

## What are *Materials & Resources*?

Materials and resources refer to a wide range of resources (e.g., financial, physical, human, and other educational resources) and various forms and formats of materials (e.g., physical or digital lesson plans and activity plans) that are needed or related to support teaching and learning.

## Guidelines for *Materials & Resources* Component

### **Think about materials and resources that are needed and are related to teaching and learning in your context.**

- Consider financial resources, such as public funding of individual schools.
- Take into account human resources, such as teachers, school leaders and other administrators.
- Be aware of physical resources, such as location, buildings and equipment.
- Keep in mind any other relevant resources, such as time availability, pedagogy, curriculum materials, and lesson and activity plans.
- Consider online supporting materials for students that leverage technologies and resources and support classroom implementations, e.g., video tutorials, brief and extensive manuals, and guidelines for the technologies and educational resources.
- Consider teacher training materials, e.g. tutorials, presentations, exercises, templates/lesson plans, examples of use, and videos.

Examples: These can include any spoken, written or visual text or activity used or conducted in learning and teaching, such as textbooks, novels, films, plays, interactive simulations, educational websites, multimedia presentations, and digital learning resources, including video, audio, text, animations, images, lectures, speeches, and performances.

### **Select and prepare suitable teaching and learning materials & resources.**

- Recognise that the pursuit of efficiency and equity can go hand in hand when it comes to the allocation of materials and resources.
- Consider the words, behaviour, images or themes of the materials and resources.
- Check and ensure the teaching/learning materials and resources about religious and cultural beliefs and practices are handled with sensitivity.
- Ensure the teaching/learning materials and resources are appropriate to the age group of students.
- Check the reference to the curricula and align them with educational objectives.

- Consider using Design Thinking (DT) Activity Plan Template<sup>1</sup> for organising and implementing a DT activity in the classroom with Emerging Technologies (ET).
- Consider using the Co-creation Planet Platform<sup>2</sup> to guide teachers through the different phases of developing a digital-based DT intervention using the DT methodology.
- Advise the resources available on the Exten.(D.T.)<sup>2</sup> website<sup>3</sup> about the use of specific technologies for supporting DT activities.

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<sup>1</sup> See the Activity Plan Template: [https://extendt2.files.wordpress.com/2023/03/extendt2\\_deliverable-5.1-report-on-the-activity-plans-for-school-interventions\\_final.pdf](https://extendt2.files.wordpress.com/2023/03/extendt2_deliverable-5.1-report-on-the-activity-plans-for-school-interventions_final.pdf)

<sup>2</sup> This is originally created to coach university students during a DT process. <http://cocreationplanet.eu/>

<sup>3</sup> <https://extendt2.eu/>