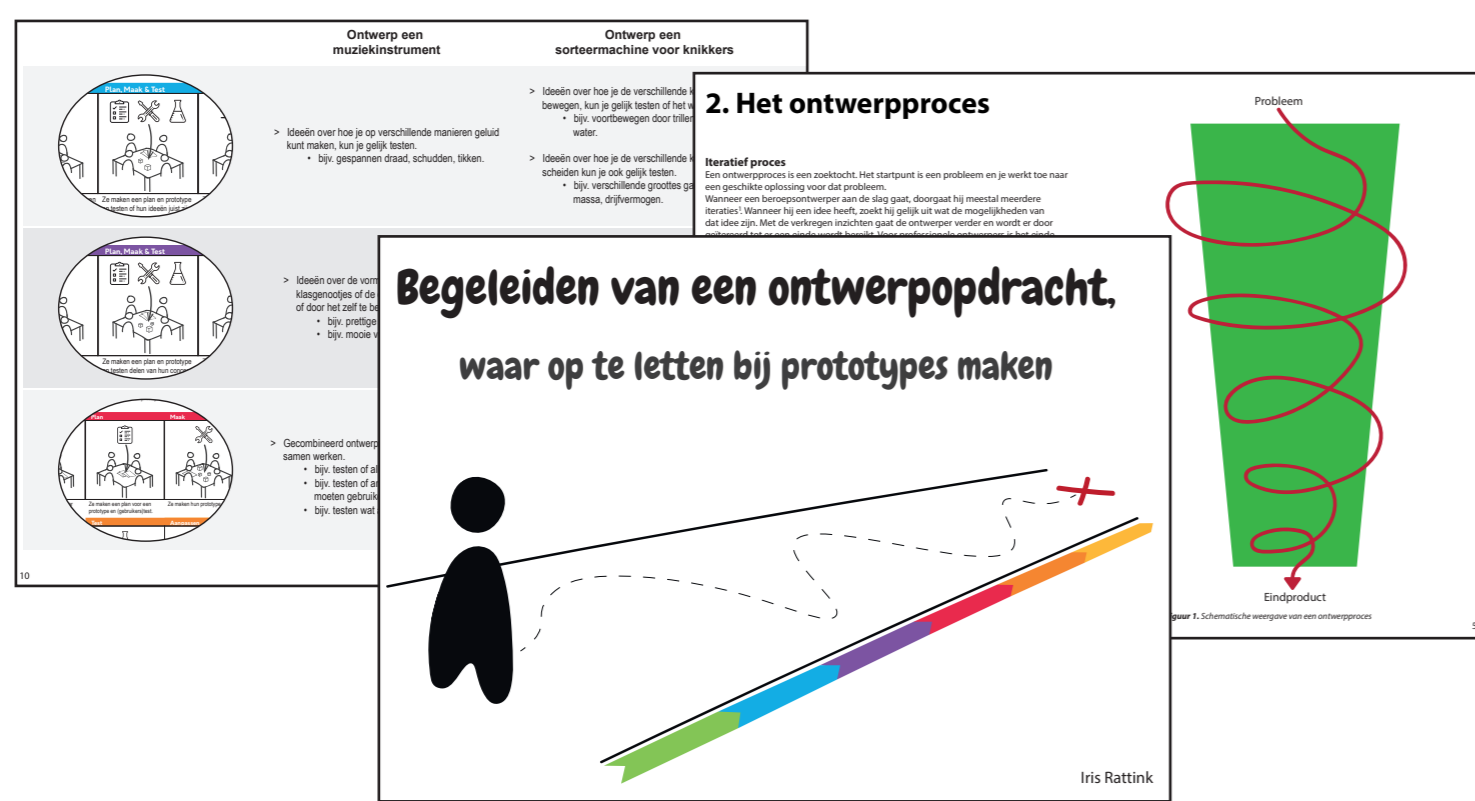


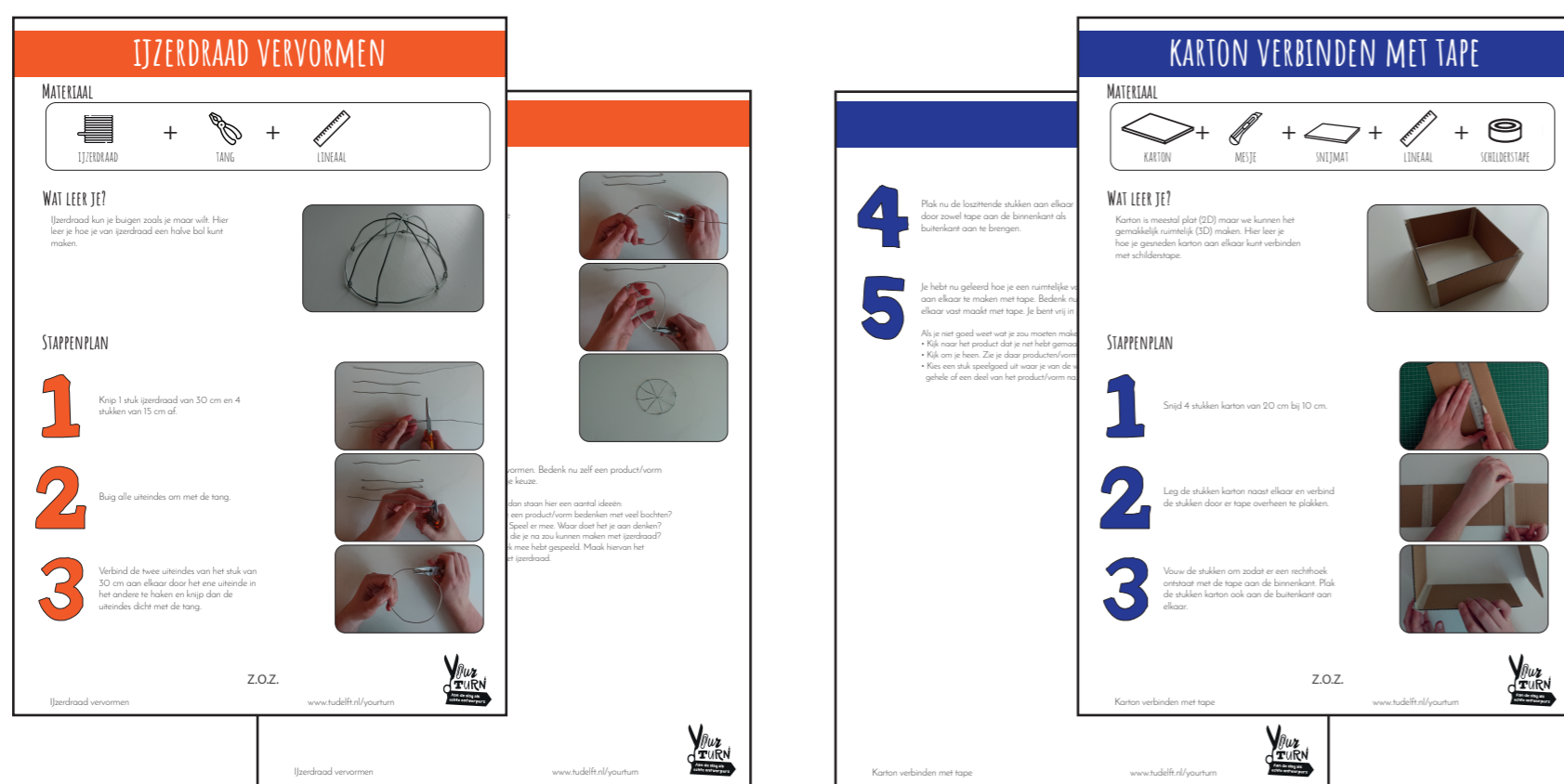
# Meaningful prototyping in Primary Education

