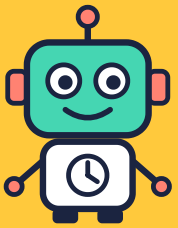
PRINT-AND-PLAY DESIGN GAME

Tock's Design Dash

Draw a user, a need and a twist, then race to design the best idea. For 2 to 5 players, about 20 minutes.



You need

The 27 cards (9 User cards, 9 Need cards and 9 Twist cards), a Design Dash sheet and a pencil for each player, and a five-minute timer.

Set up

Shuffle each deck and put the three piles face down in the middle.

Each round

1. Turn over one User card, one Need card and one Twist card. Read them out as one sentence.
2. Together, say the challenge as a question: "How might we help… ?"
3. Start the timer. Everyone sketches at least three quick ideas on their sheet, then circles their best one.
4. Take turns to pitch your best idea in 30 seconds. Say how it helps the user and how it fits the twist.
5. After each pitch, the other players give feedback. Start with "I like…", "I wish…" or "I wonder…".
6. Everyone points to the idea that would help the user most. You cannot vote for your own.

Scoring

The idea with the most votes wins the three cards. In a tie, each tied player takes one card. Play four rounds. The most cards wins.

The golden rule

Vote for the idea that is best for the user on the card, not the idea you would like for yourself. That is empathy.

Other ways to play

- **Team build:** the winning idea becomes a class project. Build a prototype from card and tape, test it and improve it.
- **Quick talk:** no pencils. Draw three cards and give everyone one minute to describe an idea out loud.
- **Swap the twist:** keep the same user and need, and draw a new Twist card. How does your idea change?

Print on A4 at 100% and cut along the dashed lines.

USER CARD

DESIGN FOR…

A Year 1 student on their first day

USER CARD

DESIGN FOR…

A grandparent who finds small buttons hard to press

USER CARD

DESIGN FOR…

A new student who doesn't know anyone yet

USER CARD

DESIGN FOR…

A teacher carrying a big pile of books

USER CARD

DESIGN FOR…

A kid who uses a wheelchair

USER CARD

DESIGN FOR…

A dog that gets bored at home alone

USER CARD

DESIGN FOR…

A goalkeeper on a rainy day

USER CARD

DESIGN FOR…

A toddler who drops everything

USER CARD

DESIGN FOR…

A bus driver on a noisy bus

Cut along the dashed lines

NEED CARD

…WHO NEEDS A WAY TO…

carry lunch without squashing it

NEED CARD

…WHO NEEDS A WAY TO…

find lost things quickly

NEED CARD

…WHO NEEDS A WAY TO…

stay dry in the rain

NEED CARD

…WHO NEEDS A WAY TO…

remember what to bring

NEED CARD

…WHO NEEDS A WAY TO…

reach something high up

NEED CARD

…WHO NEEDS A WAY TO…

wake up on time

NEED CARD

…WHO NEEDS A WAY TO…

keep a drink cold

NEED CARD

…WHO NEEDS A WAY TO…

make a new friend

NEED CARD

…WHO NEEDS A WAY TO…

keep their things tidy

TWIST CARD

THE TWIST

It must fit in a pocket

TWIST CARD

THE TWIST

It must be made only from cardboard and tape

TWIST CARD

THE TWIST

It must work without electricity

TWIST CARD

THE TWIST

It must cost less than $5

TWIST CARD

THE TWIST

It must be usable with one hand

TWIST CARD

THE TWIST

It must make no noise

TWIST CARD

THE TWIST

It must be made from things in the recycling bin

TWIST CARD

THE TWIST

It must work in the dark

TWIST CARD

THE TWIST

It must be ready to use in ten seconds

TOCK'S DESIGN DASH

My design sheet

Designer: _____

User	Needs a way to…	The twist

How might we…

Three quick ideas. Rough is fine!

Idea 1	Idea 2	Idea 3

My best idea. Draw it bigger and label the parts.

I like…	I wish…	I wonder…

HOW TO USE

Thinking prompts

Keep these cards on your desk. Stuck on a problem? Pick a card and ask yourself its question.

DESIGN THINKING · DESIGN

1

Spot a problem

ASK YOURSELF

What is annoying, slow, unsafe or unfair?

DESIGN THINKING · EMPATHY

2

Step into their shoes

ASK YOURSELF

What is it like for them?

DESIGN THINKING · PROBLEM STATEMENT

3

Ask 'How might we?'

ASK YOURSELF

Who needs what, and why?

DESIGN THINKING · BRAINSTORM

4

Think of lots of ideas

ASK YOURSELF

What else could work?

DESIGN THINKING · CRITERIA

5

Choose with a reason

ASK YOURSELF

Which idea meets the criteria best?

DESIGN THINKING · PROTOTYPE

6

Build a quick model

ASK YOURSELF

What is the fastest way to try this?

DESIGN THINKING · FEEDBACK

7

Test and listen

ASK YOURSELF

What did I learn from the test?

DESIGN THINKING · ITERATE

8

Try again, better

ASK YOURSELF

What one thing will I change next?