

We asked
students to give
themselves
permission to
“FAIL”!

LIFE DESIGN LAB



RE-FRAMING
FAILURE



FAIL FREE!

REFRAMING FAILURE

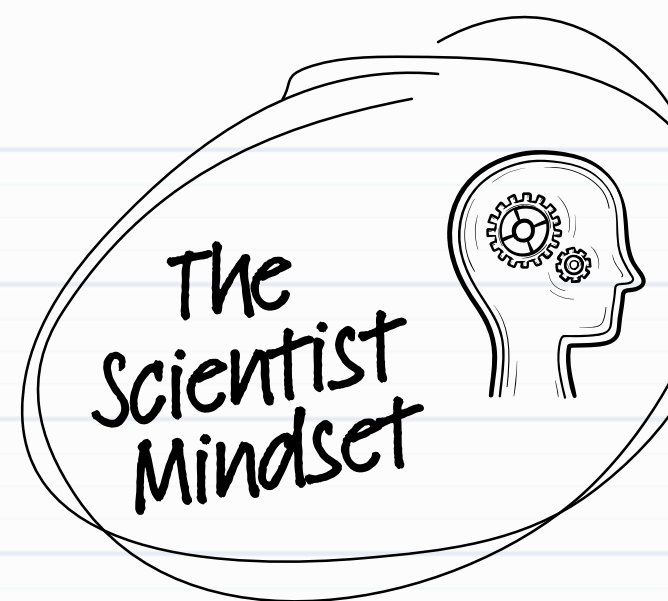
As part of the [Life Design Lab](#), we ask students to allow themselves to fail.

And then to reframe failure and make failure count.

Here are some reframes...



1



REFRAMING FAILURE
SEE FAILURE
AS DATA,
NOT DEFEAT.

**EXPERIMENTS DON'T
"FAIL"— EACH SETBACK
TEACHES WHAT WORKS AND
WHAT DOESN'T.**

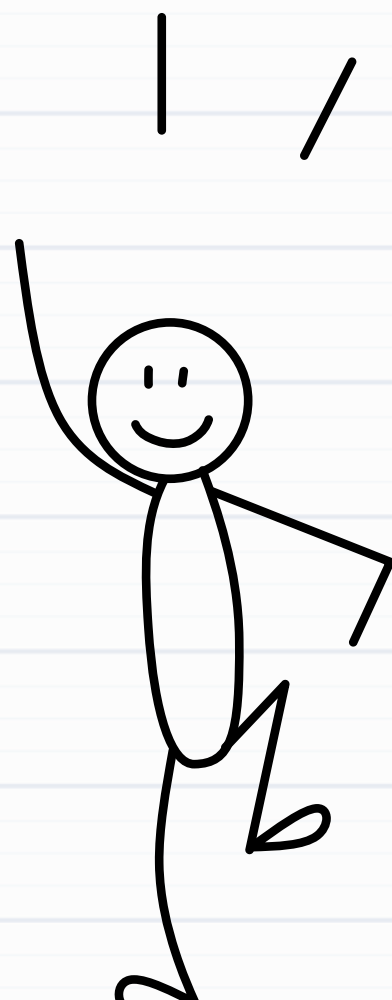


2

REFRAMING FAILURE

SHIFT FROM
"I FAILED"
TO "I'M
LEARNING"

FAILURE IS ONLY
PERMANENT IF YOU STOP
TRYING.



