

Design Inspirations Breakout Room Checklist

Total Time: 20 minutes

Groupwork Roles Needed:

- Facilitator
 - Reads through checklist as you go.
 - Makes sure all group members participate and keeps group on task.
 - Sends chat message to teacher for help if necessary.
- Recorder
 - Draws the group's final design as it is being discussed.
- Reporter
 - Answers yes or no when the class guesses what the group designed and what it was inspired by.
 - Describes the final design to the class and notes features that came from each group member.
- Timekeeper
 - Assists the Facilitator by keeping track of the time remaining and nudging if the group needs to move faster or slower.

- (1 minute) Decide quickly who is taking on which Groupwork roles and rename your video to reflect your role and breakout room number. (Example: if Sherrie is the Reporter in Breakout Room 5, then she will rename herself Reporter 5 Sherrie.)
 - If you have a group of three, someone will have to take on two roles.
- (1 minute) Facilitator use the following links to spin for your Design a... Inspired by a... assignment.
 - Design a... <https://bit.ly/FlippityDesignA>
 - Inspired by a... <https://bit.ly/FlippityInspiredByA>
- (5 minutes) Everyone mute themselves. Each group member should draw their own design finding creative ways to morph what you are designing with what you are inspired by.
- (5 minutes) Give everyone a minute to share and explain their design with the group.
- (8 minutes) Create a design as a group, which incorporates at least one feature from each group member's original design.
 - Do not put any words or labels on the drawing of your design.
 - Recorder should draw the final design.
 - Reporter should keep track of which design features came from which group members.