

**Problem Solving**

**By Heather Slater**

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**Educational Goals:** To introduce the students to the problem solving process – the same basic process used by designers every day to come up with solutions to design issues.

**Description:** This module consists of a power point that goes through the five basic steps of problem solving. There are sample problems to work through together as a class, follow the five steps and brainstorm according to the steps in the process. After going through a couple examples as a class, break the class up into groups to go through the “summer hang out” problem using the five steps. Have the groups share their solutions.

**Time:** Three - Four sessions – one for power point presentation and example problems, two to three for the “summer hang out” group exercise

**Materials Needed**

* Power Point Presentation, computer, projector
* A copy of the example problems
* One copy each of the “summer hang out” group problem, the problem solving process, and the site for each group

**Preparation**

Should be presented after the intro and architectural term modules, and after a discussion about design.

**Discussion**

Discuss the idea of solving a problem logically. Most people do not think through a problem to come up with real solutions, but rather just jump at what seems to be a solution which quite often becomes a poor decision. Solving using these 5 steps can ensure that the solution is the best one to be had for the problem and that it will work. Try to get the students to see that shortcutting does no real good and that the work it takes to come up with a great solution is worth it!