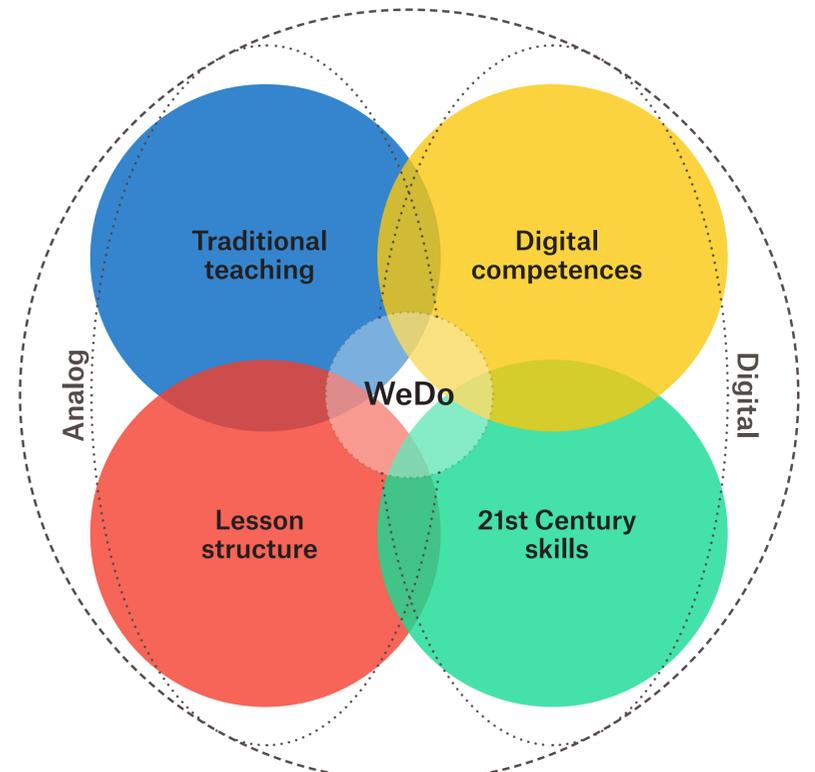


Brief: How might we use play to make elementary teachers feel more comfortable using future physical technologies?
 A project by: Gioia Arieti, Lorenzo Bigatti, Ignacio Piedras Madrazo, Mairiclaire MacDonald, Madison Scheper, Wu Weina

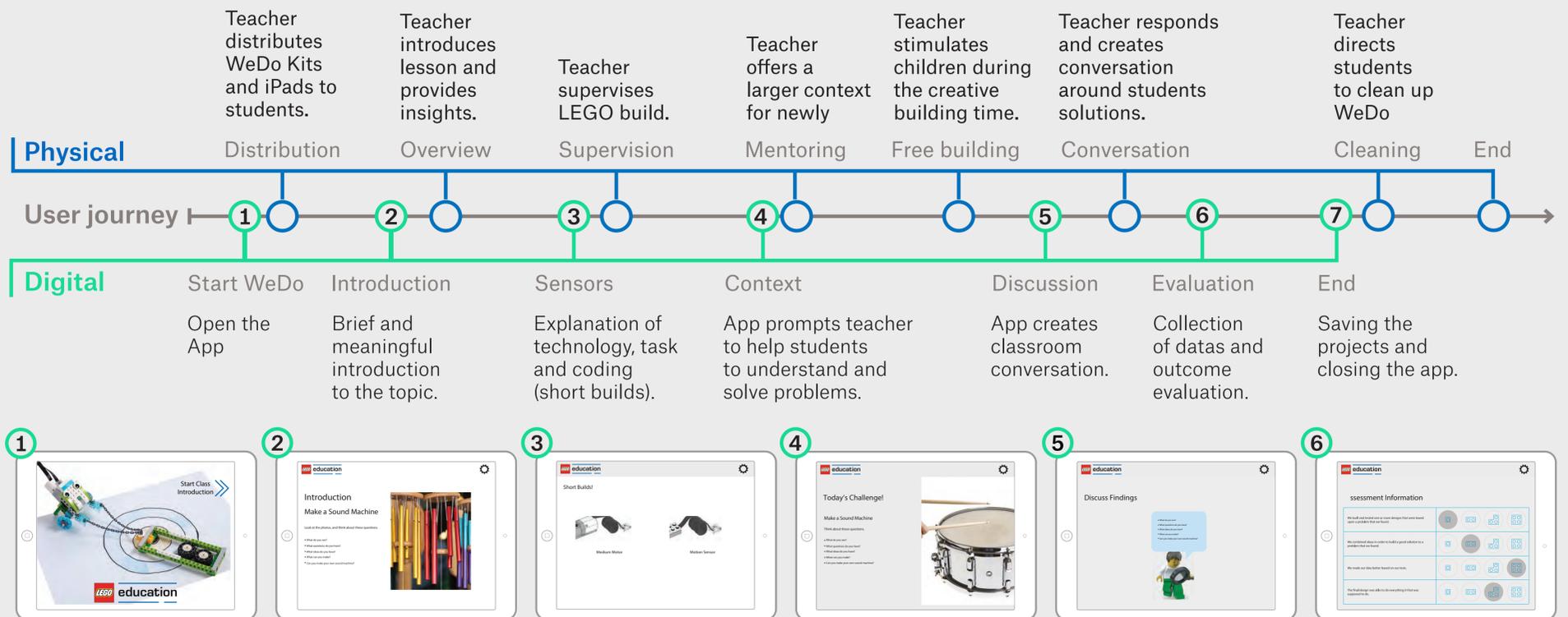
WeDo is a fresh perspective for futureproofing education. By designing an ecosystem, WeDo provides an innovative approach to teaching 21st century skills & critical thinking. Mentoring through exploration and play, teachers can create context and meet learning objectives. WeDo bridges the gap between traditional teaching methods and digital competencies.



WeDo Ecosystem

Lesson structure, user journey & teacher engagement.

By redefining the lesson structure we ensure that the teacher maintains an active mentorship role and engages the students through play. WeDo works as a facilitator for the teachers' activities, aiding them to create dynamic lessons that inspires innovation through design thinking. The lesson generates conversations between teachers and students incorporating meaningful construction time with coding and creative activities.



WeMove
 This is the powerful muscle that create a dynamic and playful lesson.

WeThink
 This is the brain of the WeDo experience. A powerful tool to create innovative learning.

WeChange
 Tilting and detecting position to create engagement with the teaching environment.

WeDiscover
 Through the eyes we can observe the world around us to create unique and meaningful interaction.

WeDo/together
 200 bricks,
 endless possibilities