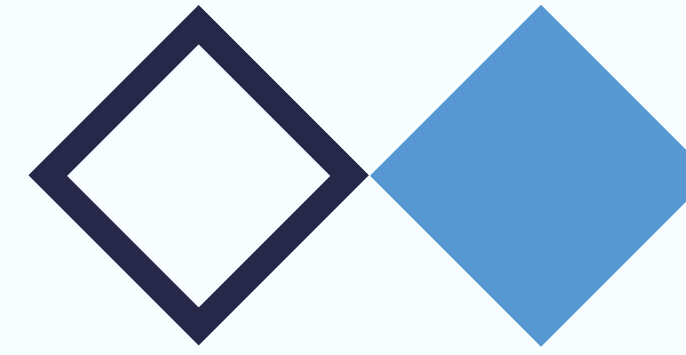


How to: Prototyping Planner



Isla's Story

Scotland's Independent Care Review used what it heard from real children and young people to create **composite stories** about the care system. These are stories about fictional people, made up from experiences which actually happened.

Isla's story is one of these, and has been used in the example below.

What is our hypothesis?

A school walking bus will be an inclusive and engaging way to support all children to get to school

Who will we test it with?

3 primary schools in one local authority area, with a mix of children in different home situations

What questions do we want to answer?

How do children respond to the basic idea?

What impact might it have on feeling part of the school community?

Could they feel cared for and valued by having more contact with the school and other pupils?

What support do teachers need to do this well?

What other benefits are there from this approach?

How will we test our hypothesis?

We will spend time in each school talking to children and adults with our lego model. We'll ask them to add themselves into the model, to show us what they think.

What assumptions do we have?

*Parents and/or carers will be supportive
Support teachers will be able to commit for 1 month*

Using the Prototyping Planner

What it's for

A prototype is a cheap and easy way to **show** your idea to people, so that you can get vital feedback before you put something more permanent in place.

For example, you might create a storyboard (like a comic strip) of what happens, or a simple journey map. You could also make something 3D to help bring it to life even more (Lego is great for this).

Use the Prototyping Plan to think through what you want to test. It can be used for any kind of prototype or experiment, and helps you think through key questions before diving in.

How it's used

First, write out your hypothesis— your basic idea, and what you expect it to do.

Use the columns to think through your approach to setting up and testing your prototype.

Your aim is to stay as objective as possible. Ask lots of people for feedback and listen to their answers. Try not to explain or justify your thinking. You just want to learn as much as possible from what you see and hear.

When to use it

Use this planner before you run any experiments to make sure your co-design team is clear about **what** you're doing, **how**, and **why**.