**Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Reflections on learning**

**Part A: Reflection on the role playing as ideation method**

What was the most pleasant sketch to draw? Why?

What was the most difficult one? Why?

How can you apply these design methods in your life/school? I am not interested in the ‘solution’ but rather the process in getting to the solution.

**Part B: Reflection on group-sketching as ideation method**

How did you feel commenting on someone else’s ideas? How did it feel having someone else comment on your ideas?

How was your experience negotiating which ideas go into the group sketch?

How can you apply these methods to your life/school? OR What was the hardest part of this process? Why do you think so?

Other thoughts?

**Part C- Reflection on making a 3D model**

What were the challenges in creating a 3D model as a group and how did you overcome them? Or did you?

**Part D- final reflection**

How has this exercise expanded your understanding of creative thinking? What are your “takeaways” about the creative process?