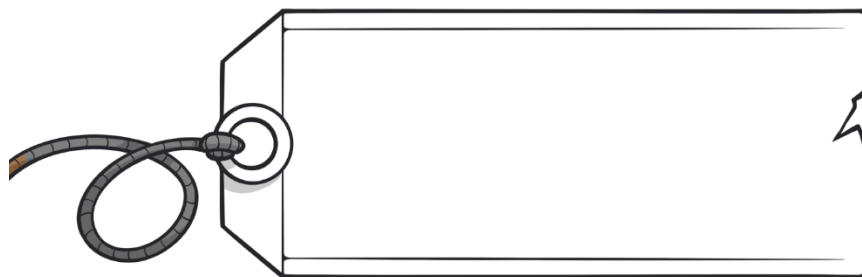


My Case

This is your first real case. Not practice. A real one, with a real next move waiting at the end. You've watched the dogs run this play all book long. Now it's yours.



Your Case, Your Tag

Pick one real problem of your own—not a homework one, a life one. Something that's been bugging you. Then run it through the four dogs, one box at a time. You just need all four.

You can write in the blanks, say your answers out loud, or draw them. All of those count.

SULLY—What's actually happening?

The problem I think I have:

What if that isn't the real one? After watching a little longer, the problem I might actually have:

BAZ—What if...?

Ten ideas. At least three have to be bad. Don't filter. Just get them out. Baz hit ten at the far corner, most of them bad. Match him.

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

Which one has a seed?

DASH—Does it hold up when I check?

The idea I'm going to test first:

How I'll check it in the real world (not in my head):

What actually happened when I checked:

PHOEBE—Am I solving the right problem?

The question I've been asking this whole time:

Three different questions about the same situation:

1.

2.

3.

Does one of those feel more solvable than the one I started with? Work on that one.

WHAT A FINISHED ONE LOOKS LIKE

Here's one somebody already filled in. It isn't a good one or a bad one. It's what a real one looks like when somebody actually does it. A couple of ideas go nowhere.

The check only half works. Yours won't match this. Nobody's does.

SULLY—What’s actually happening?

The problem I think I have:

My room is always messy and I’m bad at cleaning it.

What if that isn’t the real one? After watching a little longer, the problem I might actually have:

I watched where stuff lands for two days. It’s the same four things every time. Backpack, hoodie, water bottle, chargers. None of them have anywhere to go. The floor is the only shelf I’ve got.

BAZ—What if...?

Ten ideas. At least three have to be bad.

1. Clean it every single day forever
2. Get a robot to do it
3. Hooks on the back of the door
4. Throw everything away—no
5. A bin by the door just for the four things
6. Never own a hoodie
7. Move the trash can closer
8. A shelf where the pile already is
9. Live somewhere else
10. Charger stays in one spot and never moves

Which one has a seed?

Number 8. The pile already picked the spot. I just never put anything there.

DASH—Does it hold up when I check?

The idea I'm going to test first:

Put a shelf where the pile already is.

How I'll check it in the real world (not in my head):

I don't have a shelf. So I put a laundry basket in that exact spot for one week and see if stuff lands in it.

What actually happened when I checked:

It worked for four days. On day five somebody filled the basket with clean laundry and the floor pile came right back. So the spot is right. It just can't be a thing that gets used for something else.

PHOEBE—Am I solving the right problem?

The question I've been asking this whole time:

How do I keep my room clean?

Three different questions about the same situation:

1. Where is this stuff supposed to live?
2. Why does it always land in the same corner?
3. What would make putting it away easier than dropping it?

Does one of those feel more solvable than the one I started with?

Number 1. "Keep my room clean" was never one job. It's four things with nowhere to live. Where do they live is a question I can actually answer.

"That's the whole skill. It belongs to you now."