

Rapid Prototyping: Equitable Classroom Innovations

Purpose: Prototyping is a way to draft initial design ideas without dedicating a significant amount of time.

Planning:

Participants: Optimal multiples of three (diverse triads work best)

Time: Flexible (60-100 minutes)

Markers and Poster Paper OR white boards

Brainstorming Placemat

Roles:

Facilitator (acts as timekeeper and does not participate in the process)

Process:

1. Facilitator reads the purpose of the protocol to participants.
2. Rapid Fire Questions written on poster paper (1 minute each)
 - a. What existing inequity or area for growth are you attempting to solve?
 - b. What is your desired outcome (or “solution statement”)?
 - c. What are some specific classroom innovations, big or small, that could solve the inequity or growth area listed above and move toward the desired outcome?
3. How will you evaluate any of these innovations for equity and achievement of the desired outcome(s)? How will you measure success? (5 minutes)
4. Choose one of the innovations generated above (step 2c). What specific steps, actions, or changes would bring this about successfully? (15 minutes)
5. Feedback Loop #1: Share your work with two other people. (15 minutes)
 - a. Person 1 presents thinking so far (3 minutes)
 - b. Persons 2 and 3 give quick feedback (2 minutes)
 - c. Repeat for Persons 2 and 3’s idea prototypes (5 minutes each)
6. Refine your plan based on feedback and draft a pitch for how this aligns with larger school- and district-wide assets, needs and goals (15 minutes)
7. Feedback Loop #2: Complete Step 5 again for feedback. (15 minutes)
8. Develop an action plan to pilot and evaluate this innovation. (15 minutes)
9. Feedback Loop #3: Complete Step 5 again for final feedback. (15 minutes)
10. Debrief the process

