Fail & Fix

Level 5 · The creative process · Worksheet

CREATIVE THINKING WITH MR KELLY

Name _____ Class _____ Date _____

By the end of this worksheet I can…

- ☐ make quick prototypes to test ideas
- ☐ test with users and record what happened
- ☐ show what I learned and how I improved the idea

I DO — Worked example

Read how a full-mark answer is built

You have designed a new layout for a youth café.

1 Describe a quick prototype you could make and how you would test it. (3 marks)

Full-mark answer each ✓ is one mark

I would make a card model of the café floor plan with cut-out furniture ✓. I would ask four regular users to rearrange the furniture into how they would want it, and to talk through where they would sit and why ✓. I would photograph each layout and note their comments, then ask what they would change ✓.

Why marks are not awarded

"I would build the café and see if people like it."

0 points: not a quick, low-cost prototype, and no testing method.

WE DO — Guided practice

Use the starters and word bank to help you

A classmate says "Fail & Fix just means making mistakes."

2 Explain why Fail & Fix is valuable in creative work. (2 marks)

Sentence starters

One reason is … because …

Another reason is … so …

Word bank

improves · information · showing · failure · problems · testing · relatively · inexpensive

Tip: 2 marks = 2 separate, developed points.

YOU DO **On your own** No notes. Check your answers afterwards.

3 Quick check: tick one box for each.

a) Which feedback question is most useful?
☐ What would you change and why? ☐ Is it good enough to hand in? ☐ Do you like it, yes or no? ☐ Is it finished now?

b) An idea failed when tested. What should you do?
☐ Hide it so the portfolio looks successful ☐ Show what you learned and how you improved it ☐ Start a completely new project instead ☐ Ignore the test and carry on as planned

c) Which is the quickest way to test the layout of a room design?
☐ Build the room at full size ☐ Write an essay describing it ☐ A card model or sketch plan ☐ Buy the furniture and try it

d) What is a prototype for?
☐ Selling to customers ☐ Replacing research ☐ Decoration ☐ Testing an idea quickly

4 Key terms: write the letter of the matching description next to each term.

1. **Fail & Fix**	____	**A** Testing ideas, learning from what goes wrong, and improving them
2. **Prototype**	____	**B** A quick, low-cost version made to test an idea
3. **Storyboard**	____	**C** A sequence of sketches showing how something works or happens
4. **Role-play prototype**	____	**D** Acting out a service or experience to test it

Users said your app-style poster was confusing because there was too much text.

5 Write a Fail & Fix entry for your portfolio. (4 marks)

6 Explain what is meant by ‘Good feedback question’. (2 marks)

7 Explain what is meant by ‘Showing Fail & Fix’. (2 marks)

Check and reflect

Mark your answers with the answer sheet. Go back to the checklist on the site and re-rate each “I can” statement above. Which one still needs work?