



## solution fluency

**Define** To define a problem is to identify it and plan *where we are* going with it before we start. Define skills include restating the problem, challenging assumptions, gathering facts and chunking the details.

**Discover** Discover, is an exploration phase, asking lots of questions. *How did we get here?* What could have been done differently? Does that still apply? Discover skills include taking smart notes, skimming, scanning, analysing and authenticating.

**Dream** Dream, is a whole mind process that allows us to imagine the solution. A visioning process where we *decide where we want to go*. Dream skills include generating wishes and exploring possibilities.

**Design** Design, is the process of gap analysis using all the necessary steps *to get us from here to there*. We create a plan to guide us as we work. Design skills include starting with the end in mind and building backwards creating instructions in small increments that are positive and logical.

**Deliver** Putting the plan into action and making the dream a reality. *Producing and publishing*. Deliver skills include identifying the most appropriate presentation format and presenting the solution.

**Debrief** Looking at the final product to determine *what was done well and what could be improved* using self and peer assessment. Skills include reflecting critically on the process and the product and acting on the reflections.