tools to help teachers and children to use prototyping in a meaningful way



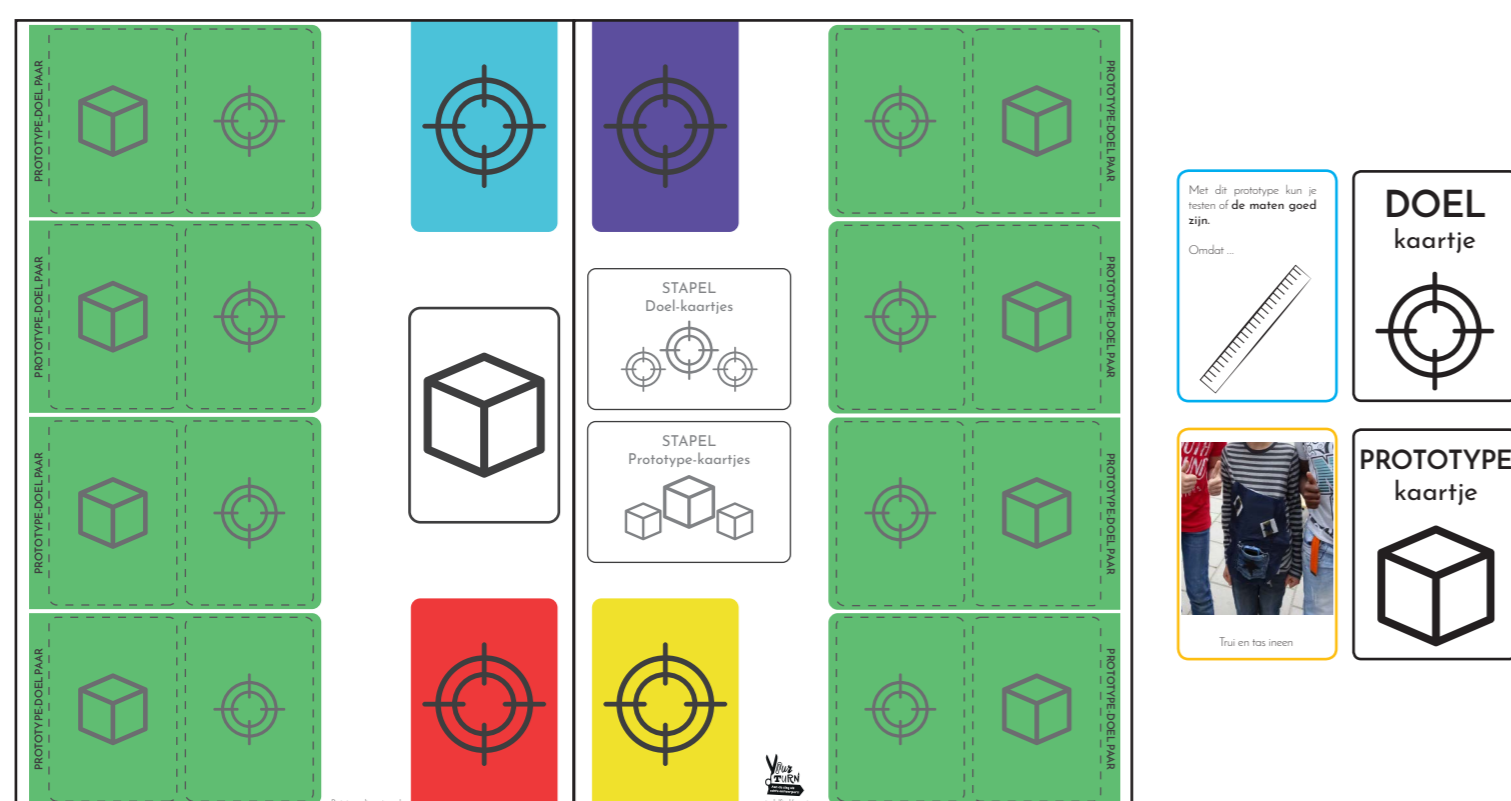
## Info booklet

Booklet for teachers providing information about the role of prototyping in a design process. The booklet also provides examples and information about the tools developed in this project that can be used in class when prototyping.



