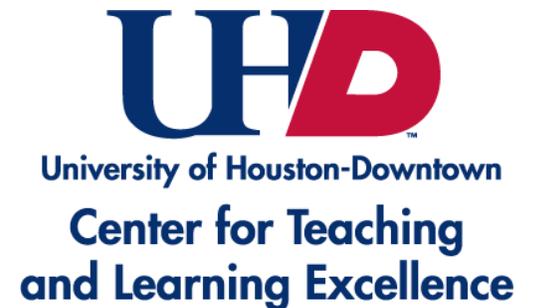


Digital Learning Workshop Series

# Cultivating Digital Fluency in the Classroom

WORKSHOP FOUR



# About this Workshop

## Our Team

**Dr. Gregory Dement**

Executive Director, CTLE

**Fabiola Vacatoledo**

Instructional Designer, CTLE

**Dr. Yolany Lagos-Banks**

Instructional Designer, CTLE

**Courtney Banks**

Graphic Designer, CTLE

## The Goal of this Workshop

Build awareness of Digital Fluency competencies and strategies for helping students enhance their digital fluency skills.

## The Outcomes:

- Attendees will be able to articulate relevant **Digital Fluency competencies** appropriate for their context.
- Attendees will be able to **implement a creative digital project or assignment** in their course using a specific technology tool available at UHD.

# Session Outline

Digital Fluency vs Digital Literacy

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**Discussion:** Where do you students struggle in these areas?

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Strategies for Enhancing Digital Fluency

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**Activity:** Pick a Strategy and Tool for Your Context

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Design Thinking Framework

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Resources

# What is Digital Fluency

The ability to create new content and solutions using digital tools, involving **critical thinking, problem-solving, and creativity**. It includes adapting to new technologies and effectively **communicating and collaborating** in a tech-driven world.

# What is Digital Literacy

The ability to understand and use digital tools and technologies. It involves **foundational technical skills** such as using computer systems, emails, websites, and other online applications. It is like being able to read, write, and **comprehend in the digital world.**

# Digital Literacy vs. Fluency

	Digital Literacy	Digital Fluency
Short Definition	<b>Understanding</b> and using digital tools and technologies	<b>Creating</b> new content and solutions using digital tools
Distinguishing Characteristics	<b>Basic</b> technical skills, comprehension, foundational knowledge	Critical thinking, problem-solving, creativity, adaptability
Practical Tasks	<ul style="list-style-type: none"><li>• Browsing and searching data, information and digital content,</li><li>• Protecting devices,</li><li>• File &amp; account management,</li><li>• Information literacy</li><li>• AI Literacy</li></ul>	<ul style="list-style-type: none"><li>• Developing digital content,</li><li>• Collaborating online,</li><li>• Adapting to new technologies,</li><li>• Creating multimedia presentations, Effective virtual communication,</li><li>• Design thinking</li></ul>

# DIGCOMP



## Information & Data Literacy

- Browsing, searching and filtering data, information and digital content
- Evaluating data, information, and digital content
- Managing data, information and digital content



## Communication & Collaboration

- Interacting through digital technologies
- Sharing information and content through digital technologies
- Engaging in citizenship through digital technologies
- Collaborating through digital technologies
- Netiquette
- Managing digital identity



## Digital Content Creation

- Digital Content Creation
- Developing Digital Content
- Integrating and re-elaborating digital content
- Copyright and licenses
- Programming



## Safety

- Protecting devices
- Protecting personal data and privacy
- Protecting health and well-being
- Protecting the environment

