

# Design Thinking Top Ten Resource List

## Books



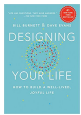
**[Creative Confidence, Unleashing the Creative Potential Within Us All](#), by **Tom & David Kelley** In this book David & Tom Kelley identify the principles & strategies that will allow us to tap into our creative potential in our work lives & in our personal lives & allow us to innovate in terms of how we approach and solve problems.**



**[Change by Design: How Design Thinking Transforms Organizations & Inspires Innovation](#), by **Tim Brown** This book introduces the idea of design thinking, the collaborative process by which the designer's sensibilities and methods are employed to match people's needs not only with what is technically feasible and a viable business strategy. In short, design thinking converts need into demand.**



**[Ten Faces of Innovation](#), by **Tom Kelley** Over the years, IDEO has developed ten roles people can play in an organization to foster innovation & new ideas while offering an effective counter to naysayers. The Ten Faces of Innovation is an extraordinary guide to nurturing and sustaining a culture of continuous innovation and renewal.**



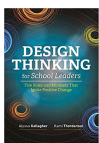
**[Designing your Life, How to Live a Well Lived, Joyful Life](#), by **Bill Burnett & Dave Evans** In this book, the authors show us how design thinking can help us create a life that is both meaningful & fulfilling, regardless of who or where we are, what we do or have done for a living, or how young or old we are.**



**[Taking Design Thinking to School](#), by **Shelley Goldman & Zara Kabayadondo** This book uses an action-oriented approach to reframing K-12 teaching & learning. Through a series of in-depth case studies that honor & explore such tensions, the authors demonstrate that design thinking provides students with the agency & compassion that is necessary for doing creative & collaborative work, both in and out of the classroom**



**[The Design Thinking Playbook](#), by **Michael Lewrick** This book is an actionable guide to the future of business (and so relevant for education!). By stepping back & questioning the current mindset, the faults of the status quo stand out in stark relief. Design Thinking is about approaching things differently with a strong user orientation and fast iterations with multidisciplinary teams to solve wicked problems**



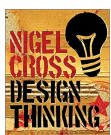
**[Design Thinking for School Leaders: Five Roles & Mindsets That Ignite Positive Change in Schools](#), by **Alyssa Gallagher & Kami Thordarson** This book explores the changing landscape of leadership & offers practical ways to reframe the role of school leader using Design Thinking, one step at a time. Leaders can shift from "accidental designers" to "design-inspired leaders," acting with greater intention & achieving greater impact.**



**[Design Thinking for the Greater Good: Innovation in the Social Sector](#), by **Jeanne Liedtka, Randy Salzman & Daisy Azer** Facing especially wicked problems, social sector organizations are searching for powerful new methods to understand & address them. Design Thinking for the Greater Good goes in depth on both the how of using new tools & the why.**



**[This Human: How to Be the Person Designing for Other People](#), by **Melis Senova** There are many great design books in existence that teach us about design process, tools and methods. One missing aspect, almost in an ironic twist, is what it takes to be the actual person who is doing the designing. This book helps these people to learn more about themselves & how to think and be in their practice of design.**



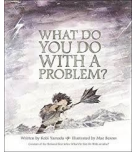
**[Design Thinking: Understanding How Designers Think & Work](#), by **Nigel Cross** Design thinking is the core creative process for any designer; this book explores and explains this apparently mysterious "design ability." Focusing on what designers do when they design, *Design Thinking* is structured around a series of in-depth case studies of outstanding and expert designers, interwoven with overviews and analyses.**

# Design Thinking Top Ten Resource List

## Picture Books that Support Cultivating Design Thinkers



**[What Do You Do With an Idea?](#) by Kobi Yamada** This is the story of how one idea gets brought to life by a child. The idea lingers, but when the child's confidence grows so does the idea. This book inspires you to nurture ideas, let them grow and then unleash them.



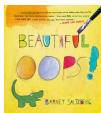
**[What Do You Do With a Problem?](#) by Kobi Yamada** In this book, you are faced with a problem but encouraged to look beyond the constraints of the problem and actually see that every problem has opportunities embedded. The longer the problem is ignored, the bigger it gets, but once faced it turns out to be something quite different than expected.



**[What Do You Do With a Chance?](#) by Kobi Yamada** In this newest book, a child encounters a chance but isn't sure what to do with it. After ignoring chances, they stop coming around full stop. This book encourages you to say yes to new experiences, take chance and be brave.



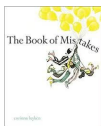
**[The Most Magnificent Thing](#) by Ashley Spires** Every creator or inventor knows how beautiful but messy the process of creating can be. We may have a beautiful idea but things don't always go as planned, we mess up and things don't work out. The Most Magnificent Thing illustrates both the beauty and the frustration in the process and reminds us all that sometimes we need to step back and relax to get new perspective.



