



KNOX  
GRAMMAR  
SCHOOL

STATE

# DA VINCI DECATHLON 2021

CELEBRATING THE ACADEMIC GIFTS OF STUDENTS

IN YEARS 9,10 & 11



## IDEATION SOLUTIONS

TEAM NUMBER \_\_\_\_\_

1	2	3	4	Total	Rank
/15	/10	/25	/10	/60	

## TIPS FOR MARKING

When marking ideation, it can be hard to access the scope of thinking linked to the design challenge. For markers, we have a short amount of time to become familiar with the problem before we launch into trying to mark effectively, efficiently and fairly.

Below is some thinking that I did whilst writing this task – some ideas of things to look for. This list is not exhaustive, and I have no doubt that many talented teams will come up with a wide range of solution ideas.

### STEP 1: EMPATHISE

**Factors contributing to the issue:** the supplementary material provides many explicit causes. Reward inferred causes that can be sensibly linked to the information provided

**Consequences:** The supplementary material provides many explicit consequences. Reward inferred consequences that can be sensibly drawn from the information provided

**People and perspectives:** Need to consider this from multiple perspectives. The more viewpoints they consider, the more understanding they will have of the issue – E.g. consider views relating to government revenue vs social worker

**Barriers:** Consider the sophistication of thinking in identifying these barriers – are the barriers simplistic and obvious, or have they pushed beyond the obvious to consider more nuanced and subtle barriers.

### STEP 2: DEFINE

Vision statement should be concise and clear, without ambiguity.

Teams must include relevant facts drawn from the supplementary material to score highly. You may score on fluency (number of facts used) and/or on how they elaborate on the facts and the connections they make.

### STEP 3: IDEATE

Solution ideas that are considerably different to current education and schooling models should be scored highly. Solutions that use the existing model and change 1 or 2 things will score a 0.

Implementation should include specifics as this informs the prototype. Answers such as When: as soon as possible; Who: everyone; Where: everywhere will receive 0 marks.

To score well, teams should specify testing as part of their solution.

### STEP 4: PROTOTYPE

Prototype should be understood without having any prior knowledge of the idea. This means the team have communicated their ideas effectively including how it will be implemented. If the prototype is not clear and confusing to understand the solution, this should be reflected in low scoring marks.