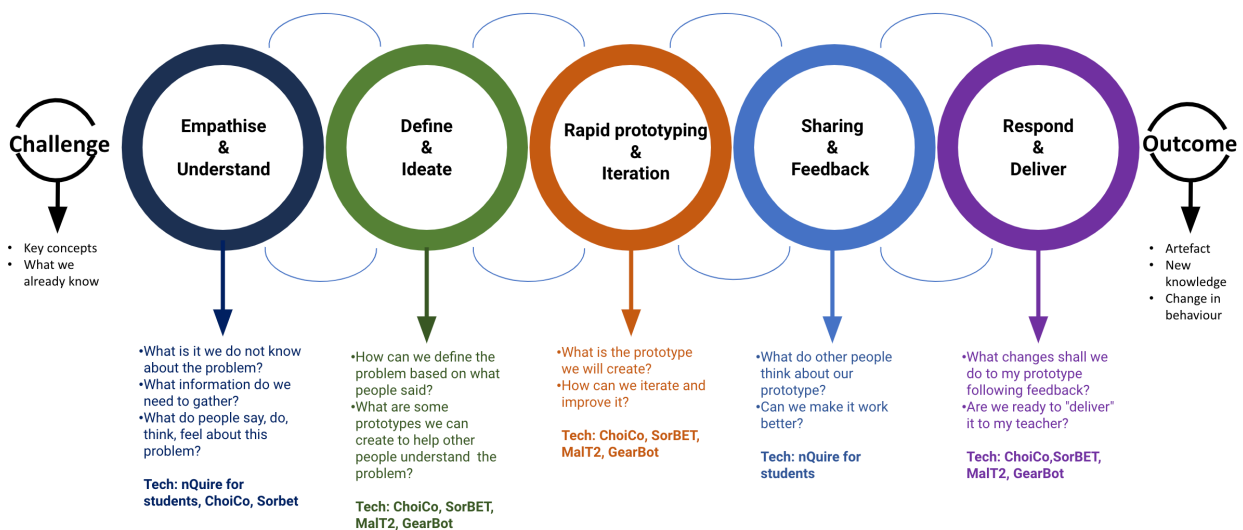# Exten DT²

Teaching with Design Thinking and Digital Technologies

A Research & Development Project

that

Uses Design Thinking and Digital Technologies to develop students' 21st Century skills

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Guided by the Digital Design Thinking Model
that enables sustainable forms of teaching and learning

Challenge
- Key concepts
- What we already know

Empathise & Understand

Define & Ideate

Rapid prototyping & Iteration

Sharing & Feedback

Respond & Deliver

Outcome
- Artefact
- New knowledge
- Change in behaviour

- What is it we do not know about the problem?
- What information do we need to gather?
- What do people say, do, think, feel about this problem?

Tech: nQuire for students, ChoiCo, Sorbet

- How can we define the problem based on what people said?
- What are some prototypes we can create to help other people understand the problem?

Tech: ChoiCo, SorBET, MalT2, GearBot

- What is the prototype we will create?
- How can we iterate and improve it?

Tech: ChoiCo, SorBET, MalT2, GearBot

- What do other people think about our prototype?
- Can we make it work better?

Tech: nQuire for students

- What changes shall we do to my prototype following feedback?
- Are we ready to "deliver" it to my teacher?

Tech: ChoiCo, SorBET, MalT2, GearBot

Utilises Augmented Reality, 3D printing, Virtual Robotics, AI
through the educational tools created by the project partners

Malt2
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ChoiCo
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SorBET
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nQuire
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and enables automated and adaptable learner support within the ExtenDT2 Platform

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Deployed at scale across schools in six countries
Sweden, Greece, UK, Norway, Ireland, Belgium

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