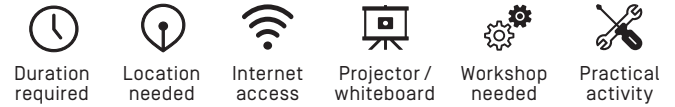






Fixperts is a learning programme which challenges young people to work with real people to create ingenious solutions to their everyday problems. This 'menu card' shows a breakdown of the stages and exercises which make up a Fixperts project. They can be run as a sequence or as stand alone activities.




## 01 Big ideas

**Ergonomics top trumps**  


- 40 minutes
- Any classroom

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**Customisation** 

- Minimum 1.5 hours
- Workshop with access to tools


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**Mashup** 

- 1 hour
- Any classroom with access to computers

- Pro-social design
- Real-world design
- Human-centred design
- Research skills
- Critical thinking

## 02 Getting started

**Simulations** 


- Minimum 1 hour
- Classroom suitable for messy activities

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**Brief hunting**


- 30 minutes
- Any classroom

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**Levels of listening** 

- 30 minutes
- Any classroom


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**Working with a Fix Partner** 

- 10 minutes
- Any classroom

- User research
- Finding a brief
- Empathy
- Inclusive design
- Human-centred design

## 03 Discovery

**Shapes** 

- 20 minutes
- Any classroom

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**Breaking rules**

- 30 minutes
- Any classroom


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**Ideas generation**

- Minimum 1 hour
- Any classroom



- Creativity
- Ideas generation
- Risk taking
- Design thinking
- Agency / capability
- Critical thinking

## 04 Development

**Designing the detail** 



- 1 hour
- Classroom suitable for messy activities

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**Cannibalising**  

- 1 hour
- Workshop with access to tools



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**Types of fixes**  

- 1 hour
- Workshop with access to tools


- Iterative designing
- Prototyping
- Innovation
- Hacking culture
- Materials
- Disruptive technologies
- Resilience

## 05 Production

**Toothbrush**  


- 1 hour
- Workshop with access to tools

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**Satsuma** 

- 30 minutes
- Classroom suitable for messy activities

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**Which tech?** 

- 45 minutes
- Any classroom (can be adapted to use any flexible material and carried out in a workshop)



- Learning through making
- Iterative design
- Decision making
- Innovation
- Materials
- Technology in making

## 06 Presentation

**Sticker storyboard**

- 30 minutes
- Any classroom

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**Snowball**  

- 2 hours (this activity can be split into two 1-hour sessions)
- Any classroom with access to computers

- Reflection
- Sharing / storytelling
- Design thinking
- Editing
- Open source design
- Communication skills