



## Training Pack for Youth Workers - Quiz

**Module:** Design thinking methodologies and practical worksheets for youth workers

- 1. Why is it important to consider design thinking in policy-making?
- a) To have new perspectives to look at old problems
- b) To try new ways of creating laws
- c) It's not relevant to consider design-thinking in policy-making
- d) Because we have many new problems to solve

Answer: a) To have new perspectives to look at old problems

- 2. Who is thought to be one of the first people to mention design thinking and when?
- a) European Cyclists' Federation in 1969
- b) Nobel Prize laureate Herbert A. Simon in 1969
- c) American Public Transportation Association in 2000
- d) Nobel Prize laureate Herbert A. Simon in 1999

Answer: b) Nobel Prize laureate Herbert A. Simon in 1969

- 3. Which of the following statements can be related to the 'beginner's mind'?
- a) A way of thinking outside the box in order to understand particular situations
- b) A way of people to ask questions as though they didn't have the slightest idea as to their answers
- c) Like an alien from outer space who sets foot on Earth for the first time and asks themself why we work during the day and sleep at night
- d) Like an alien from outer space who sets foot on Earth for the first time and asks themself why we throw plastic into our oceans

Answer: All of the above

- 4. Which youth worker role does NOT feature in the ways in which they should empower youths?
- a) Mentoring
- b) Strong listening skills

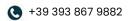
























- c) Engaging youths in different social and leisure activities
- d) Encouraging youths to follow the norms of society without questioning

Answer: d) Encouraging youths to follow the norms of society without questioning

- 5. Who is meant to be in the center of the design thinking methodology?
- a) Machines
- b) Political system
- c) Humans
- d) Vulnerable people

Answer: c) Humans

- 6. Which are the six phases of the design thinking process? Please select the correct order:
- a) Understand, observe, define point of view, ideate, develop prototype, and test
- b) Define point of view, ideate, develop prototype, understand, observe, and test
- c) Understand, define point of view, ideate, develop prototype, reflect
- d) Reflect, observe, understand, define point of view, ideate, develop prototype

Answer: a) Understand, observe, define point of view, ideate, develop prototype, and test

- 7. What is NOT expected from the defining phase?
- a) Framing the problem and setting goals
- b) Evaluating, interpreting, and weighting the findings
- c) Understanding the problem
- d) A step prior to ideating possible solutions

Answer: c) Understanding the problem

- 8. How can we ideate according to the design thinking methodology?
- a) We should take the understanding and knowledge of previous steps and couple it with imagination to craft solutions

























- b) We should think about the problem on our own until we find a solution
- c) We should not use creative tools and take it seriously
- d) We should use the methodology of trial and error without giving it too much thought Answer: a) We should take the understanding and knowledge of previous steps and couple it with imagination to craft solutions
- 9. How can the problem statement formulation tool be used with youths?
- a) It should be used to find a solution to the problem of a young person
- b) It's used to help teams understand the problem so they can work towards solving it
- c) It should be used with youths during long interviews to get an initial idea of the issue
- d) You can use this tool only with your knowledge about the youth you are working with Answer: b) It's used to help teams understand the problem so they can work towards solving it
- 10. What are the key elements of a brainstorming exercise?
- a) To generate as many ideas (ideation) as possible before they are sorted out
- b) It should stimulate creativity and allow all participants to contribute their ideas
- c) Creative confidence, quantity before quality, visualize ideas and use gestures
- d) Build on the ideas of others, one person speaks at the time, no prejudices, continue to brainstorm, and fail often and early

Answer: All of the above



















