

Checkpoint: Seasick with Empathy

Verizon Innovative Learning Lab Program

Name: _____

Date: _____

Class Period: _____

1. In the Design Thinking process, who is the End-User?
 - a. The person who will use the solution to solve the problem.
 - b. The person who develops the solution.
 - c. The person who causes the problem.
 - d. The person who takes the last slice of pizza.

2. If you find your friend upset because her cell phone breaks repeatedly, Empathy would look like...
 - a. Creating a custom phone case out of cardboard so the phone never breaks again.
 - b. Listening to your friend as she tells what happened each time her cell phone broke.
 - c. Calling her mom with your own cell phone.
 - d. Asking the teacher if the two of you can take the next class period to shop for phones online and create a list of unbreakable phones and how much each one costs.

3. Which of these is an Open-Ended question?
 - a. What time does dinner start?
 - b. How many hours per day do you spend watching YouTube?
 - c. What do you do for fun outside of school?
 - d. Who cooks dinner at your house?