

THE DESIGN SPRINT

The real toolkit, run at Year 7 voltage. One shape governs everything: DIVERGE then CONVERGE — flood the table, then choose. Announce the shape at the start; police it all lesson. Teams that judge while generating produce neither.

WE ARE LEARNING

To design a solution under constraint: generating many ideas fast, selecting on merit, combining and improving, and stress-testing against hard questions.

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.

SPARK CONSTRAINTS ARE JET FUEL

- **Two 30-second drawing rounds, then the reveal by show-and-compare:** round 2's vehicles are always stranger and better. Land the principle in one line — “a tight brief doesn't shrink ideas; it sharpens them” — then load each studio's own constraint: the HMW, copied word for word from the Dossier.

WIDE CRAZY 8S — RUN IT HOT

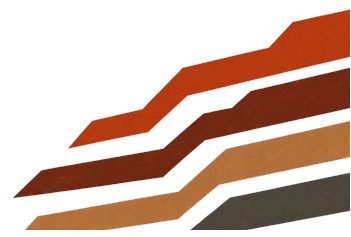
- **Fold, count down each minute aloud, allow no talking.** The energy is the pedagogy: one minute per panel outruns the inner critic — which is the entire point. When someone stalls, the line is “draw the stupid version” — panel 6's stupid idea famously fixes panel 8.
- **Protect the silence of the museum afterwards** — three minutes, no words, dots on IDEAS never people (the Dossier's signed rule, now load-bearing). Silence means the quiet kids' panels compete on equal footing for the first time all year. Watch who wins dots; it will surprise the room.

DEEP STEAL & IMPROVE + THE DRIFT CHECK

- **Sanction the crime formally:** great designers steal, then improve — the crime is stealing without improving, and credit is law (“stolen from, improved by”). Force the mash-up into ONE sentence; sprawling concepts die on posters.
- **The drift check is the elite move of the lesson:** studios read their HMW aloud, then their mash-up. Drifted studios fix the CONCEPT, never the question — re-scoping mid-sprint is how terms get lost. Expect one studio to argue their drifted question is better; the answer is the Dossier's signatures.

TEST FRIENDLY FIRE + THE BLUEPRINT

- **Studio pairs, 60-second explanations, two hard questions each way** — the Kambaria hearing's fire-back rule returns and they'll recognise it: hard questions are a gift. Unanswerable questions become fixes, on the spot.
- **The Blueprint closes the lesson:** the concept drawn big with all five labels — collect them with the Dossiers. Together they are Pitch Day's poster, three-fifths built before Pitch Day begins.



■ THE CLOCK — A SPRINT LIVES OR DIES ON TIMING

Warm-up rounds: 30 + 30 seconds, reveal in two minutes. HMW load: two minutes. Crazy 8s: eight minutes exactly, counted down aloud per panel. Museum: three silent minutes + two for dots and counting. Steal & improve: six minutes to the one-sentence mash-up. Drift check + so-that chain: four minutes. Friendly fire: five minutes per pairing, both directions. Blueprint: everything that remains, minimum twelve minutes. **When a block ends, it ends** — half the sprint's lesson is that finished beats perfect.

■ FEELINGS MANAGEMENT — DOTS HAVE LOSERS

Someone's eight panels will collect zero dots, and it will sting. Two pre-loaded moves: (1) the steal round exists partly for this — “undotted panels are the steal round's shopping aisle,” and say it BEFORE the dots go down; (2) the exit's “panel that deserves a mention on Pitch Day” gives every good orphan a stage. And the quiet kid whose panel wins dots in silence? That's the lesson working — name it privately, loudly, or both.

■ WHAT A STRONG BLUEPRINT LOOKS LIKE

Label 4 is the marker's tell: a strong “how it answers our HMW” repeats words FROM the HMW (“keeps machines running a full shift by...”). Label 5 honest beats label 5 impressive — “needs testing we can't do yet” is a designer's sentence, and Pitch Day's judges (next lesson) are told to reward it.

■ STUDIOS THAT FINISH EARLY — TWO PRODUCTIVE PARKING BAYS

(1) A second friendly-fire pairing — fresh questions find fresh holes, and question-writing is Pitch Day training either way. (2) Poster thumbnails: three tiny layout sketches of how the Blueprint might sit on next lesson's poster — ugly, fast, and it makes Pitch Day's assembly hour twice as calm.

■ THE SPRINT WALL

Crazy 8s sheets go up beside the Dossier wall, dots and all — the term's thinking made visible, and quiet proof for any visitor (or deputy principal) that eight ideas in eight minutes is not a metaphor in this room.

■ DIFFERENTIATION

Support: Crazy 8s can run as Crazy 4s (fold once less, two minutes per panel); the mash-up sentence can be scribed by a teammate; friendly-fire questions can come from a printed bank (“what does it cost?” “what breaks first?” “who says no to this?”). **Extend:** the second-best concept gets a one-line “why we didn't” — defending a rejection is senior design thinking. Or: sketch the concept failing — what breaks, and what would version 2 fix?

■ RUNNING SHORT — THE CUT LINE

Warm-up drops to one round (keep the constrained one). Friendly fire can shrink to one question each way. Crazy 8s, the silent museum, the drift check and the Blueprint are untouchable — they ARE the sprint.

■ MISCONCEPTIONS TO WATCH

“The best drawer wins” (dots follow clear ideas, not neat lines — the museum proves it) · “stealing is cheating” (sanctioned, credited, and how all real design works) · “eight ideas means seven wasted” (the seven bought the eighth — wide THEN deep) · “our concept is finished” (it survived two questions; Pitch Day has more).

