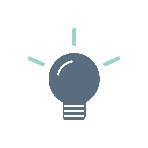
### PHASE 4: Sharing & Feedback

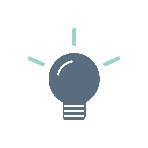
*In the “Sharing & Feedback” phase students focus on (converge) their final solution and its delivery to the target audience and the public. This involves sharing it and testing it with people outside their group (e.g. other groups, classmates, teachers, etc). In this stage they can use ExtenDT2 technologies, e.g. nQuire, to create online surveys sharing their final product with the target audience (e.g. other students, teachers, parents) and asking them to evaluate it, giving them feedback. Encourage your students to think:*

* *How will they know what other people think about their prototype?*
* *Can they make it work better?*

Duration: *e.g., 1 hour*

* Structure the activity in order for the students to have time to experiment with others’ prototypes as well as give feedback.*

Description of the activities:

* Think whether your students have been engaged in giving feedback before. If not, consider providing them hints and keywords that could support them in providing constructivist feedback that can be useful for others. You can give each group a feedback worksheet to fill in while testing others’ artifacts.*

expected use of extendt2 technology:

MaLT2    ChoiCo  SorBET  VRobotics  NQuire  No technology

student constructions:

Students’ expected interactions:

| Between the members of the group | *e.g. Discussion, Negotiation of what questions need to be included in the questionnaire* |
| --- | --- |
| Between the groups | *e.g. Different groups do not interact during this phase* |