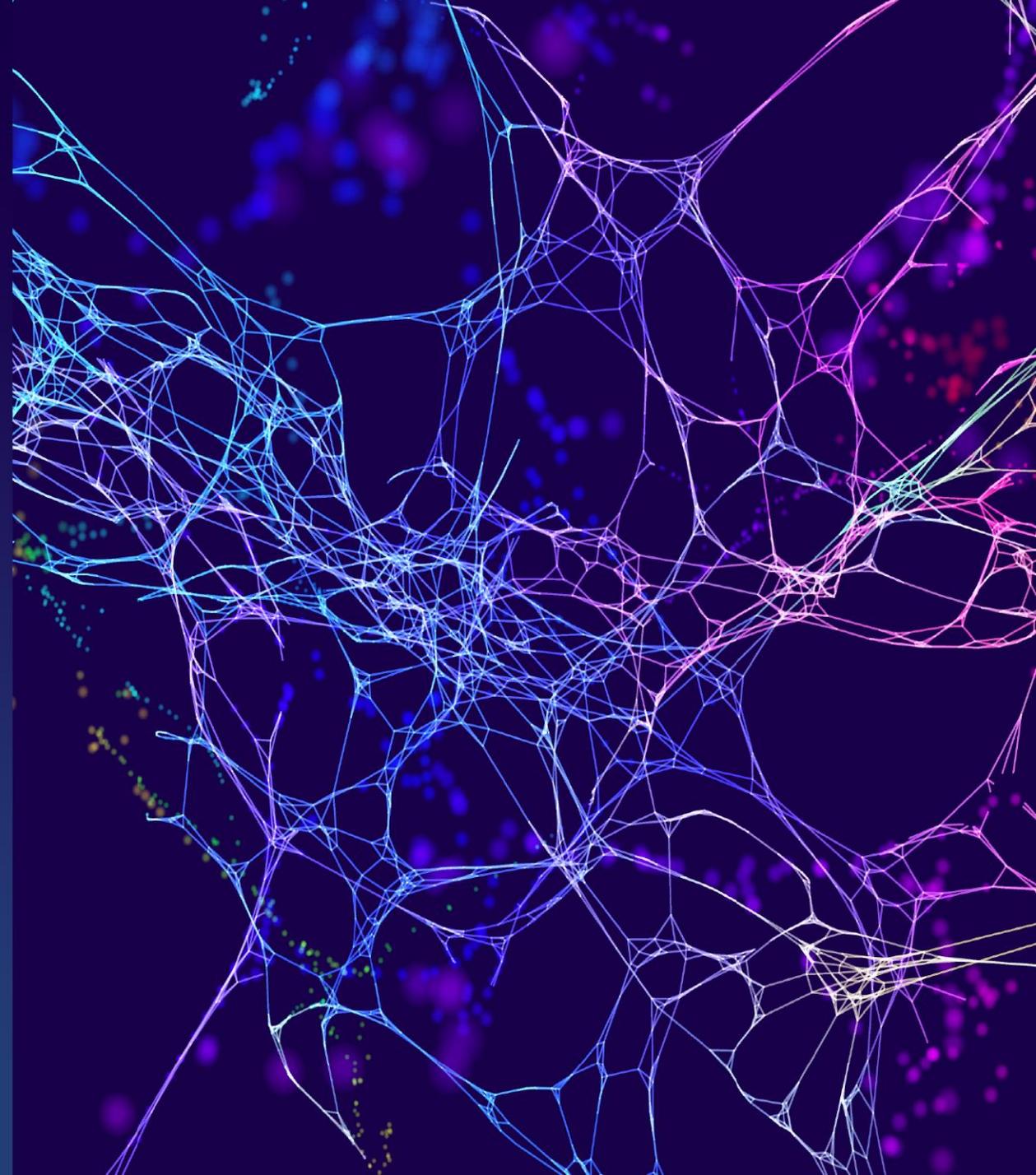


## Problem Solving

- Solving technical problems
- Identifying needs and technological responses
- Creatively using digital technologies
- Identifying digital competence gaps

# Think Pair Share

**Which areas of digital literacy surprised you that students were lacking in? Are there activities that you've implemented to improve digital literacy?**



# UHD Digital Literacy Resources

## CTLE Learning Continuity



### LC1: Communicate Transparently

Provide clear instructions detailing the purpose, task(s), and success criteria for assignments and activities.



### LC2: Normalize Digital Learning

Introduce and normalize use of the LMS and key digital learning tools.



### LC3: Emphasize Outcomes

Communicate how learning outcomes align with course activities, assignments, and assessments.



### LC4: Facilitate Discourse

Provide guidelines for digital and offline communication.



### LC5: Maintain Active Learning

Utilize active learning approaches that leverage digital learning tools.



### LC6: Provide Flexible Resources

Replace physical resources with flexible and accessible digital resources where possible.



### LC7: Highlight Academic Support

Refer students to academic support resources via an online course guide or syllabus.



### LC8: Design for Equity, Access, and Care

Design for equity, access, and care through incorporating universal design for learning (UDL) principles.

