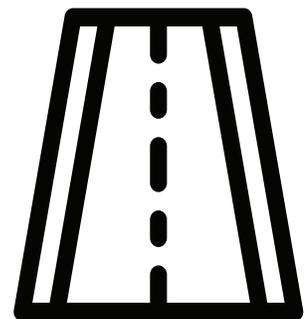
Kyrene-ASU insight: In July 2018 we held a community design charrette bringing different stakeholders to the table to reimagine what school could be.

SMOOTH PATH



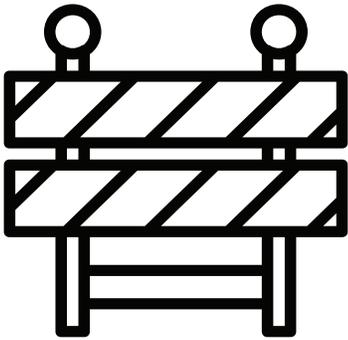
Kyrene-ASU insight: In November 2017 we held a design day with the KSD community to see who might be interested in doing this work with us.

SMOOTH PATH



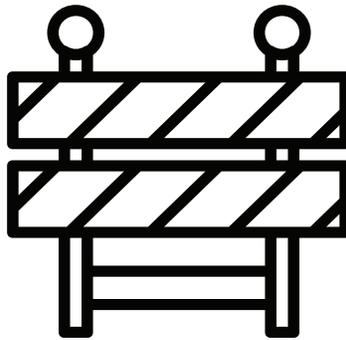
Kyrene-ASU insight: In January 2019 we presented the prototype model to the school board, which they approved at a public vote in February 2019.

CANCELLATION



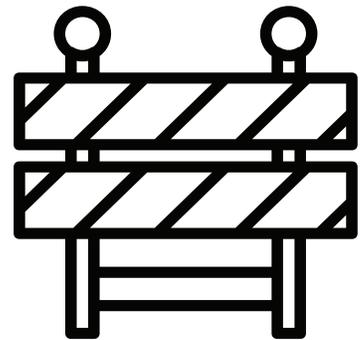
You and your partners just have too many fires to put out, and can't meet this week. You have been set back one card.

LOST MOMENTUM



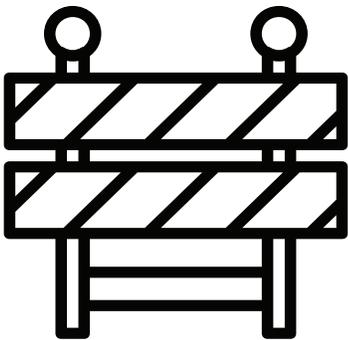
Team members from the last meeting didn't show up, making progress slow today. You have been set back one card.

CONSTRUCTION!



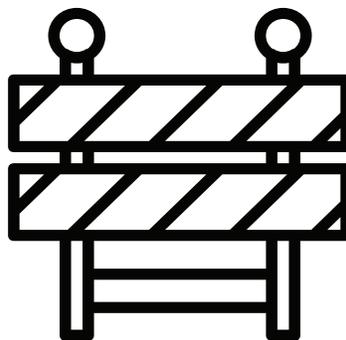
Traffic quagmire! You're 30 minutes late for an hour-long design meeting. You have been set back one card.

SNOW DAY



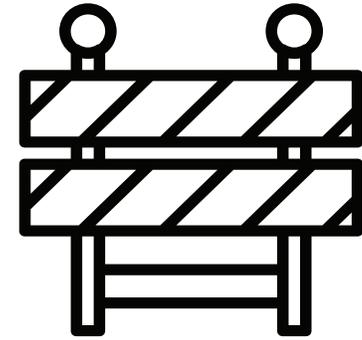
Everyone is homebound, and meetings are cancelled! You have been set back one card.

"HI, I'M NEW!"



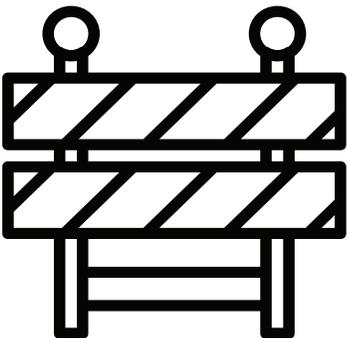
Someone joined the design team late and you need to catch them up. You have been set back one card.

DESIGN TEAM DROPOUT



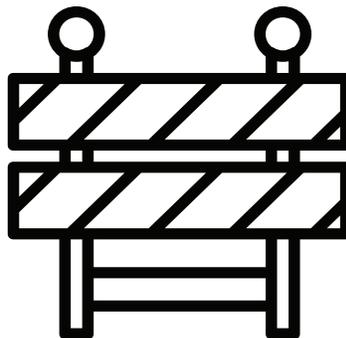
Several key design team members have dropped out. You have been set back one card.

SPOTTY INTERNET RUINS MEETING



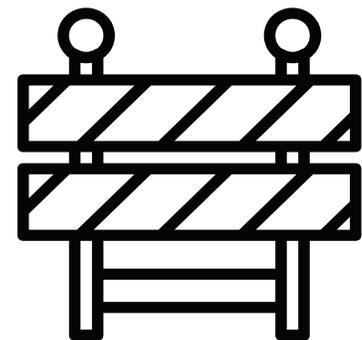
The video conference won't work because the internet is out. You have been set back one card.

CANCELLATION



You and your partners just have too many fires to put out, and can't meet this week. You have been set back one card.

TEACHER STRIKE!



Teachers in your city are on strike with no clear end date. You have been set back one card.