Design Thinking for School Leaders

Five Roles & Mindsets That Spark Positive Change

Mindset & Role	Description	Get Started
Opportunity Seeker	Shift from problem solving to problem finding and actively seeking opportunities.	Ask Why 5x: The next time you hear the phrase, "We tried that and it didn't work," ask why, but don't just ask it once. Ask it five times. Host a "What if?" Conversation: Encourage your team to dream bigger than they have before and capture their ideas.
Experience Architect	Design and curate learning experiences based on need that stretch the current status quo.	Redesign a School Event: Look at your school calendar types of events? purpose of events? meeting the audience needs? Reimagine the event to better meet user needs.
Rulebreaker	Thoughtfully challenge the way we always do things.	 Identify (one simple rule or practice getting in your way) Ask why (the rule or practice exists) Modify (the rule or practice to make a big impact)
Storyteller	Capture the hearts and minds of a community to amplify the good and create authentic community.	Define Your Intention- Know what your story should sound like, look like, and feel like Walk It - With purpose. Is your vision evident on the walk? Talk It - Ask for stories. Do they align with your vision?
Producer	Hustle, get things done, create rapid learning cycles for their teams and see they are responsible for shipping a "final" product.	Schedule a "Wake-up Call": Provide your team with a healthy dose of reality. Learn from schools that are ahead of you. Take a Break from Committees: Create learning action teams that use short iterative cycles with lots of feedback and transparency.

www.leadlikeadesigner.com

@am_gallagher @kamithor #DT4EduLeaders #DesignThinking