



## Regional Rail Revival Design Challenge 2050

### TEAM REFLECTION TEMPLATE

If you're in Years 5-8, we want to hear your ideas for the future!

Regional Rail Revival is working now in your area to make improvements to the way you, your friends and your family travel. Whether your idea is about the on-board experience, improving the way you get around the station or using smart and sustainable tech, we'd love to hear it.

See the Regional Rail Revival Challenge 2050 website for full details:

[regionalrailrevival.vic.gov.au/design-challenge2050](http://regionalrailrevival.vic.gov.au/design-challenge2050)

You are required to submit a **Team Reflection** with your entry, which will help the shortlist panel evaluate how you have worked as a team (see *Reflect Criteria* in each of the **Challenge Evaluation Criteria** documents available online). The Team Reflection should outline the contribution of each team member and your reflection on the skills and knowledge you have developed. This template will allow you to record the evidence you will need to include when making your final submission. Your team is encouraged to document the processes as you go through them, but only fill in the template toward the end of your project or when you think you have finished with that step.

### How to use this document

On pages 3 and 4, you will find a selection of statements and suggestions to guide you in organising your team and completing your team reflection. The best way to utilise these is to review them at the start of the project, keep track of useful observations, documents and pictures and then use these to present a concise summary of your reflections for your final entry. Your team needs to submit a Team Reflection in the format shown on page 5.

