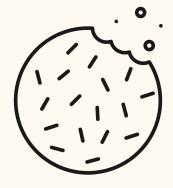


**Toolkit**Version 1.0 | 2024

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#### Introduction

Hey good lookin'

I'm guessing you already have a copy of the 'discover-think-make-do' framework. If not, <u>click here</u>. This document complements it.

Here you'll find some simple tools and templates that work with the framework. If you already have your own, nice one. You've come to the right place if you need the tool or just a little inspiration to make your own.

On each page you'll find which section each tool comes from and some instructions on how to use it. It should be all you need. I hope you find it useful.

Speak soon

**Andy Davies**Founder
thinkstrike



## **Checklist**

Col	llect, analyse and synthesise data. Define the problem. Review existing data (if you have any) Identify research gaps (what you do and don't know) Select the appropriate research methods Do the research and collect data Analyse and synthesise the data into insights Create the problem statement(s)
Тос	ols: Research Methods   Problem Statement
00000	d/generate ideas. Decide on the best one(s).  Round up some buddies or go it alone Frame your problem as a question for solving (use the 'How Might We' format) Run a workshop to find/generate ideas Assess and pick the most impactful one(s) Choose success measure(s) Create a hypothesis statement(s)
Toc	ols: Workshop   Brainstorming Rules   Hypothesis Statement
00000	ke eate, test and adjust prototypes. Create the solution(s). Create your prototype(s) Find some real users to test your prototype(s) Evaluate if and how they worked Use what you learnt to adjust your prototype(s) (do this as many times as you need) Validate your prototype Create the end solution(s)
Toc	ols: Prototyping Software   Stationery Supplies
00000	unch the solution. Learn if and how it worked. Check everything is ready Launch the solution Measure its success Run a retrospective to explore what worked well Collate, store and share the findings Take a breath and enjoy the moment

Tools: Retrospective

### **Problem Statement**

**How it works:** Use the prompts to write what you need to on the dashed lines

We need a way to_			
Insight(s) Because we know_			
Frame for solutions How might we			

#### **Brainstorming Rules**

How it works: Print or paste me into a visible place during your workshop sessions

#### 01 | Share every idea

If it's not out in the open, it's useless, so go wild

#### 02 | Defer judgement

Create a safe space to share ideas

#### 03 | Build on each other's ideas

Use 'yes and' instead of 'but' to build on ideas

#### 04 | Stay on topic

Things can get crazy, so stay focused on the topic

### 05 | Go for quantity

When it comes to ideas, more is better



## **Hypothesis Statement**

**How it works:** Use the prompts to write what you need to on the dashed lines

We believe that		
Definition of success Will result in		
Evidence & data Because we will see		

#### Retrospective

How it works: Setup a 60-minute meeting with the people you worked with or just yourself

• Check-In [05-10 minutes] - A quick way to get everyone involved, heard and ready for your session

#### How it works:

- Propose a question or mood board (try one of these: <u>Daresay</u> <u>Check-In Generator</u> / <u>tscheck in</u> / <u>Daily Mood Board</u>)
- 2. Give attendees 1-2 minutes to answer in turn (making sure everyone gets a go)
- 3. Listen without judgement and thank each person for sharing
- Three Whats [30-45 minutes] Capture what's gone well, what needs improving and what you'll do about it

#### How it works:

 On a large surface, create three columns with the headings "What went well?", "What could be better?" and "What will we do differently?"

what went	what could	what will we do
well?	be better?	differently?

- 2. Ask everyone to spend 5 minutes writing answers on sticky notes for "What went well?"
- 3. In turn, have each person post their sticky notes in the column and briefly talk through each one, sorting and grouping them as you go
- 4. Do the same for the next two columns
- 5. Save some time for everyone to reflect and discuss what has been learnt
- 6. Prioritise and assign owners to the top three changes you can make
- Check-Out [05 minutes] Summarise what was learnt, ask if there are any other questions and thank everyone



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