**[Beautiful Oops!](#) by Barney Saltzberg** This simple, colorful, pop-out board book helps you celebrate mistakes and turn them into something beautiful. This book has a beautiful playful spirit that will have to you turning coffee stains into art doodles in no time.



**[Not a Box](#) by Antoinette Portis** Have you ever seen how excited children are when given large cardboard boxes? If not, you are missing out. Boxes become rocket ships, nasa stations and forts with a little tape and a few sharpies. This book reminds us that a cardboard cube is anything but a box.



**[The Book of Mistakes](#) by Corinna Luyken** With very few words, this book illustrates in a playful way how mistakes can be turned into something new and beautiful. It is always a great reminder that most everything is a work in progress, including ourselves.



**[After the Fall \(How Humpty Dumpty Got Back Up Again\)](#) by Dan Santat** We all know the story of Humpty Dumpty, but have you ever wondered why Humpty was sitting on that wall and what happens to him after the fall? This fun book explores what it means to face our fears and press on despite setbacks.



**[Here We Are: Notes for Living on Planet Earth](#) by Oliver Jeffers** The author shares a very personal look inside his own hopes and dreams for his child's life here on earth. Humorous and beautiful, it is a great reminder that we are all in this together and will appeal to the do-gooder in you.



**[Going Places](#) by Peter Reynolds** A school go-cart contest inspires children to build the latest go-cart, but who says you have to follow the directions out of the box? Maya doesn't. She builds a go-cart that is very different from the rest of the students and crosses the finish line in her own way. This book celebrates thinking outside the box, the creative spirit and going against the grain.

## Design Thinking Top Ten Resource List

### Resources/ToolKits

[Design Thinking for Educators Toolkit](#) (IDEO): This toolkit offers language and activities specific to k-12 educators.

[Human Centered Design Kit](#) (IDEO): This resources was designed for social enterprises that work with impoverished communities but includes methods relevant to education as well. The free kit walks users through the human-centered design process and supports them in activities such as building listening skills, running workshops & implementing ideas.

[d. School Virtual Crash Course](#): An online version of one of their most frequently sought after learning tools. Using the video, handouts & facilitation tips, they take you through the process of hosting or participating in a 90-min design challenge.

[D. School Wallet Project](#): The Wallet Project is 90-minute (plus debrief) fast-paced project though a full design cycle. Students pair up, show and tell each other about their wallets, ideate, and make a new solution that is "useful and meaningful" to their partner.

[Henry Ford Learning Institute](#): HFLI imagines, designs & delivers programs to help people become more innovative, creative & resourceful in how they think and learn.

[Collective Action Toolkit](#): This toolkit from Frog Design is a package of resources & activities that enable groups to organize, build trust & collaboratively create solutions for problems impacting their community.

[Target Design K-12 Teacher Resource Packet](#): Developed by the Smithsonian Cooper-Hewitt, National Design Museum, this PDF contains several resources on how to integrate design thinking connections into the K-12 classroom.

[The Design Gym's Never-ending Design Thinking Reading List](#). Just when I think I've read it all another design thinking related resource or book pops up. Check out this list to stay current on design thinking books and resources.

[The Beginner's Guide to Design Thinking](#). A livebinder of resources compiled by Thomas Riddle.

[The K12 Wiki Lab](#). The d. School's k12 wiki page with resources. While it doesn't appear to have any current activity there are past resources which may be helpful.

### Videos

[60 Minutes: Charlie Rose interview with David Kelley](#). Jan 2013, discussion on empathy as the cornerstone of Design Thinking.

[Film: Extreme by Design](#) by Ralph King. A film about students building a better world one product at a time.

[Infant Embrace Ted Talk](#) (4min) Jane Chen describes the years-long design & development process of the Embrace baby warmer.

[Empathy vs. Sympathy](#) An animated video by Brene Brown that takes a humorous approach to understanding empathy.

[Empathy: Stand in Someone Else's Shoes](#) If you could stand in someone else's shoes...Would you treat them differently?

[Sesame Street: Mark Ruffalo, Empathy](#) A child friendly video that describes empathy.

[How to Build Your Creative Confidence](#) A Ted Talk by David Kelley

[The Fun Theory - Musical Staircase](#). What if the easiest way to change people's behavior is by making it fun?

[EpyBird.com](#). This site has a ton of videos that are great to illustrate the importance of prototyping.

[Redesigning the Shopping Cart](#) (IDEO) featured on nightline.