



Playboard 5: Q&A



Why?



Why?

Why might someone
be using this app?
What are the benefits?
What are the risks?



What if...?



What if...?

What if someone
uses this app?
What if someone
doesn't use it?



How?



How?

How can you
use this app?
What are the steps?
What are the risks?



Wild Cards





Throughout the design process we ask ourselves and our teams lots of questions to improve our products – Why? What if? How? Still, it can be useful for someone *outside* our context to challenge us to reflect on children’s experiences, consider new approaches or identify the next steps. How might this Q&A session help you to improve your product?

Aim: Get the conversation going and generate debate. Remember, the best questions and answers often lead to more questions!



*Watch the
animated guide*



*Read the
instructions*