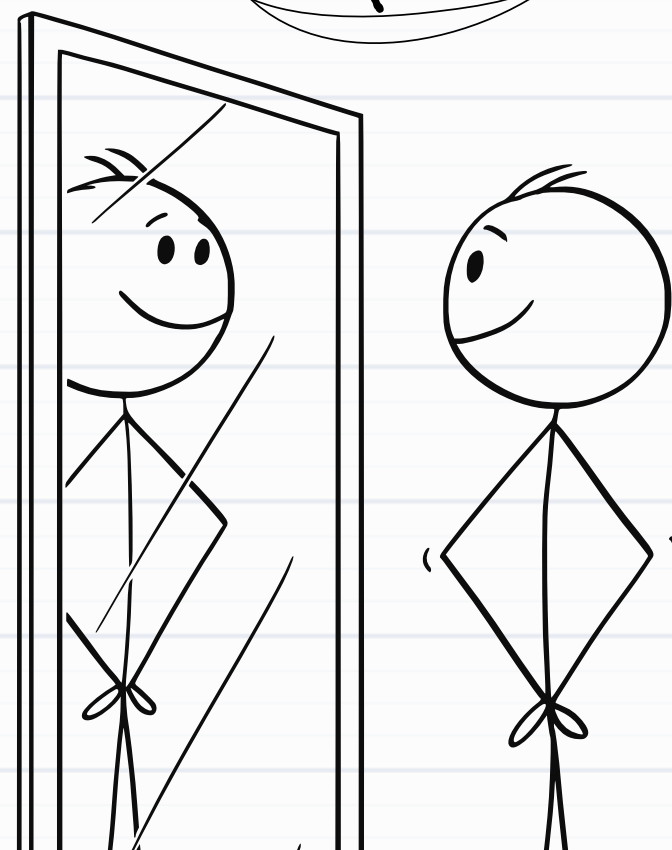
3

REFRAMING FAILURE

BREAK THE
"FAILURE =
IDENTITY"
TRAP

Separate
Self from
Results

THIS DIDN'T WORK, BUT
THAT DOESN'T DEFINE ME.



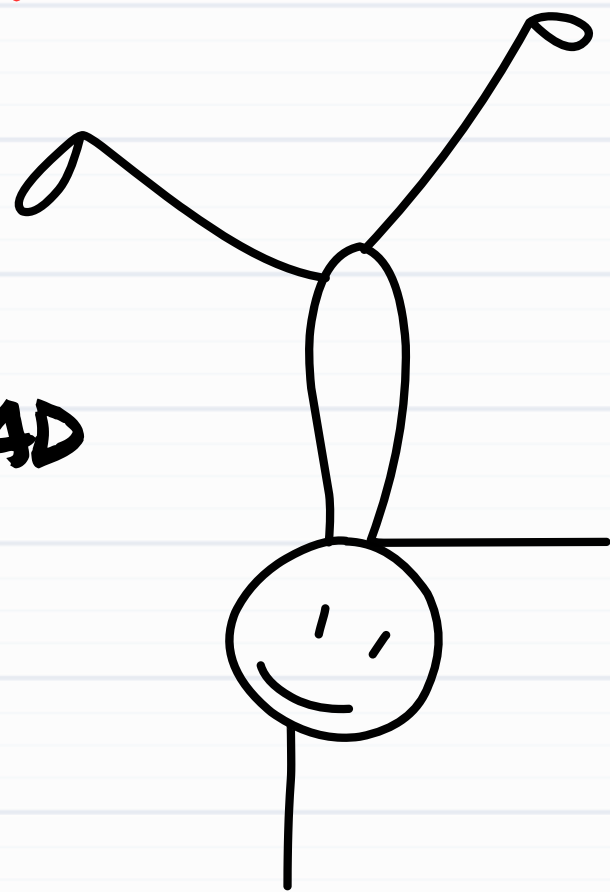
4

Tip: Make failure a badge of honor—it means you're in the game.

REFRAMING FAILURE

REFRAME
FAILURE AS
PROOF OF
COURAGE IN
ACTION.

THIS FAILURE MEANS I HAD
THE COURAGE TO TRY.



