



Design thinking activity

Housing for displaced communities

Let's explore being a third plane child (12 - 18 years): the idealism, social orientation, and contributing to a cause that is important to them

Activity designed by Junnifa Uzodike x Simone Davies

20 mins

Decide on topic, brainstorm + build

5 mins

Debrief

Materials

Paper, cardboard, toothpicks, tape, scissors, paper clips, glue

Group size

4 - 6 people

How it works

1. Choose one of the prompts below. Don't think too hard - which one calls to you?
2. You have just **20 minutes** to choose which topic you like, brainstorm, and build. *It will look unfinished - you want a rough prototype not a finished product. Perhaps focus on one key feature rather than trying to solve everything*

Prompts

1. Right now 123 million people - one in every 67 on Earth - are living displaced from their homes (source: UNHCR). Forced out by war, persecution, earthquakes, floods, or violence, most end up in temporary shelter that was never meant to last. Survivors consistently say the hardest part isn't the lack of space - it's the loss of dignity, privacy, and community. Come up with a housing design to address these issues.
2. A family of five has been displaced. They have one truck, 2 hours to pack, and an unknown destination. They may move three more times in the next year. Design a home they can take with them - every time.
3. You've been hired by the UN. Design modular housing for 500 people: must pack into shipping containers, assemble without tools, work in cold and hot climates, and reconfigure as a school, clinic, or market.

Reflection (5 minutes)

Gather with all the groups working on this project for a **5-minute** debrief. What motivated you in this project as a third plane child? What did you have to give up in your design? Other takeaways about third plane children? **And what does joy look like for the third plane child?**

Use lots of post it notes to record your reflections and stick on the wall!