# DESIGN THINKING ACTIVITY PLAN TEMPLATE

### PHASE 3: Rapid prototyping & Iteration

#### Duration:

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| DESCRIPTION:  *In the “Rapid prototyping & Iteration” phase students are encouraged to give different answers (diverge again) to the initial problem by designing in their group a range of prototypes for their artifact, testing them internally in their group and redesigning them until a final version is ready. This involves, for example, creating low-fidelity game prototypes, testing them in the group and keep refining them. The EXTENDT2 tools allow for rapid prototyping and testing as they support quick transition between play & design modes (ChoiCo & SorBET), dynamic manipulation of the model (MaLT2) and instant testing of the solution (virtual robotics). They also support saving the prototypes in order for the students to keep versions of their work. Discuss with your students:*   * *What are the prototypes they will create?* * *How can they iterate and improve their prototypes?*   You may use the following phrases to describe:  *In this phase students will use [technology/material]*  *By the end of this phase each group [refer to learning outcome/digital or physical construction]*  *Students are expected to [students interactions]*  *The teacher [role of the teacher]*  COMPLEMENTARY ACTIVITIES/ALTERNATIVE PATHS:  *Provide alternative paths for your students to ensure everyone’s.*  *What will students who finish earlier do?*  *What are alternative paths your students can follow in case they have special difficulties or preferences?* |  |