5

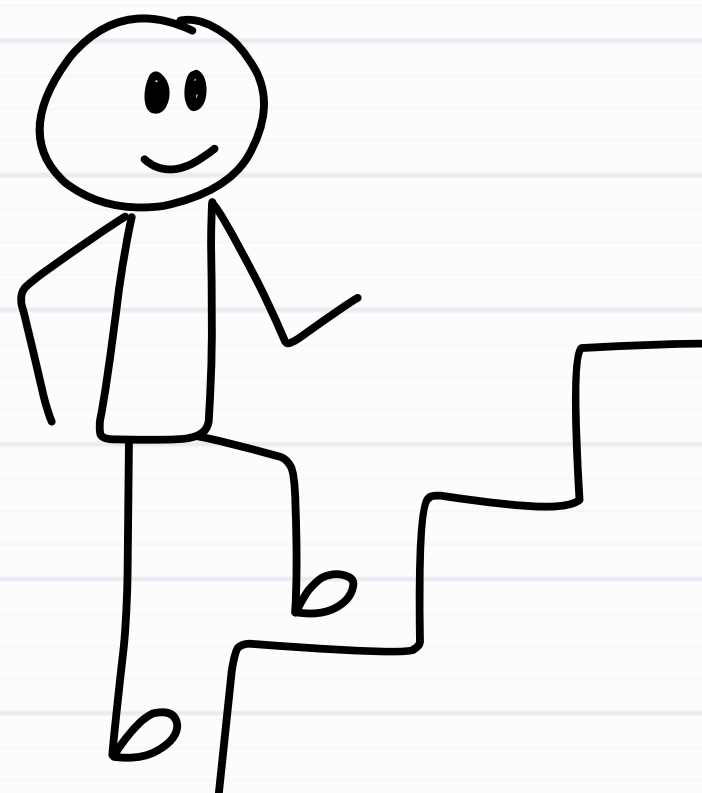
REFRAMING FAILURE

NORMALIZE

FAILURE.

FAILURE IS PART OF MASTERY.
MOST BREAKTHROUGHS
COME AFTER MULTIPLE
FAILURES.

The 10,000
Attempts
Rule



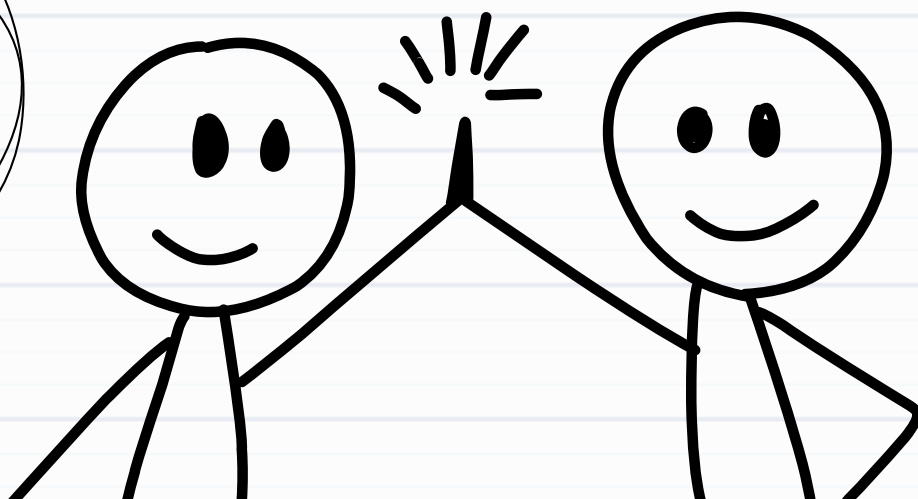
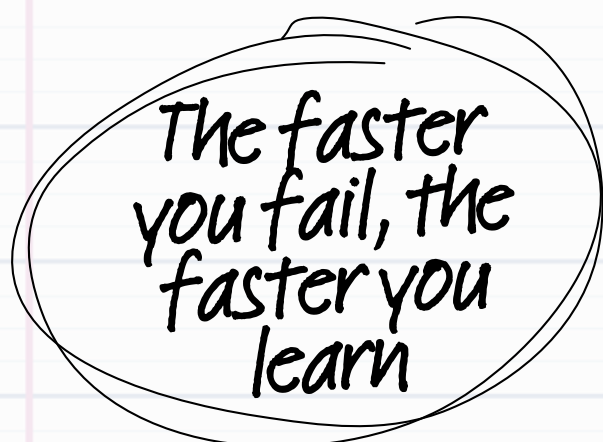


REFRAMING FAILURE

FAIL

FORWARD.

WHEN WE REFRAME FAILURE
AS DATA, LEARNING, AND
PROOF OF COURAGE, WE STOP
FEARING IT - AND START
USING IT.



FAILURE STORY FROM:

Anushree

"As a kid I had, I believe, tried to do a cartwheel on many occasions and failed.

I had eventually come to accept that I am a person who cannot do cartwheel.

But that is a baseless conclusion, so yesterday I tried to do a cartwheel. I watched a youtube tutorial and gave it a go.

I failed."

THE LIFE DESIGN LAB WITH NAVYUG MOHNOT

