



Wish for WASH x The Weber School

# Design Jam

Spring 2021 Series

A Water, Sanitation and Hygiene  
Workshop Series Reflection

**April 2021**

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**Wish for WASH (W4W) is a social impact organization that seeks to innovate in the water, sanitation, and hygiene (WASH) sector through culturally specific research, design, and education.**

Since 2018, W4W has been expanding its WASH-related educational programming by piloting Design Jams for intergenerational and intersectional audiences.

During these workshops participants engage in [design thinking](#), which is a human-centered problem solving methodology that requires empathizing with a user in order to ideate and prototype solutions to real world problems.

Amidst the uncertainty of the past year due to COVID-19, the W4W design thinking and educational outreach team has been conducting **Virtual Design Jams on Zoom and has since created the CLAP framework.**

The [Weber High School](#) in Atlanta, Georgia approached W4W with an interest in being a part of this pilot program in order to increase design thinking and WASH knowledge in its high school student body.

**The three, two-hour Design Jams that W4W held for Weber in spring 2021 focused on:**



**WATER** - Running Out of Water & Running Out of Time  
**How might we save water?**



**SANITATION** - Redesigning Public Toilets  
**How might we ensure that public toilets are not dirty?**



**HYGIENE** - Period Problems  
**How might we destigmatize menstrual health and hygiene in young girls?**

These Virtual Design Jams consisted of W4W members who acted as **facilitators, coaches, and notetakers** for all three workshops.

- the **W4W facilitation sub-team** created the overview and general logistical flow of the event (*Anya, Abigail and Jasmine*)
- the **W4W coaching sub-team** assisted with planning elements and small group discussions during the event (*Anya, Abigail, and Jasmine*)
- the **W4W notetaking sub-team** captured general notes on the process as well as the ideas/concepts generated by the participants (*Sarah, Jillian, Grace, Simrill, Sarah, Lexi*)
- the **participants** were an average of 8-12 high schoolers from the Weber School (*additionally an average of 2-4 Weber School Staff members were present as well*)

## RUNNING OUT OF WATER

The **Water Design Jam** was hosted on May 4th, 2021 with 6 high school student participants who were challenged with reducing water consumption in bathrooms. The workshop started with a SPARK which was then followed by introductory activities. **The participants were then taught about Design Thinking, and were given a lecture on the global water crisis and household water habits by a WASH expert with the opportunity to ask questions afterwards.** The students then went into virtual break-out rooms and empathized with a college student who lives in a dorm with three other roommates. *They brainstormed problems statements for the user and prototyped solutions that would reduce water consumption in bathrooms.*

Some of the final ideas that were prototyped and pitched included:

- **a shower tracker** that gives shows who is using most of the water in a household
- **a leaderboard system** with rewards that shows who in a household uses the most/least water and incentives
- **a “life straw” for toilet water** that sanitizes the water for cleaner toilets



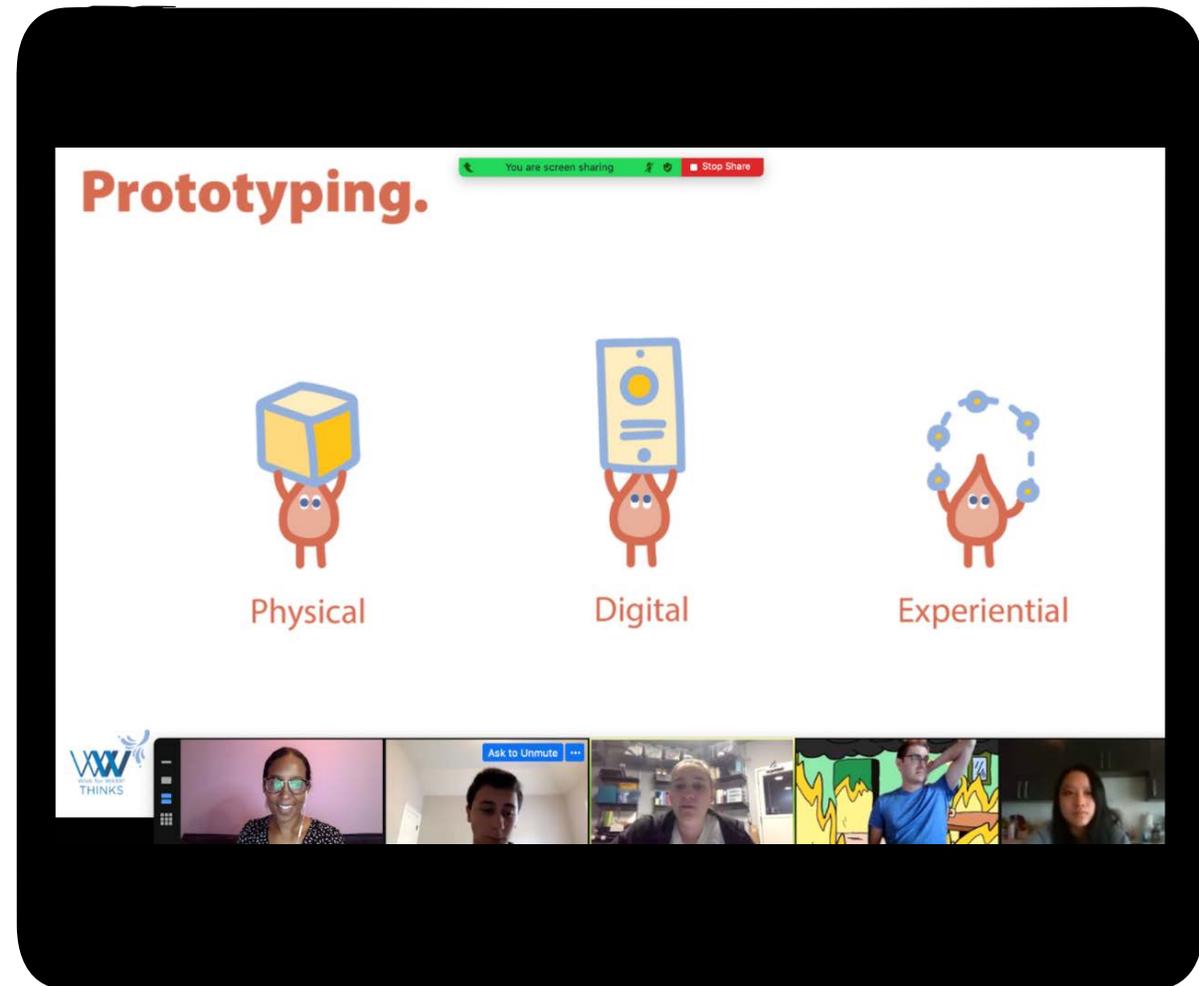
Some of the W4W Team and participants brainstorming in the Virtual Design Jam

