

Wish for WASH x Atlanta Girls School

Water Design Jam

January 2023

Written by Eliza Bruno

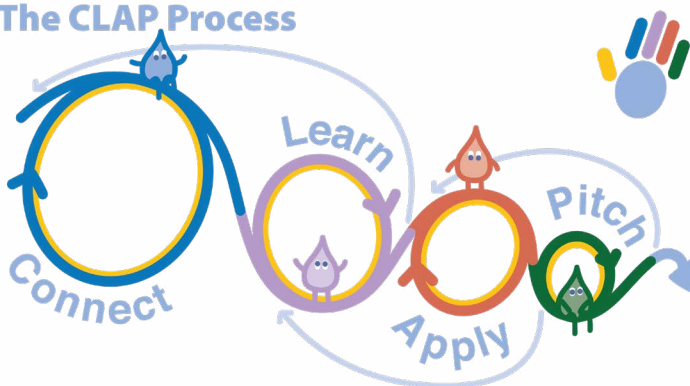
INTRODUCTION

Wish for WASH (W4W) is a social impact organization that seeks to innovate in the water, sanitation, and hygiene (WASH) sector through culturally specific research, design, and education.

Since 2018, W4W has been expanding its WASH-related educational programming by piloting Design Jams for intergenerational and intersectional audiences.

During these workshops participants engage in **design thinking**, which is a human-centered problem solving methodology that requires empathizing with a user in order to ideate and prototype solutions to real world problems. **The foundation of each Design Jam is the W4W original design thinking process CLAP- Connect, Learn, Apply, Pitch.**

The CLAP Process



This is the W4W CLAP Design Thinking Method Model

While the W4W design thinking and educational outreach team has continued conducting Design Jams in a virtual setting on Zoom, the team has also been offering in-person Design Jams again when feasible for W4W and the participant group. For example, the teams past two Design Jams with the Atlanta Girls School have been **in person in their classrooms**.

After a successful water-focused Design Jam at the Atlanta Girls School in Atlanta,

Georgia last spring, **W4W coordinated with the faculty to repeat the workshop this spring to continue increasing design thinking and WASH knowledge in its high school student body.** The 90-minute Design Jam was in-person, covering the topic of saving water for an environmental science class.

This Design Jam consisted of W4W members who acted as facilitators and participants from Atlanta Girls School:

- The **W4W facilitation sub-team** created the overview and logistical flow of the event (*Anya, Jasmine, and Eliza*) and led group discussions and activities throughout the workshop (*Jasmine and Eliza*)
- The **participants** were 8 high schoolers from the Atlanta Girls School, with the class's teacher present as well

RUNNING OUT OF WATER, RUNNING OUT OF TIME

The Design Jam topic was about saving water, more specifically, **reducing water consumption in the bathroom.**



The workshop started with a SPARK that we call Story Dice. Participants were shown a screen of numerous images and with the goal of creating a cohesive story, and each participant added a sentence based on an image they chose from the dice. The participants were then taught about Design Thinking, and were led through introductory activities to connect the new teams to each other and to the design topic.

Participants were then given a lecture on the global water crisis and household water habits by a WASH expert with the opportunity to ask questions afterwards.

How might we reduce water consumption?

The students then went into small groups and **empathized** with a persona created for the water Design Jams: **Graycen, a high schooler in San Francisco living during a drought.** They considered motivators vs inhibitors and created problem statements for the persona before transitioning to the Apply phase, where they **brainstormed** through an empathy map and prototyped

experiential solutions that considered Graycen’s needs and abilities while helping reduce water consumption in bathrooms.

The final ideas that were **prototyped and pitched** showed multiple steps of a process towards creating the change in water consumption that Graycen wishes to see. These steps varied from inviting expert speakers for school events to reaching out to environmental government agencies.

CONCLUSION




Overall, the W4W Design Thinking team considers this Design Jam with the Atlanta Girls School a success. Atlanta Girls School students and teachers alike continue to actively learn and participate in the process, and the W4W team is able to grow, iterate, and learn through the opportunity as well.

A benefit of running a workshop for the second time in the same environment is

Persona.

Graycen
They/Them



High School Student

- San Francisco, CA
- Big family with many siblings

They are passionate about connecting with others and having a positive impact.

Values

- Environment
- People
- Culture

Personality

- Friendly
- Impact Driven
- Open Minded

CoI

that we can apply lessons learned from the first run to the second.

Some of our takeaways from the first time were that physical prototyping in **an in-person environment is engaging and fun** for participants, and that there was **less need to cover background material in-depth with a class of students already aware of and learning about the topic.**

We incorporated these takeaways into this recent Atlanta Girls School Design Jam by taking a little bit more time from the Connect and Learn phase when cutting down the usual 2-hour schedule and by **introducing a physical aspect to an experiential prototype.**

Staying true to the design thinking process, the W4W team sought continued feedback

from both the students and the Atlanta Girls School staff in order to continue iterating and improving the flow and content of our workshops.

Ultimately, we learned the value of **aligning on learning and content objectives with educators** to ensure that the design jam effectively complements their class coursework as it relates to WASH.

We greatly enjoyed our experience with the Atlanta Girls School and look forward to continuing to grow our impact while in community with them!

#everybodypoops

Thank You!

jasminekburton@wishforwash.com

www.wishforwash.com

