



COLLEGE & CAREER

BUILDING FOR A BETTER WORLD



INTRODUCTION

Today, we will:

- * Learn about women in design making the world a better place.
- * Use mind mapping to consider how to create an inclusive design.
- * Sketch an idea to solve a design challenge.



SEL CONNECTION



Today, we will practice **relationship skills** by thinking about how to promote accessibility, equality, and cultural representation in design.





ICEBREAKER

THE MASTER BUILDER CHALLENGE



ICEBREAKER



THE MASTER BUILDER CHALLENGE

Watch the video "LEGO Designer Stories | International Women's Day."





THE MASTER BUILDER CHALLENGE

- What stood out about the designers' experience?
- How did diversity impact their work?
- What challenges or opportunities did the video highlight about designing for a diverse audience?





THE MASTER BUILDER CHALLENGE

What do you think

INCLUSIVE DESIGN

means?





THE MASTER BUILDER CHALLENGE

INCLUSIVE DESIGN

Creating products that consider and accommodate the needs of people from different backgrounds, experiences, and abilities.



THE MASTER BUILDER CHALLENGE

You have 5 minutes to list as many design ideas as possible that make the world more inclusive!

Think BIG—anything from shoes that are easy to put on to tech that helps people with disabilities.





**LESSON
PART ONE**

MAPPING POSSIBILITIES



LESSON: PART ONE

>>> GET MOVING!

INSPIRATION

CHALLENGES

DESIGNING FOR DIVERSITY

INNOVATION

DIVERSITY

COLLABORATION



LESSON: PART TWO

>>> GET MOVING!

MAPPING POSSIBILITIES

Pick a LEGO-Themed Design Challenge from the list below.

TEAMWORK TOWER

Design a building or vehicle that symbolizes unity and inclusion.



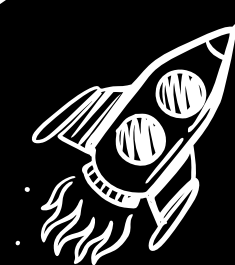
CULTURAL CELEBRATION

Create a LEGO-inspired structure that honors diverse traditions.



THE FUTURE IS INCLUSIVE

Design a futuristic toy or city that solves accessibility issues.



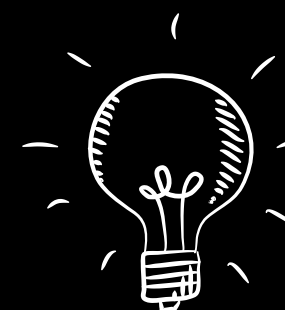
FAIR PLAY

Design a sports facility or playground that is 100% inclusive.



THE EVERYDAY HERO

Design a product that helps people with different needs.



MAPPING POSSIBILITIES

- 1) Use the graphic organizer to sketch your design idea (or use cut-out images).
- 2) Write 3-5 sentences explaining how it promotes inclusion, accessibility, and teamwork.





MAPPING POSSIBILITIES

FINAL REFLECTION QUESTIONS

- How did your design reflect diversity and inclusion?
- What was the most challenging part of this activity?
- Why do you think representation in design matters?

