

# Conquer the Classroom Through Technology

## DIGITAL LITERACY

- Develop digital skills to contribute to our digital society
- Relies heavily on one's interest, attitudes and abilities
- Create and communicate with others



## DESIGN-THINKING APPROACH

- Human centered
- Have users be directly involved in the process
- Five steps to success

### 1. EMPATHIZE

- Prioritize your students' needs
- Take into consideration of their different learning styles
- Ensure everyone has an equal chance at success



### 2. DEFINE

- Do some research on your students' needs
- Start small and define the challenge
- What is the greatest good for the greatest number?

### 3. IDEATE

- Use a mind map & think aloud to organize your thoughts
- Refer to the SECTIONS model to evaluate your tool
- What features and characteristics will ease the process?



### 4. PROTOTYPE

- Try out the tool for yourself
- Create a tangible example for your students
- Refine your creations by sharing experiences

### 5. CONNECT

- Ensure the tool aligns with curriculum expectations
- Create a clear and concise list for learners