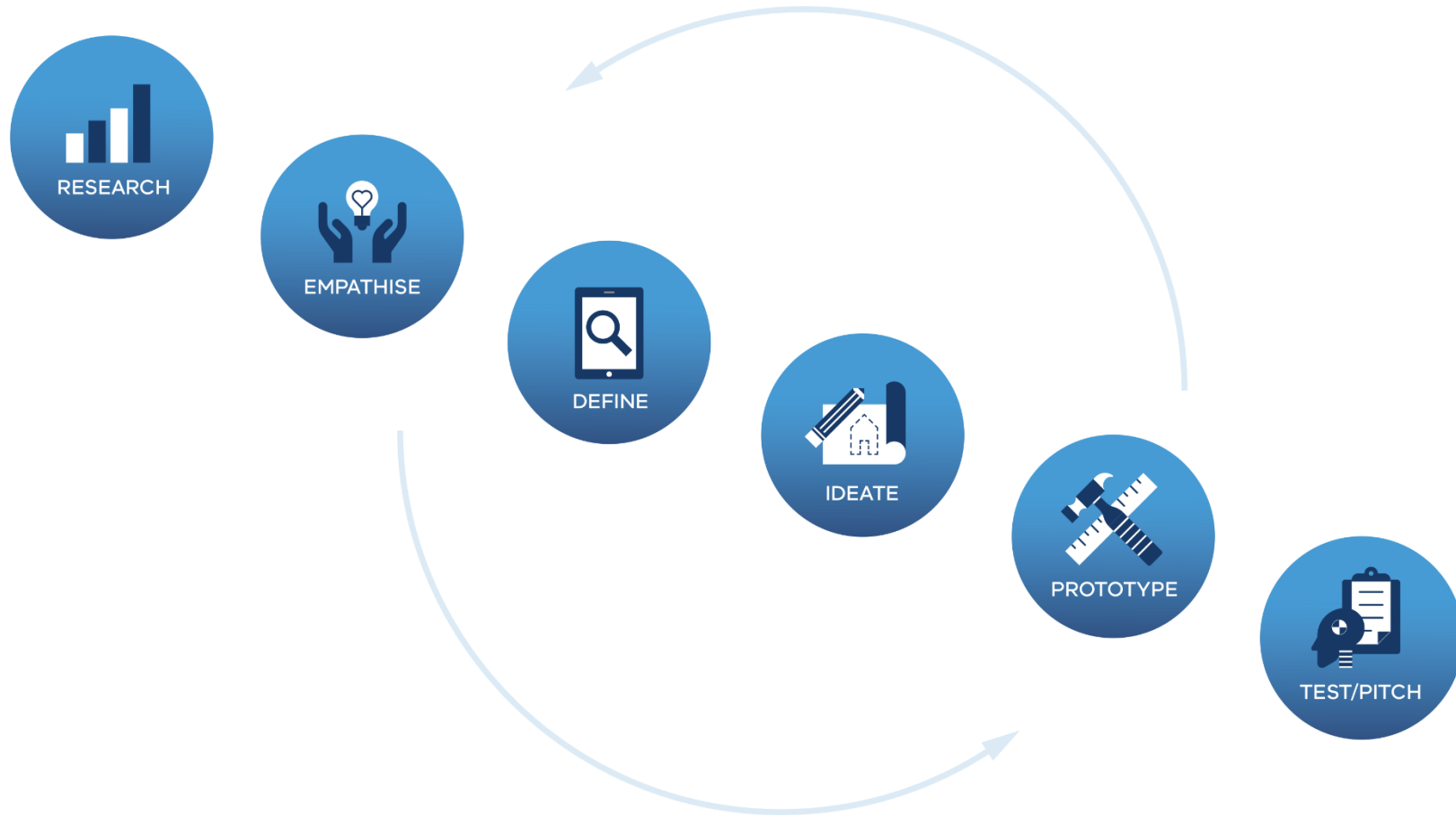
### Design Thinking process

The *Regional Rail Revival Design Challenge 2050* will use a process called Design Thinking. Design Thinking is a process for creative problem solving with a human-centred core. It encourages organisations, teams and individuals to focus on the people they are creating for rather than the specific technical or operational utility of the solution.

There are many different ways to express Design Thinking. Figure 1 on the next page shows one such description of Design Thinking.

Design thinking is not a linear process; you don't simply do one step then the next step then the next step until you finish. As the diagram shows, Design Thinking is an iterative process with each step linked to all of the others. You may research, empathise, define, ideate, prototype and test only to find that your solution doesn't exactly work. This is not a failure, by the way. You may need to go back to any of the previous steps and revisit them. You may find in the course of creating your solution that you are constantly moving backwards and forwards between the steps. We're not going to give you much more than that in this document, but Tech School staff, industry mentors and your teachers will be able to guide you through these steps.

Figure 1: Design Thinking



## Overall

Team: \_\_\_\_\_

School: \_\_\_\_\_

**Prototype:** *Technology or app-driven transport solution/ Communications campaign/  
Product prototype/ Building or system design*

Use this page and the next to help you plan and achieve project milestones. You do not need to submit these pages with your competition entry.

### PROJECT OUTLINE & AIMS

**What is the project, and what are you aiming to achieve? You will use these to develop aims for each of your other stages. How will you demonstrate that you have addressed all of the Competition Evaluation Criteria?**

## TIMEFRAME

Within the timeframe of the competition, what are the milestone dates you want to achieve? A milestone is a date when you would like to have a part of the project completed. For instance, your first milestone will be submitting your project proposal two weeks after the Immersion Day. You may like to match them to each of the stages of Design Thinking.


## Appendix 1: Team Reflection Template

Each team is required to submit a team reflection that responds to the following reflection points. Maximum 500 words per reflection point; or up to 4 x single sided A4 print or digital pages including embedded images. Complete this template and submit with your entry.

**Team:** \_\_\_\_\_ **School:** \_\_\_\_\_

**Prototype:** *Technology or app-driven transport solution/ Communications campaign/  
Product prototype/ Building or system design*

### TEAM ROLES AND DYNAMICS

Each team member should complete a reflection with their thoughts on how they saw their role during the project. Your reflections should focus on you and your interaction with the team, and the team as a whole (max 500 words).


## Questions you may like to consider

- + What worked well?
- + What didn't work?
  - + How did you respond?
- + What surprised you?
- + How did you use the research and empathy stages in later stages?
- + What was your craziest idea?
  - + Did you pursue it?
  - + Why / Why not?
- + How did you function as a team?
- + What new skills did you learn?
- + What skills did you build on and develop?
- + Did you achieve all of your aims?
  - + Did they change over the course of the project?
  - + If so, how did you adapt individually and as a team?

## Examples of evidence

When forming your reflections, ensure you are capturing examples of your work that show how you addressed the Challenge Evaluation Criteria. These may be photos, videos, printed or digital copies of works and/or successive versions of prototypes of your concept. You may consider other items which support and inform your reflections.

## Providing feedback

When completing your reflections, you may wish to share thoughts and comments with your team members. When providing and receiving feedback, consider the following:

- + Kind, Specific and Helpful
- + Hold your ideas lightly.
- + Be mindful when giving and receiving feedback.
  - + Have an open heart.
  - + Give your undivided attention and actively listen.
- + Be hard on content but soft on people