

Studio 01: Enter the Studio

TODAY'S QUESTION

How can an idea become a working site?

WHAT YOU'RE MAKING

Creator profile

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✔ Answer the template prompts.
- ✔ Make a rough first version.
- ✔ Share it before you polish it.

STUDENT TEMPLATE

I care about...

I am good at or curious about...

People I might help are...

A digital thing I might make is...

REFLECTION BEFORE YOU LEAVE

What might I care enough to make?

Studio 02: Notice What Others Miss

TODAY'S QUESTION

Where do people experience friction, confusion, or unmet needs?

WHAT YOU'RE MAKING

Opportunity journal

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✓ Answer the template prompts.
- ✓ Make a rough first version.
- ✓ Share it before you polish it.

STUDENT TEMPLATE

Where I noticed it	
Who was affected	
What made it harder than necessary	
What this might reveal	

REFLECTION BEFORE YOU LEAVE

What did I notice that others might ignore?

Studio 03: Understand a Real Person

TODAY'S QUESTION

What changes when I listen before solving?

WHAT YOU'RE MAKING

User insight

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✓ Answer the template prompts.
- ✓ Make a rough first version.
- ✓ Share it before you polish it.

STUDENT TEMPLATE

Person I listened to _____

Exact quote or story _____

What I learned _____

What I still need to understand _____

REFLECTION BEFORE YOU LEAVE

What did a real person help me understand?

Studio 04: Frame the Opportunity

TODAY'S QUESTION

What opportunity is worth pursuing?

WHAT YOU'RE MAKING

Opportunity brief

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✓ Answer the template prompts.
- ✓ Make a rough first version.
- ✓ Share it before you polish it.

STUDENT TEMPLATE

Audience _____

Need or friction _____

Evidence _____

What should improve _____

REFLECTION BEFORE YOU LEAVE

Who is this for, and what should improve?

Studio 05: Generate Possibilities

TODAY'S QUESTION

How many good responses can this need inspire?

WHAT YOU'RE MAKING

Concept gallery

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✓ Answer the template prompts.
- ✓ Make a rough first version.
- ✓ Share it before you polish it.

STUDENT TEMPLATE

Idea name	
Who it helps	
How it might work	
Why it could be useful	

REFLECTION BEFORE YOU LEAVE

Which idea best serves the need?

Studio 06: Clarify the Product Promise

TODAY'S QUESTION

What exactly will this product do for someone?

WHAT YOU'RE MAKING

Product promise

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✓ Answer the template prompts.
- ✓ Make a rough first version.
- ✓ Share it before you polish it.

STUDENT TEMPLATE

This helps... _____

Do... _____

So they can... _____

The product will not try to... _____

REFLECTION BEFORE YOU LEAVE

Can someone understand the promise quickly?

Studio 07: Design the User Journey

TODAY'S QUESTION

What should the user experience from start to finish?

WHAT YOU'RE MAKING

Journey map

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✓ Answer the template prompts.
- ✓ Make a rough first version.
- ✓ Share it before you polish it.

STUDENT TEMPLATE

First moment

User action

Possible confusion

Design decision

REFLECTION BEFORE YOU LEAVE

Where could a user get stuck or lose trust?

WHY IT MATTERS

Each class helps you move from an idea to something real. This page captures today's thinking so you can improve it next time.

WORK CHECKLIST

- ☐ Make the first version.
- ☐ Ask what is clear or confusing.
- ☐ Save your journey map.

Studio 08: Design the Interface and Content

TODAY'S QUESTION

What structure, words, and choices make the experience clear?

WHAT YOU'RE MAKING

Wireframe

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✓ Answer the template prompts.
- ✓ Make a rough first version.
- ✓ Share it before you polish it.

STUDENT TEMPLATE

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WORK CHECKLIST

- ☐ Make the first version.
- ☐ Ask what is clear or confusing.
- ☐ Save your wireframe.

First thing users see _____

Main action _____

Key words _____

Supporting information _____

REFLECTION BEFORE YOU LEAVE

What should be obvious without explanation?

Studio 09: Prototype Before Building

TODAY'S QUESTION

What can I test before investing in the final build?

WHAT YOU'RE MAKING

Prototype

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✓ Answer the template prompts.
- ✓ Make a rough first version.
- ✓ Share it before you polish it.

STUDENT TEMPLATE

What I am testing _____

What the user can try _____

What feedback I need _____

What I will revise next _____

REFLECTION BEFORE YOU LEAVE

What did early feedback reveal?