CTLE Learning Continuity Project Link: [bit.ly/4aObZta](https://bit.ly/4aObZta)

# Normalize Digital Learning to Enhance Digital Literacy

## Engage with Students in Canvas

- Provide tutorials and resources for navigating your course in Canvas.
- Follow Regular & Substantive Interaction (RSI) Policy
- Canvas Portal: [Resources for Recommended Course Components](#)

## Provide a Course Technology Guide

- Learning Continuity ([LC2- Pauline Blaimont](#))
- Be transparent about why you are using certain tech tools
- Provide guidelines for getting the most out of each tech tool

## Get Students Using Digital Tools Early

- Student introductions with a digital tool ([LC2 – Susan Henney](#))
- Digital Storyboard Introductions ([LC2 – Ed Cueva](#))
- Getting Started Escape Room ([LC2 – Meghan Minard](#))



**LC2: Normalize  
Digital Learning**

# Enhancing Digital Fluency in Students

## Student Activities that Integrate Technology

- Podcasts on focused topics
- Digital storytelling (Multimedia and Story Map deliverables)
- Collaborative blog
- Digital alternative to an essay/discussion (Voicethread, [Perusall – Cueva –LC5 Project](#))

## Blend Methodology with Technology

- Project-based learning to build information literacy skills
- Digital collaboration (Shared docs, Kialo Argument mapping)

## Encourage Good Netiquette

- Showing respect for others
- Content sharing, creating a positive digital footprint, and online privacy
- Instill healthy skepticism (Information Literacy)

# Challenges Teaching with Digital Modalities

## Isolation & Collaboration Challenges

Lack of in-person interaction can make students feel isolated and hinder spontaneous collaboration.

## Delayed Feedback

Professors find it difficult to provide immediate feedback and engage in real-time discussions.

## Connectivity Issues

Internet problems can disrupt and delay the learning process.

## Motivation Struggles

Students may find it hard to stay motivated with passive learning methods like livestreamed lectures and presentation decks.

## Technology Access

Not all students have access to essential technologies like reliable Wi-Fi, adequate devices, and necessary software.

# The Case for Creative Digital Projects

**"Students who know how to use creative digital tools can communicate, inform, and persuade more effectively."**

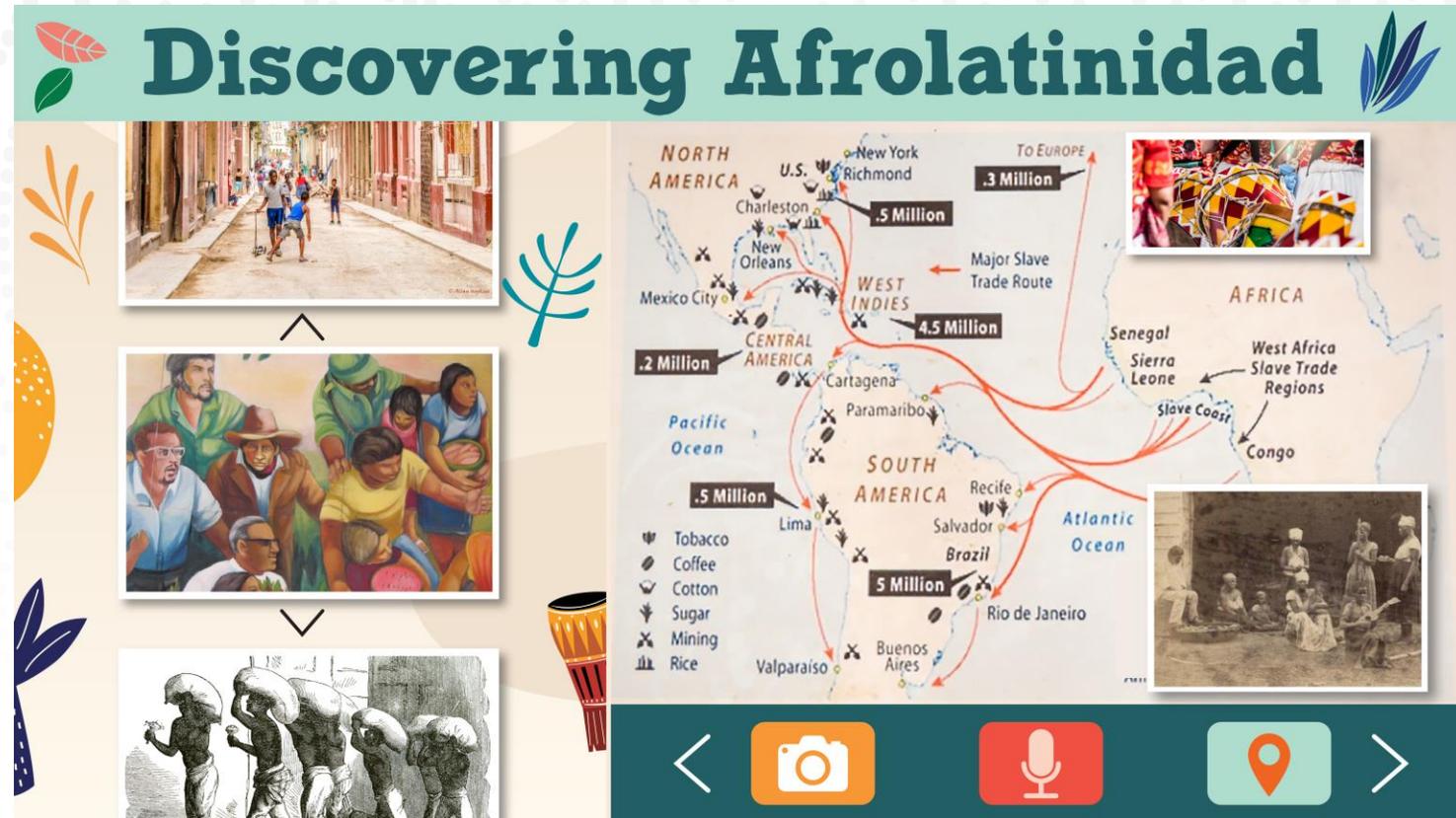
# Creative Digital Project Ideas and Tools