## REDESIGNING PUBLIC TOILETS

The **Sanitation Design Jam** was hosted on April 13th, 2021, and there were 4 high school students who participated. The Design Jam participants were challenged to redesign public restrooms to prevent them from being smelly/dirty. After introductions and icebreakers, the participants were given an overview of design thinking and a talk from a WASH expert about sanitation and some issues with public restrooms. They first empathized with a single mother who was experiencing homelessness, and in breakout rooms, the participants then created problem statements for their user and worked together with the coaches to come up with ideas for solutions.

Final prototyped and pitched ideas included:

- **Restroom sink “sani-mister”** that dispenses regularly to clean the sink so the user won’t have worry about the germ conditions of the sink
- **UV wand** that sprays sanitizing fluid using solar panels that can be charged on the go, helps prevent germs, and doesn’t require batteries
- **A hand sanitizer-like body wash** that doesn’t need to be washed and is not a sticky substance



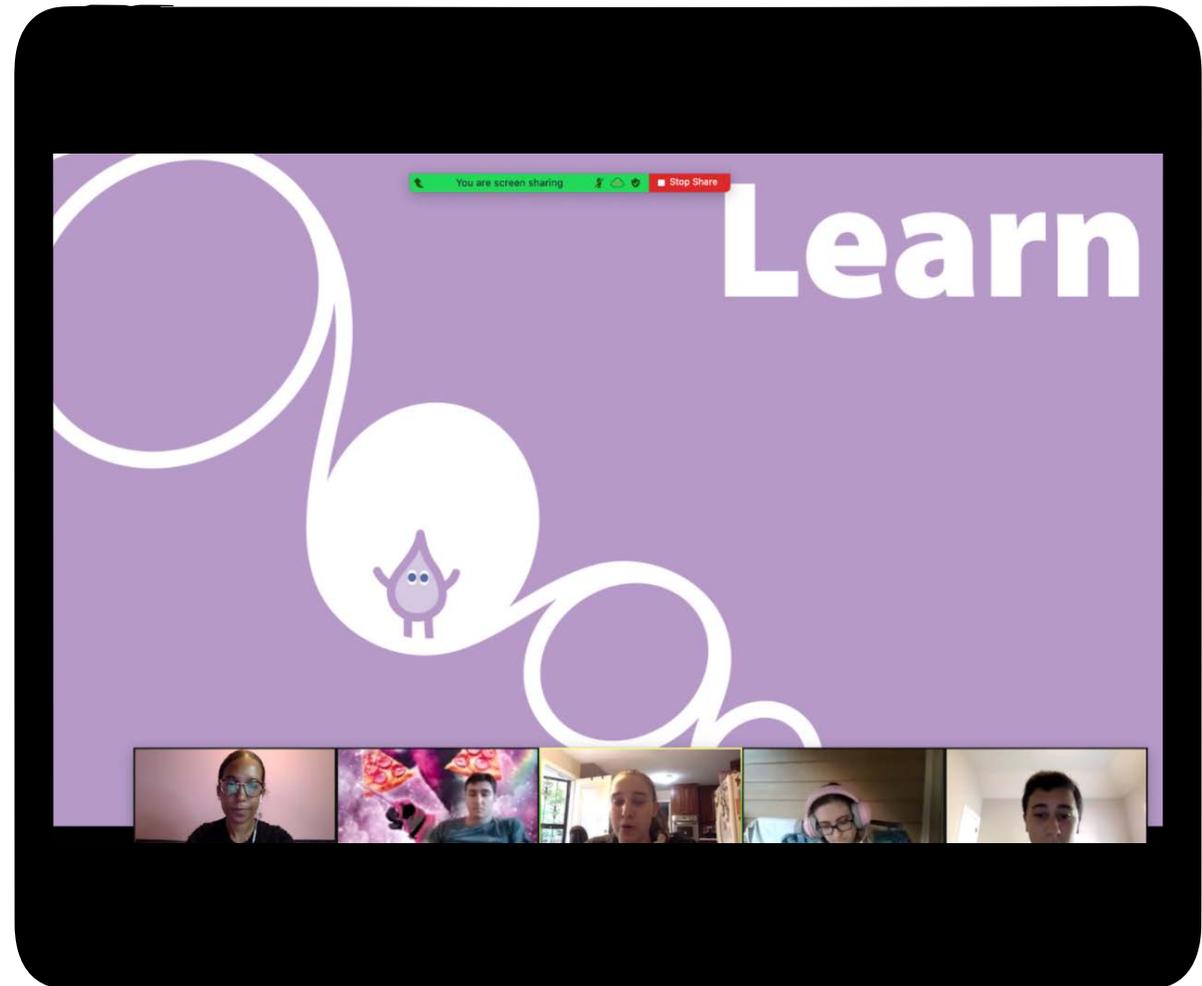
Some of the W4W Team and participants participating in a prototyping session in the Virtual Design Jam

