

**IDEATING & TESTING**

Sketching & Flows

Get ideas out of your head and map the path through a task

Use this when	Generating and shaping early ideas
Time needed	8 min (Crazy 8s) + 30 min (flow)
Who's involved	Anyone — no drawing skill needed
You'll end up with	A spread of ideas and a mapped task flow

How to use this sheet

Two fast ways to move from talking about ideas to seeing them. Crazy 8s forces quantity over polish — the point is to get past your first, obvious idea. Flow templates map the path a user takes through a task, screen by screen, so gaps and dead-ends show up before you design anything.

Crazy 8s

Set a timer for eight minutes. Sketch one idea per frame, one minute each — rough is the point. Don't stop to judge; keep moving. When you're done, mark the one or two ideas worth developing.

1	2
3	4
5	6
7	8

User / task flow

Pick one task and walk it step by step. Note where the path branches (a decision, an error, a choice) — branches are where flows usually break.

Task

What is the user trying to accomplish?

Entry point

Where do they start?

Step	What the user does	What they see / screen	Branches or decisions

EXAMPLE

Step 1: taps "Book a session" → sees the session-type list → branch: new vs returning user.