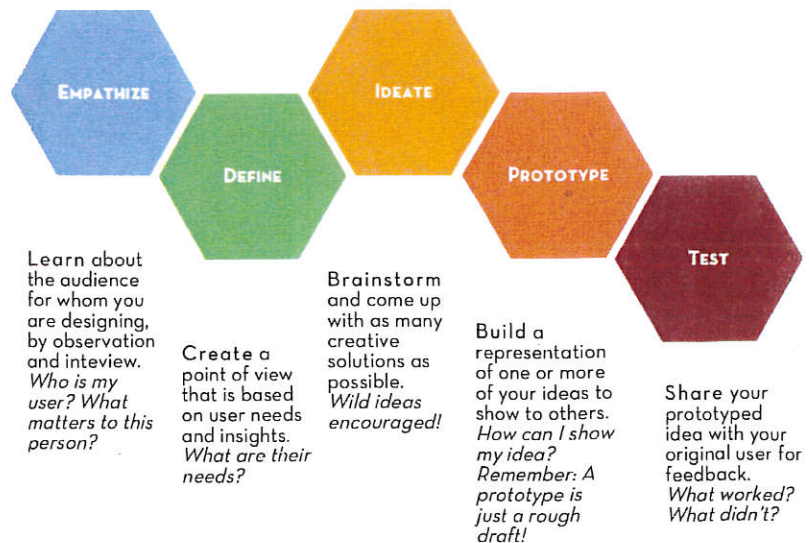# Innovation
Design
Engineering
Art
Science

The IDEAS Lab was designed for all students in PreK-12th grade. It provides a space for hands-on, exploratory problem-solving, tinkering, design-thinking, cooperation and independence. It is a space that encourages creativity, prototyping and creating over consuming.

There are scheduled classes as well as open lab times for students to experience the IDEAS Lab throughout the week. Students in Pre-K through fifth grades are involved in activities grounded in their grade level curriculum. They meet in the lab at least once every two weeks for a class period either in whole or half groups and accompanied by their classroom teacher. Sixth grade meets in the IDEAS Lab once a week for Digital Literacy class for one period. Students in grades 7-12 work in the lab when their teachers schedule time for specific project integration such as 3D printing the parts of a cell in Biology, designing a "Frankenstein" robot for English or creating a board game and game pieces for Spanish.

Tech Tools in the IDEAS Lab

- 3D printers (FlashForge, Solidoodle, Makerbot, MOD-t)
- HP Sprout (Integrated desktop 3D scanning/design computer)
- iPad Airs
- M3D mini 3D printers
- Little Bits (magnetic, color-coded electronic circuit blocks)
- Lego Robotics Kits
- Ozobots, Dash & Dot Robotics Kits
- Osmo iPad Interactive Systems
- Cricut Explore Design System
- Glowforge Laser Cutter
- Dry erase walls for brainstorming

We are all DESIGNERS!

EMPATHIZE
Learn about the audience for whom you are designing, by observation and inteview. *Who is my user? What matters to this person?*

DEFINE
Create a point of view that is based on user needs and insights. *What are their needs?*

IDEATE
Brainstorm and come up with as many creative solutions as possible. *Wild ideas encouraged!*

PROTOTYPE
Build a representation of one or more of your ideas to show to others. *How can I show my idea? Remember: A prototype is just a rough draft!*

TEST
Share your prototyped idea with your original user for feedback. *What worked? What didn't?*

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- Graphic from the Institute of Design at Stanford