DESIGNING EFFECTIVE DIGITAL-AGE PROJECTS FOR EQUITY, INQUIRY, AND LITERACY

REFLECTION QUESTIONS

LAUNCH PROJECT
Spark curiosity, create need-to-knows and connect prior knowledge

**Equity**
How can you connect the project to students’ culture, social location, and family traditions?

**Inquiry**
How can the launch spark students’ curiosity to engage in the project and want to learn more of the content?

**Literacy**
How can students formulate and comprehend questions?

BUILD KNOWLEDGE, UNDERSTANDING, & SKILLS
Acquire new knowledge/skills and investigate need-to-know questions

**Equity**
How can students have access to resources and information to build content and understanding?

**Inquiry**
How can students determine reliable information?

**Literacy**
How are you using digital tools to build the essential skills of listening, speaking, reading, and writing?

DEVELOP & CRITIQUE
Apply learning to create a product or solution and improve with feedback

**Equity**
How can students use available resources and assets to develop the product/presentation?

**Inquiry**
How can students use questions to critique each other’s product/presentation?

**Literacy**
How can students actively receive (listen) and give (speak or write) feedback to improve work through iterations?

PRESENT PRODUCTS
Share results with an authentic audience and reflect on growth

**Equity**
How can students present to authentic audiences that are directly impacted by their product?

**Inquiry**
How can students use audience engagement to reflect on their own growth as a learner, problem-solver, and thinker?

**Literacy**
How can students choose an appropriate mode to reach their audience?