## Skill tool

Tool for children to learn practical, technical making skills needed for prototyping. The skills are material driven and involve the following main materials: cardboard, toilet rolls, straws, paper clips, chopsticks and iron wire.

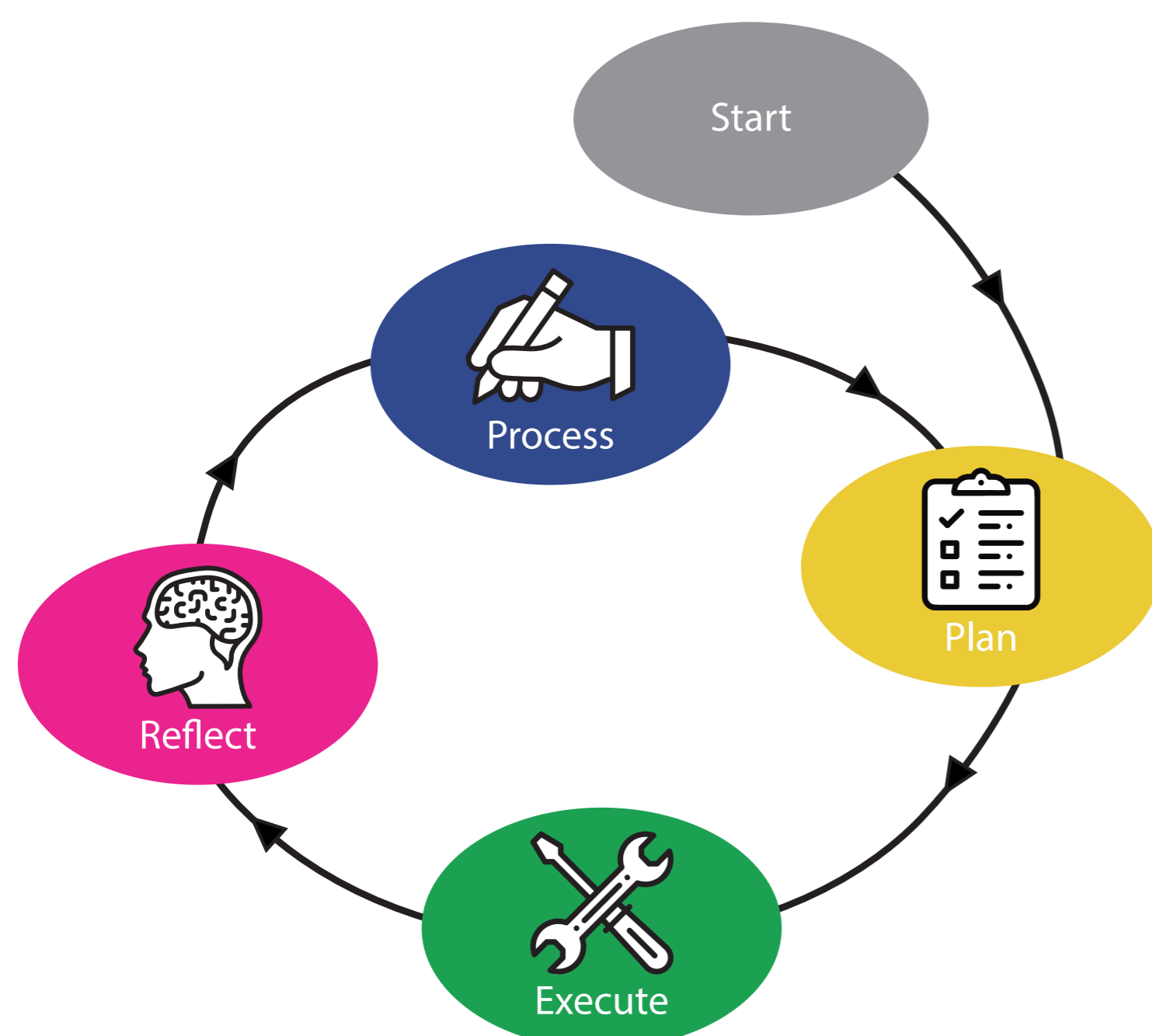
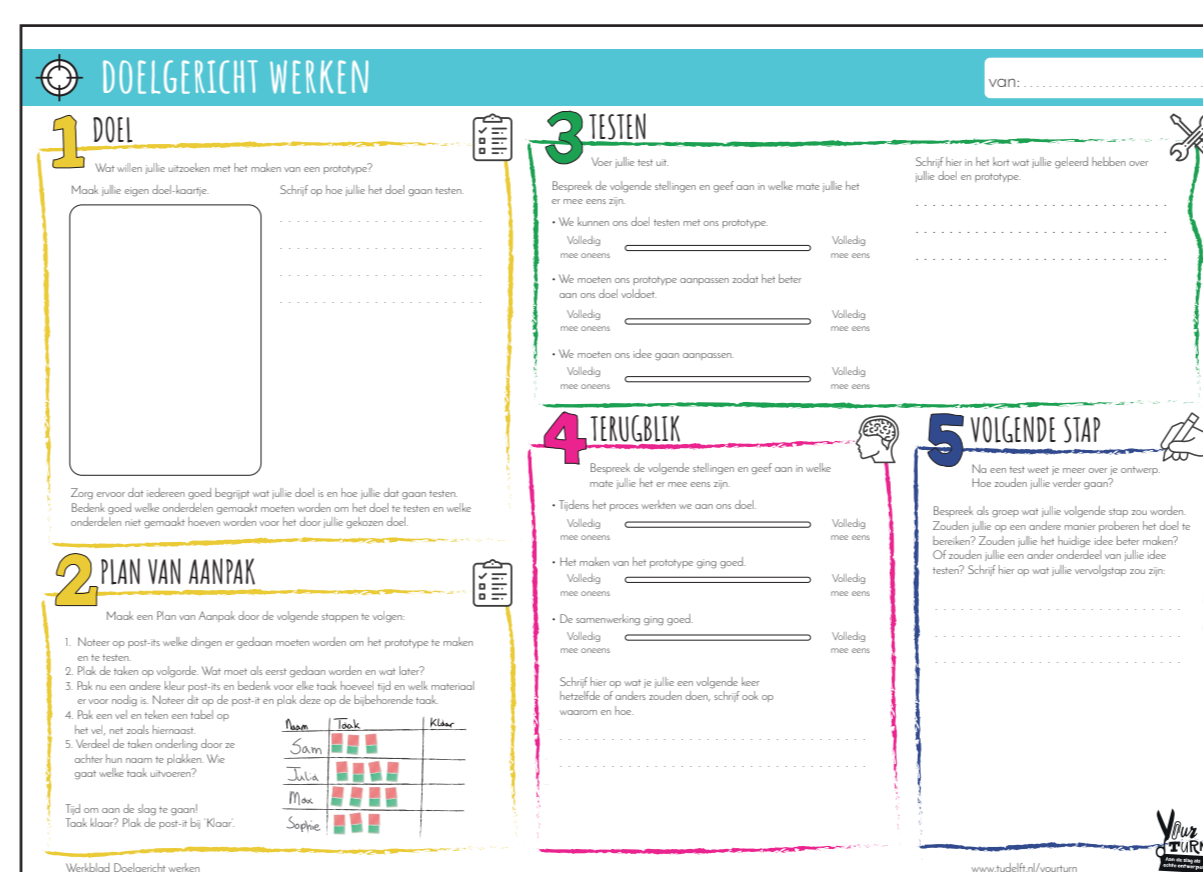


## Prototype-discussion-game

Tool for children to learn about different goals prototypes can have. Children have to connect goal-cards to prototype-cards and provide arguments for their choices.

