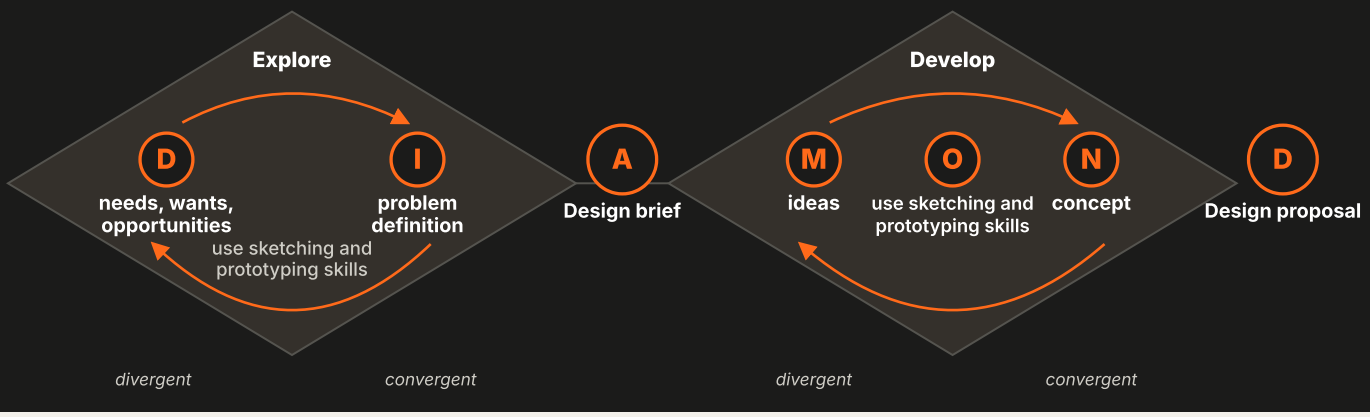
D.I.A.M.O.N.D.

The syllabus Double Diamond, with a memory hook: Discover, Isolate, Agree, Multiply, Optimise, Narrow, Deliver.



Seven stages

Explore, then Develop. Memory hook: D.I.A.M.O.N.D.

D — **Needs, wants, opportunities**
Discover · Explore, divergent

I — **Problem definition**
Isolate · Explore, convergent

A — **Design brief**
Agree · Milestone

M — **Ideas**
Multiply · Develop, divergent

O — **Use sketching and prototyping skills**
Optimise · Develop, cycle

N — **Concept**
Narrow · Develop, convergent

D — **Design proposal**
Deliver · Milestone

Thinking

How the mind moves through each diamond

Divergent

Open up. Gather broad insight and generate many options.

Stages Needs, wants, opportunities, Ideas

Convergent

Narrow down. Filter findings and ideas into something usable.

Stages Problem definition, Concept

Iterate

Loop back to test and refine until the work holds up.

Stages Problem definition, Sketching and prototyping, Concept

KEY IDEA

Each diamond opens with divergent thinking and closes with convergent thinking. Students communicate with stakeholders at each convergence.

Skills

What students do at each stage

Research and data analysis

Gather and analyse primary and secondary data on stakeholders and existing solutions.

Stages Needs, wants, opportunities, Problem definition

Schematic sketching

Quick diagrams that map the context, people and relationships.

Stages Needs, wants, opportunities, Problem definition

Ideation sketching

Fast, rough sketches that explore many possible ideas.

Stages Ideas, Concept

Low-fidelity prototyping

Simple physical or digital models for testing ideas cheaply.

Stages Sketching and prototyping, Concept

Evaluating against criteria

Judge ideas against design criteria, using annotations, then refine.

Stages Sketching and prototyping, Concept

Communicating with stakeholders

Written and visual communication at each convergence point.

Stages Design brief, Design proposal

Assessment

Where each stage is assessed

IA1 Design challenge · 20%

Unit 3. Unseen stimulus; Develop phase only.

Stages Ideas, Sketching and prototyping, Concept, Design proposal

IA2 Project · 30%

Unit 3. Designing with empathy across Explore and Develop.

Stages All seven stages

IA3 Project · 25%

Unit 4. Circular redesign across Explore and Develop.

Stages All seven stages

External exam · 25%

Unit 4. Extended response to a stimulus; Develop phase only.

Stages Ideas, Sketching and prototyping, Concept, Design proposal

KEY IDEA

IA1 and the external exam give students the Explore phase as stimulus, so they work through Develop only. IA2 and IA3 use both diamonds.

Summarised from the QCAA Senior Design syllabus (2025). The four summative assessments sit in Units 3 and 4.