**Further Considerations**

**Architecture: Problem-Solving Through Critical-Thinking**

*Excerpt from a study by the Association for Supervision and Curriculum Development, titled "Design as a Catalyst for Learning:”*

(When students are engaged in) the process of designing, they are learning to identify needs, frame problems, work collaboratively, explore and appreciate the contexts within which a solution must work, weigh alternatives, and communicate their ideas verbally, graphically, and in three dimensions…."

1. How to envision new possibilities -- finding balance between familiar and fresh

2. How to study a situation in depth -- engaging all senses, paying attention, asking questions, keeping an open mind

3. How to face the unknown -- cultivating the love of mystery

4. How to make unexpected connections -- thinking by building

5. How to prioritize -- making choices

6. How to give form to ideas -- visualizing potential solutions and rapidly prototyping them

7. How to think across boundaries -- solving a problem in a variety of ways

8. How to embrace ambiguity -- allowing for success to arrive in stages

9. How to share insights in a collaborative manner -- unfolding and opening up while enjoying the process

10. How to make an impact -- distilling lessons learned to what is relevant in their lives

11. How to care deeply -- looking at the world with a fresh eye, appreciating and valuing what is around them

“Design is all about experimentation regardless of outcome. It is about making and doing without inhibition. According to Jane Alexander of National Endowment for the Arts, it's about "putting ideas to work in situations that allow children to test themselves and the value of learning in everyday life." It is about honoring authenticity while focusing on the process, not the finished product.