## PERIOD PROBLEMS

The **Menstrual Health Design Jam** was hosted on April 20th, 2021 with 12 high school student participants of different genders. These students were challenged to destigmatize periods. The session began with a SPARK and introduction followed by a review of Design Thinking and a lesson from a WASH expert about menstrual health innovation and period stigmas throughout history. The participants empathized with a middle school boy whose sister just got her first period. In virtual break-out rooms, the students collaborated and worked with coaches to form problem statements and maps to help them empathize with the user. They then brainstormed various ideas for products and solutions to their problem statements.

Some of the prototyped and pitched ideas included:

- **A menstruation education app** for a user (of any gender) to become more educated about periods with ease
- **3D printed tampon** case for more ease with using period products



Some of the W4W Team and participants brainstorming in the Virtual Design Jam

# CONCLUSION + LEARNINGS

**Overall, the W4W Design Thinking and Community Outreach team views the second three-part Design Jam series pilot and first CLAP pilot with Weber as a success.**

Weber students and teachers alike continue to actively learn and participate in the process, and the W4W team grew, iterated and learned significantly through the series as well.

Staying true to the design thinking process, the W4W team sought continued feedback from both the students and the Weber staff in order to continue iterating and improving the flow of the virtual workshops and the content (especially since most students who joined were attending as an after school or extra credit activity).

## SOME STUDENT FEEDBACK

- ~**100%** of participants reported feeling **Somewhat Familiar** (*n=3*) or **Very Familiar** (*n=2*) with the **WASH sector** after attending one of the three Design Jams
- ~**80%** of respondents reported being **Somewhat Familiar** (*n=2*) or **Very Familiar** (*n=2*) with **Design Thinking** after attending one of the three Design Jams
- ~**80%** of high school respondents (*n=4*) reported that they “loved” attending one of the three Design Jams

*“I am pretty familiar with Design Thinking. I am familiar enough with menstrual health and surrounding needs to hold a conversation and act positively with periods.”*

*“I wonder if **menstrual health** can be taught regardless of gender”*

## SOME TEACHER FEEDBACK

*“The way you scaffold the design process and use the annotations in zoom was really instructive for me.”*

*“I loved all the new graphics that you all made for the design jams. The music in the sessions was so much fun and really made it more fun. The timing was nailed in the final session, and I love the pacing of each session. ”*

The image shows a digital form titled "Persona ID." with a yellow header. It contains several input fields: "Name:", "Role:", "Values:", "Pronouns:", "Personality:", and "Passionsate about:". There are also icons for a graduation cap, a crown, and a dollar sign. A stylized person icon is visible on the left side of the form.

# CONCLUSION + LEARNINGS



Some of the W4W team with the Weber School Staff

**Like we have seen in the past, many of the workshops ran close to time and/or had to be rushed towards the end to avoid going over the two-hour time limit.** The “Learn” breakout rooms especially ran a bit longer than expected. In the menstrual health workshop, the breakout rooms were a bit larger, so introductions and having everyone get the chance to speak took up a bit more time than it had in the past.

**The W4W Design Thinking and Community Outreach planning team’s is working to streamline the workshops so that they can be more efficiently planned, coordinated and structured to build off of one another in a more streamlined and intuitive series format.**

This would allow participants that attend all of the Design Jams in the series to hear about new design thinking examples and to learn new tools that are coordinated throughout all the sessions. Additionally, the W4W facilitators and coaches were able to develop and iterate their unique facilitation and coaching methods to fit within the allotted time frames. **The W4W team is excited to continue iterating and growing these Design Jams and our CLAP process!**

**Thank you to our supporters!**  
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*#everybodypoops*