Studio 10: Understand the Digital Medium

TODAY'S QUESTION

How do webpages become real and shareable?

WHAT YOU'RE MAKING

Working webpage

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✓ Answer the template prompts.
- ✓ Make a rough first version.
- ✓ Share it before you polish it.

STUDENT TEMPLATE

WHY IT MATTERS

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WORK CHECKLIST

- ☐ Make the first version.
- ☐ Ask what is clear or confusing.
- ☐ Save your working webpage.

HTML structure

CSS style choice

Browser preview

One thing I fixed

REFLECTION BEFORE YOU LEAVE

What do I understand now about how the web works?

Studio 11: Build With AI

TODAY'S QUESTION

How can AI help turn intent into a working product?

WHAT YOU'RE MAKING

Product v1

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✓ Answer the template prompts.
- ✓ Make a rough first version.
- ✓ Share it before you polish it.

STUDENT TEMPLATE

My prompt or direction

What AI helped create

What I changed

What I checked myself

WHY IT MATTERS

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WORK CHECKLIST

- ☐ Make the first version.
- ☐ Ask what is clear or confusing.
- ☐ Save your product v1.

REFLECTION BEFORE YOU LEAVE

Where did my direction shape the result?

Studio 12: Direct and Improve the Machine

TODAY'S QUESTION

How do I remain responsible for AI-assisted work?

WHAT YOU'RE MAKING

Decision log

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✔ Answer the template prompts.
- ✔ Make a rough first version.
- ✔ Share it before you polish it.

STUDENT TEMPLATE

Accept

Reject

Revise

Verify

REFLECTION BEFORE YOU LEAVE

What did I accept, reject, revise, or verify?

WHY IT MATTERS

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WORK CHECKLIST

- ☐ Make the first version.
- ☐ Ask what is clear or confusing.
- ☐ Save your decision log.

Studio 13: Test With Real People

TODAY'S QUESTION

Does this product work for the people it is meant to serve?

WHAT YOU'RE MAKING

Test evidence

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✔ Answer the template prompts.
- ✔ Make a rough first version.
- ✔ Share it before you polish it.

STUDENT TEMPLATE

Task the user tried

What the user did

What the user said

What needs to improve

REFLECTION BEFORE YOU LEAVE

What did users do, say, or struggle with?

WHY IT MATTERS

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WORK CHECKLIST

- ☐ Make the first version.
- ☐ Ask what is clear or confusing.
- ☐ Save your test evidence.

Studio 14: Make Product Decisions

TODAY'S QUESTION

What change matters most now?

WHAT YOU'RE MAKING

Product v2

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✔ Answer the template prompts.
- ✔ Make a rough first version.
- ✔ Share it before you polish it.

STUDENT TEMPLATE

Evidence

Possible change

User value

Effort and decision

REFLECTION BEFORE YOU LEAVE

Which decision made the product more useful?

WHY IT MATTERS

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WORK CHECKLIST

- ☐ Make the first version.
- ☐ Ask what is clear or confusing.
- ☐ Save your product v2.

Studio 15: Prepare the Launch and Story

TODAY'S QUESTION

How should I explain the product and the decisions behind it?

WHAT YOU'RE MAKING

Launch story

Make it clear, specific, and useful for your project.

SIMPLE STEPS

- ✔ Answer the template prompts.
- ✔ Make a rough first version.
- ✔ Share it before you polish it.

STUDENT TEMPLATE

The need

The product

The evidence

The next step

REFLECTION BEFORE YOU LEAVE

What story helps others understand the work?

WHY IT MATTERS

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WORK CHECKLIST

- ☐ Make the first version.
- ☐ Ask what is clear or confusing.
- ☐ Save your launch story.

Studio 16: Studio Showcase

TODAY'S QUESTION

What did I make, learn, test, and improve?

WHAT YOU'RE MAKING

Live showcase

Make it clear, specific, and useful for your project.

WHY IT MATTERS

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SIMPLE STEPS

- ✓ Answer the template prompts.
- ✓ Make a rough first version.
- ✓ Share it before you polish it.

WORK CHECKLIST

- ☐ Make the first version.
- ☐ Ask what is clear or confusing.
- ☐ Save your live showcase.

STUDENT TEMPLATE

What I made

What I tested

What I improved

What I learned

REFLECTION BEFORE YOU LEAVE

How did this work become real?