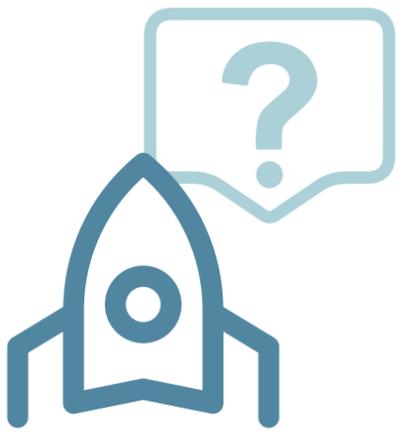# DESIGNING EFFECTIVE DIGITAL-AGE PROJECTS FOR EQUITY, INQUIRY, AND LITERACY

REFLECTION QUESTIONS

LAUNCH PROJECT

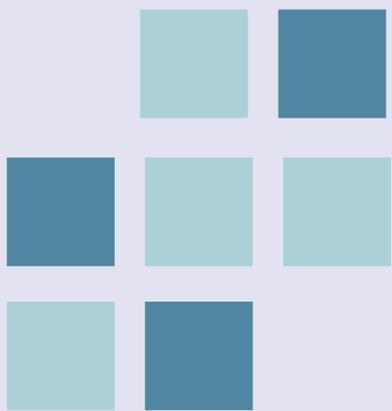Spark curiosity, create need-to-knows and connect prior knowledge

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?