EMPATHIZE   DEFINE   IDEATE   PROTOTYPE   TEST   IMPLEMENT
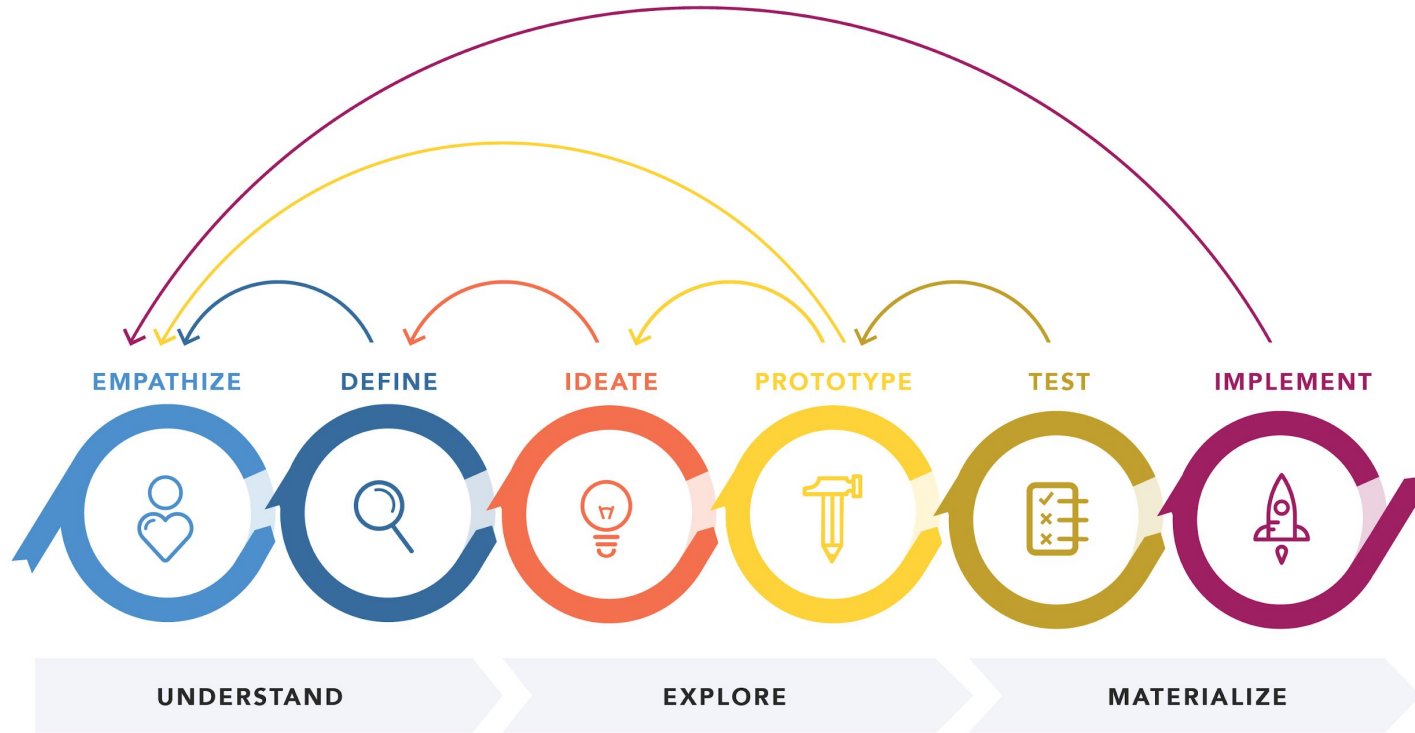
UNDERSTAND   EXPLORE   MATERIALIZE

We must *empathise* and *define* before we can prototype!

ARE YOU UP TO DATE?

- Last lesson your team should have pitched your THREE game ideas to your class and received feedback
- These game ideas were designed to meet the needs of the community users given in class on coloured paper
- If your team didn't pitch its three ideas, post the ideas now to your Edmodo group and ask for feedback from your peers
- When you have received feedback, move onto the tasks on the next slide.

EMPATHISING WITH YOUR USER

1. **SELECT THE BEST:** Through thoughtful and fair negotiation via your Edmodo small group, select the BEST idea for your game design from the three pitched last Praxis session. Make sure that everyone agrees - we want COGS, not HOGS or LOGS!
2. **GET THE OK:** Share your idea with your teacher via an Edmodo post or video call (teacher must arrange this). Remember that your game MUST be designed for one of the given community users, and meet at least one of their identified needs.
3. **BE CURIOUS:** Once you have decided on your game design and your user, it's time to generate inquiry questions you know you need answered *before* you begin designing the prototype. Collaborate on the Research Guide document in your team Google Drive folder
4. **SHARE & SELECT:** Select the EIGHT questions that will be the focus for your research next Praxis session. (WATERHOLE TASK)

LESSON REFLECTION

In your team Google Drive folder, create a document called '(YOUR NAME) Praxis Notebook'. In your Praxis notebook, write a 2-3 senteenc

 reflection on the lesson which answers these questions:

Why is being curious an important mindset to adopt when approaching a research task? What did you learn about the question-generating process this lesson?