## Creative Digital Projects

- Video Essays for Literature Courses
- Interactive Lab Reports for Science Classes
- Animations to Explain Concepts for Math Classes
- Creation of a Digital Portfolio
- Digital Storytelling with [ArcGIS Story Maps](#)

## Relevant Tools

- Image and Video Editors
- Report & Presentation Apps
- Web and Mobile Design Apps
- Character Animators
- Collaborative Platforms



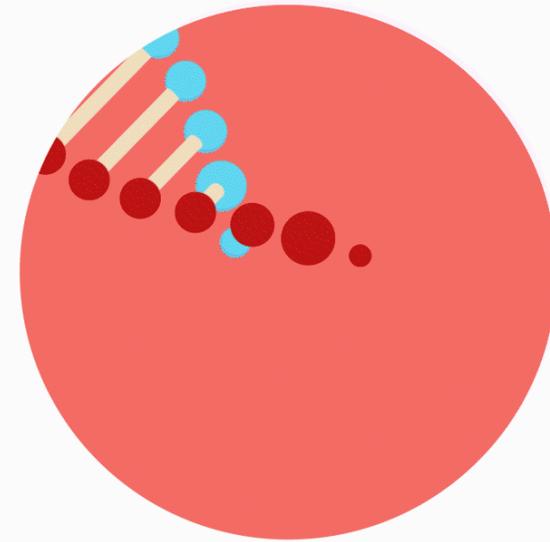
# Interactive Lab Reports for Science Classes

Tool Used: Adobe After Effects  
Prof. Saha

**Recreate this project using:**

- [Canva](#) or [Adobe Express](#)

