

FIND THE PROBLEM

The pivot lesson: individuals become studios, maps become hunting grounds, and the term's work gets chosen — by them, with criteria, on evidence. Everything after today runs on what gets locked today.

WE ARE LEARNING

To identify and scope an authentic future problem — sizing it, testing it against evidence and team skills, and locking it as a How Might We statement.

CURRICULUM • VERBATIM

“The concept of innovation and the ways businesses identify and respond to business opportunities” — Y7 HASS Economics (SCSA, implementation 2026) • plus Career Learning.

SETUP THE MIX — ENGINEER THE TEAMS

- **Use the Lesson 2 skill tags, and referee firmly:** three or four per studio, at least three different circled skills per team. Expect the friendship lobby; hold the line with the program's own evidence: “Joan didn't hire her best mate — she asked for what she was missing.” The 90-second studio-name deadline is real: start the timer, enjoy the panic, move on.

CORE THE BUG HUNT + GOLDBLOCKS

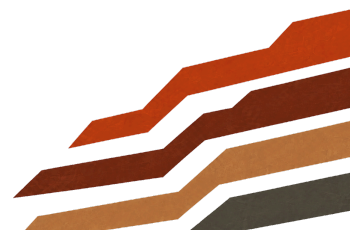
- **Canvases returned with ceremony** — the Lesson 1 promise kept. The reframe that unlocks the hunt: every idea on those maps CREATES a problem. Solar farm? Meet nighttime. No people on site? Ask the town. Five loud minutes, bugs flagged in three words, all read aloud — ideas die in silence.
- **Calibration items for the signals game** (arms wide / pinch / thumbs up): “fix climate change” (wide) • “the crib room fridge is noisy” (pinch — crib room = the site's lunch room) • “haul truck batteries can't last a full shift” (thumbs) • “make everyone happy at work” (wide — and fuzzy) • “dust near the town oval on windy days” (thumbs) • “the site's plants look boring” (pinch, mostly — let someone argue it up). Then studios size their own.

DECIDE THE CHAMPION ROUND + THE FOUR QUESTIONS

- **Thirty seconds per champion, standing, talk-ladder encouraged** — this is Pitch Day's first rehearsal and they should hear you say so. Then the four questions decide: REAL • 2040 • OURS • GOLDBLOCKS. No captain's call; if a studio deadlocks, the questions break it — that's what they're for.

LOCK HMW + EVIDENCE + SIGNATURES

- **Teach the smuggling law before pens move:** “How might we build an app to...” has already picked the answer. Solutions out of the problem statement — the sprint needs room to think. The frame does the scaffolding: HOW MIGHT WE (problem) FOR (who) SO THAT (what improves) BY 2040.
- **Five-minute evidence check** (the law is three units old), then signatures on the Dossier — collect the Dossiers. They are the Design Sprint's admission ticket and the poster's spine.



■ HMW QUALITY — YOUR MARKING EYE FOR THE LOCK

Smuggled solution: “How might we build a giant battery so trucks run all night” → send it back: the battery is an answer. **Clean version:** “How might we keep electric machines running through a full shift, for site operators, so that diesel isn’t the fallback — by 2040.” **Too fuzzy:** “How might we make mining better” → Goldilocks it: better how, for whom? A clean HMW names a problem, a person who feels it, and a change you could point at.

■ PROBLEM MENU — FOR STUDIOS THAT GENUINELY STALL

Offer at most two, and make them trade: keeping a town alive when the site nearby needs fewer workers · what robots can’t do in an emergency · powering 24-hour operations without diesel · using less water in a place that has none to spare · training people for jobs that change every five years. Every one traces back to a territory — and most stalled studios only need the first sentence said aloud.

■ TEAM DYNAMICS — THE REFEREE’S NOTES

The Dossier’s signed studio rule is your tool all term: “we argue about ideas, never about people.” Deploy it by pointing, not lecturing. A studio whose champion lost the vote gracefully deserves loud public credit — losing an argument well is Pitch Day poise in training. Watch for the quiet member whose tag says “drawing it clearly”: next lesson they become indispensable, and you can tell them so today.

■ THE DOSSIER WALL — MAKE THE PROBLEMS PUBLIC

Once signed, pin every Dossier (or just the HMW lines, copied large) where the class can read them all term. Studios cross-pollinate shamelessly when problems are visible — and public problems create gentle accountability: nobody quietly abandons an HMW the whole room has read. Photograph the Dossiers before pinning; a phone backup has saved more than one studio’s term.

■ DIFFERENTIATION

Support: the four territories double as a menu; the HMW frame can be built one blank at a time with the teacher’s finger on each; champions may pitch seated or in pairs. **Extend:** a second HMW for the same problem from a different WHO’s point of view — does the problem change when the person does? (Yes. That’s the lesson hiding in the extension.)

■ RUNNING SHORT — THE CUT LINE

Calibration drops to three items (keep one of each size). The hunt can compress to three minutes. Protect the champion round, the four questions, the HMW lock and the signatures — the sprint cannot start without a signed Dossier.

■ MISCONCEPTIONS TO WATCH

“The first idea is the best idea” (the sprint will disprove it — for now, just delay it) · “bigger problem = better pitch” (Goldilocks exists for this; judges reward the solvable) · “our problem is locked so the thinking is done” (the thinking has just been aimed — say exactly that as the Dossiers come in).

