

Design for Delight Toolkit Overview

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Design for Delight is Intuit's unique approach to innovation and design thinking – our not-so-secret sauce that we're eager to share with you and your students. Design for Delight uses empathy, ideation, and rapid experiments to build solutions that surprise, delight, and ultimately improve people's lives.

What is the Design for Delight Toolkit?

The Design For Delight Toolkit is a set of free downloadable files that are designed to help educators teach students the basics of design thinking in an interactive, problem-based format. The Toolkit can be used by an educator in an instructor-led physical or virtual classroom. Below you will find details and instructions on use for the resources in the Toolkit.

What's in the Toolkit

Core Instructional Materials

The Core Instructional Materials are designed to be used together to guide students through a coherent learning experience, with students working both individually and in pairs. The materials can be completed in a single 1.5 hour session, or can be broken up into shorter lessons and activities to supplement 1-2 weeks of instruction.

1. **Design For Delight Toolkit Teacher Deck.** This presentation is intended for live, front-of-class presentation.
2. **Design For Delight Toolkit Teacher Deck Notes.** This supplement includes the main slides of the presentation along with detailed suggestions for instructors on how to present each slide.
3. **Five (5) Design For Delight Worksheets** (available as one or five separate files). These printable student worksheets are designed to go along with the Teacher Deck to support specific student learning activities. The Teacher Notes will indicate when to use each Worksheet.

Supplemental Instructional Materials

The supplemental materials outlined below are for educators to use to enhance the learning experience and integrate Design for Delight into the classroom.

1. **Three (3) Design For Delight Posters.** These posters are intended to be printed on poster size paper (609.6 x 914.4 mm, 24 x 36 in) and can be used individually or as a set by each team working on a Design For Delight challenge. They can also be imported into a digital whiteboard or collaboration tool (e.g. Mural) for teams to use for collaboration.
2. **Brainstorming Cards.** These cards are intended to be printed on playing card size stock paper (63mm x 88mm, 2.5" x 3.5") and used by individuals and teams to support more creative and productive brainstorming. You can also display these on a screen during virtual brainstorming sessions.
3. **Method Cards.** These cards are intended as reference material for educators or advanced students to study Design for Delight topics in more detail and offer supplemental tips when using Design for Delight for projects.

How to Use the Toolkit - Step by Step

1. After reading this Overview, review the **Teacher Deck Notes** to see what you will need to present to students, and the speaking notes associated with each slide.
2. If there are specific topics you'd like to understand in more detail, review those topics in the **Method Cards**.
3. Review the **Student Worksheets** to understand each student activity.
4. Review the **Supplemental Instructional Materials** and decide how you'd like to integrate them into your lesson plan.
5. Decide which timing you will use to present the material. Here are some options:
 - a. *One, 1.5 hour session.* If you need to do a single session in a shorter time, the Teacher Deck Notes include suggestions for slides to cut or shorten.
 - b. *Two 45-60 minute sessions.* The Teacher Deck Notes include a suggestion on how to split the material.
 - c. *Three 30-45 minute sessions.* If selecting this option, you can split the material by broad Design for Delight principle: 1) Deep Customer Empathy; 2) Go Broad to Go Narrow; 3) Rapid Experiments with Customers
 - d. *As supplemental material:* If you want to use elements of the Design for Delight Toolkit to supplement other lesson plans, feel free to do so. Keep in mind that the slides should be presented in order and that the student activities and Worksheets build upon earlier activities. Because the student activities are all part of a single problem-solving exercise, try to present all the material and do all of the Worksheets within two weeks when possible, to maximize student recall and integration between sessions.