## DNA ISOLATION



**MODULE 6:**  
DNA structure, transcription  
and translation

**MODULE 7:**  
Isolation of DNA from  
strawberries using a home kit

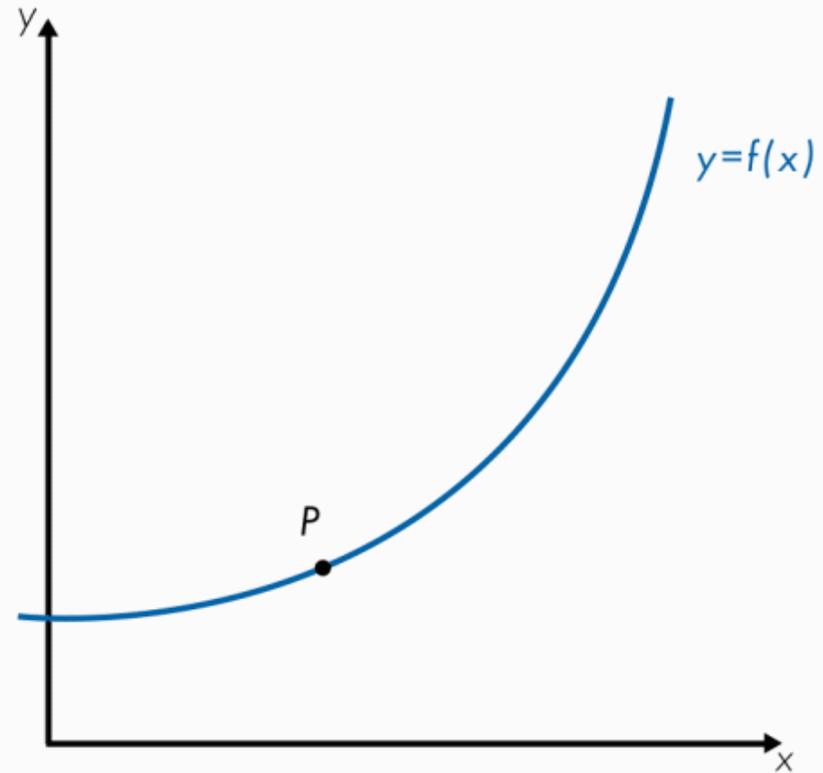
# Animations to Explain Concepts for Math Classes

Tool Used: Adobe After Effects

Prof. Ban

**Recreate this project using:**

- [Desmos | Secant Line to Tangent Line](#)
- Zoom



# Concept Infographic

Tool Used: Adobe Illustrator

## Recreate this project using:

- [Canva](#) or [Adobe Express](#)
- Or PowerPoint

# SIGNIFICANT FIGURES GUIDE

Rules for identifying significant figures (SIG FIGS)

1 Non-zero digits are always **SIGNIFICANT**

246.32

5 SIG FIGS

2 Final or ending zeros written to the **right** of the decimal point are **SIGNIFICANT**

355.6700

7 SIG FIGS

3 Zeros written on either side of the decimal point for the purpose of spacing the decimal point (place value holders) are **NOT SIGNIFICANT**

32,000

2 SIG FIGS

0.0001

1 SIG FIG

0.004560

4 SIG FIGS

4 Zeros written **between** significant figures are **SIGNIFICANT**

7004.040200

10 SIG FIGS

350.670

6 SIG FIGS

# Algebra Final Review

## Single Page Webpage Study Guide

Tool Used: Adobe Express

### Recreate this project using:

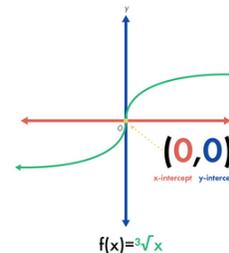
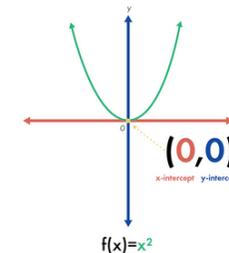
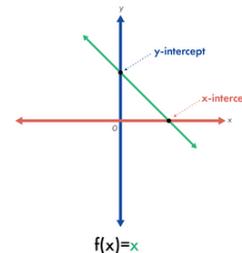
- [Adobe Express Webpage](#)
- Microsoft Sway Page

### Graphing Equations

#### Intercepts (Problems 1,4)

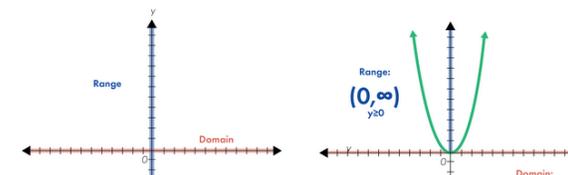
**X Intercept:** where the graph of an equation crosses the x-axis

**Y Intercept:** where the graph of an equation crosses the y-axis



#### Domain and Range (Problem 2)

Domain is all the values that go into a function (x-values), and the range is all the values that come out (y-values)



