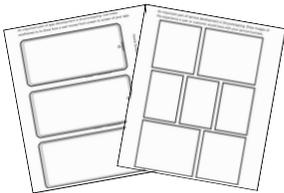


# EXTENSIONS

Time: 15-30 mins

Extensions can be used during the ESTEAM Design Challenge or as a separate ACTIVITY in additional sessions. Each extension is 15 - 30 minutes

## PROTOTYPING FOR APPS AND SERVICES



Students create a 2D prototype using a graphic organizer. It can be part of their 3D prototype or be a new solution to the challenge.

[go.venturelab.org/proto](http://go.venturelab.org/proto)

## TEST, FEEDBACK, ITERATE



Students make iterations, or changes, to their prototype based on feedback. Pair up students / groups to use the pages found at

[go.venturelab.org/EXT-ES](http://go.venturelab.org/EXT-ES).

## MARKET RESEARCH



Students do internet research to learn if their idea is unique. Pair up students / groups to use the pages found at [go.venturelab.org/EXT-ES](http://go.venturelab.org/EXT-ES).

## REVENUE GENERATION + BUSINESS MODEL



Students find different ways to make money and create a one page business model.

Pair up students / groups to use the pages found at [go.venturelab.org/EXT-ES](http://go.venturelab.org/EXT-ES).