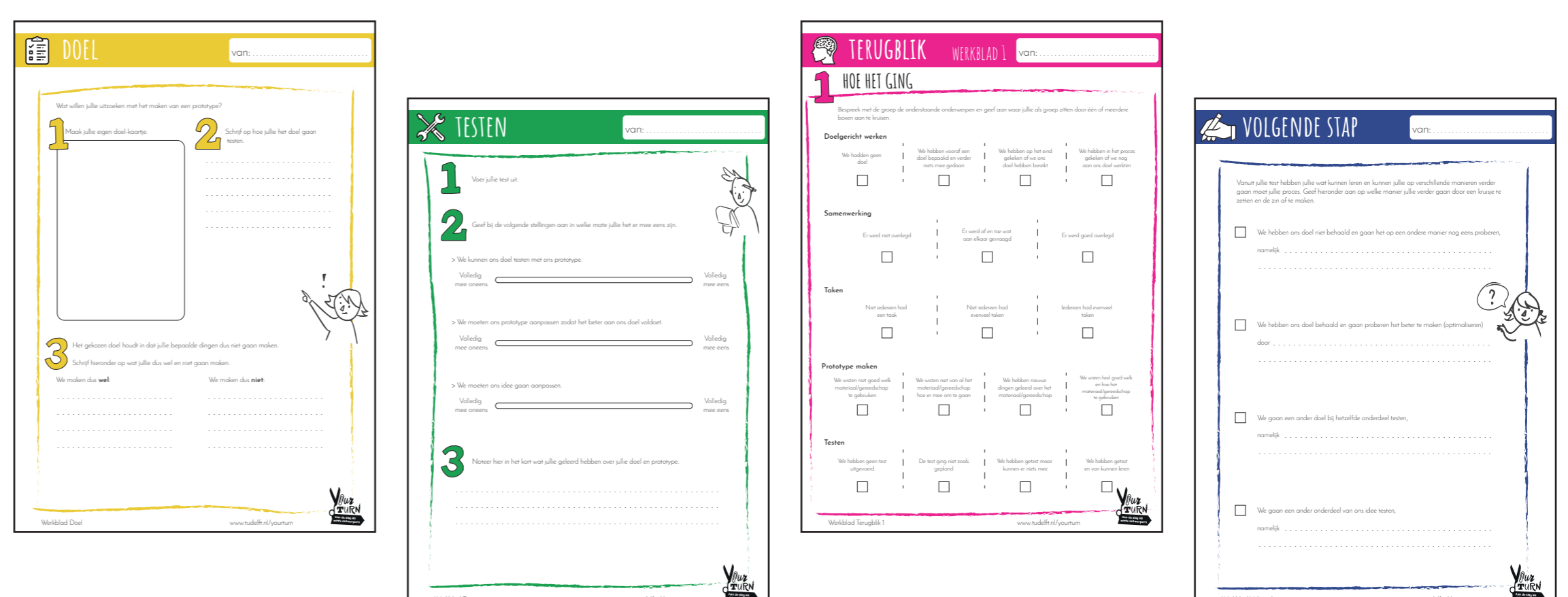
## Iteration tool - Short version

Tool for children to learn to purposefully prototype. They are guided through the stages of the iteration cycle (see below) but end with a hypothetical next step.



## Iteration tool - Extended version

Tool for children to iterate by making multiple prototypes. The children use the worksheets and go through the iteration cycle multiple times. Each time they purposefully prototype (part of) their idea.



Iris Rattink  
Meaningful prototyping in Primary Education  
June 25 2020  
Design for Interaction

**Committee**  
Ir. I.A. Ruiter - chair  
E.M. Haagsman - mentor  
Dr.ir. R.M. Klapwijk - company mentor  
**Company**  
Wetenschapsknooppunt TU Delft