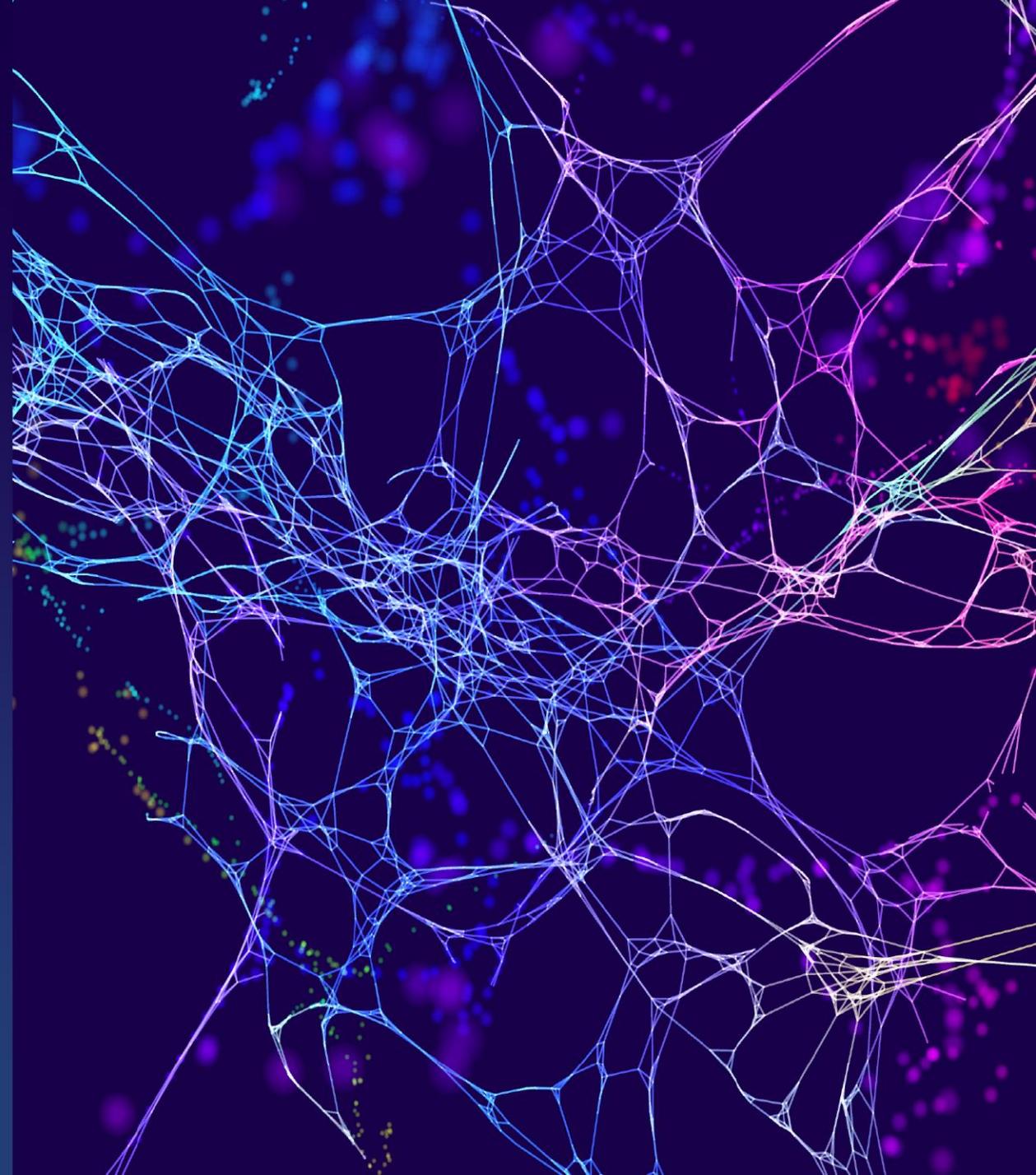


# UHD Tool Selection Checklist

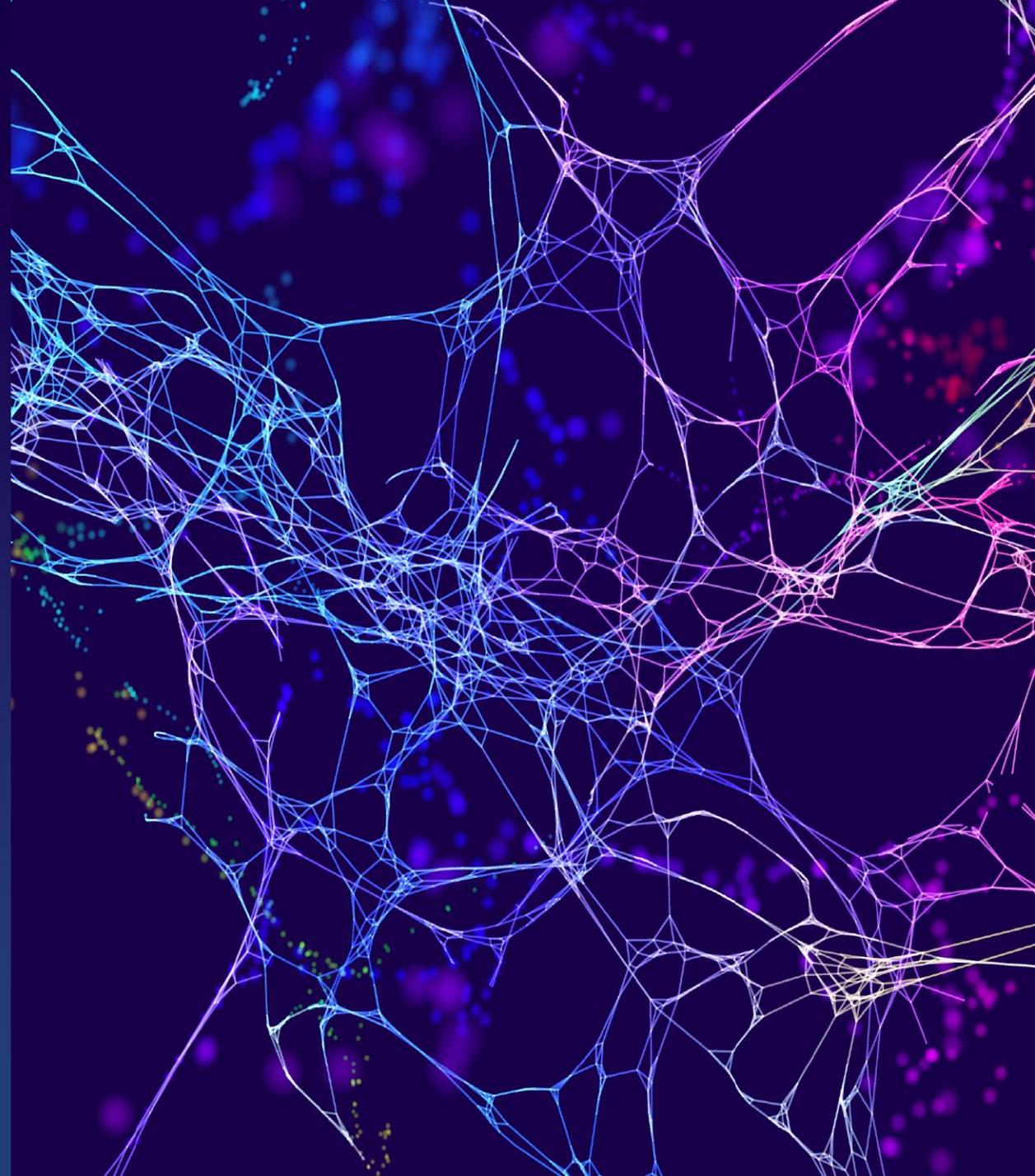
Digital Tools	Purpose	Learn More
Adobe CC Cloud	Graphic & Video Creation	Contact Department
Voicethread	Interactive collaboration and sharing tool	<a href="#">VoiceThread Resources at UHD</a>
Perusall	Interactive social learning platform	<a href="#">Perusall: Getting Started</a>
Zoom	Video conferencing / Lecture Capture	<a href="#">What is Zoom</a>
Panopto	Video Editing / Posting	<a href="#">What is Panopto</a>
Canvas	Study, post, collaborate	<a href="#">Canvas Support and Resources</a>
Office 365	<b>Office Suite</b> – Word, Excel, PowerPoint <b>Teams</b> – Sharing, collaborating <b>Sway</b> – Create interactive reports and presentations <b>Engage</b> – Share info and organize around projects <b>Visio</b> – Communicate complex information visually <b>Clipchamp</b> – Make and edit videos <b>Loop</b> – Think, plan, and create together	<a href="#">Microsoft 365 Training</a>

# Activity

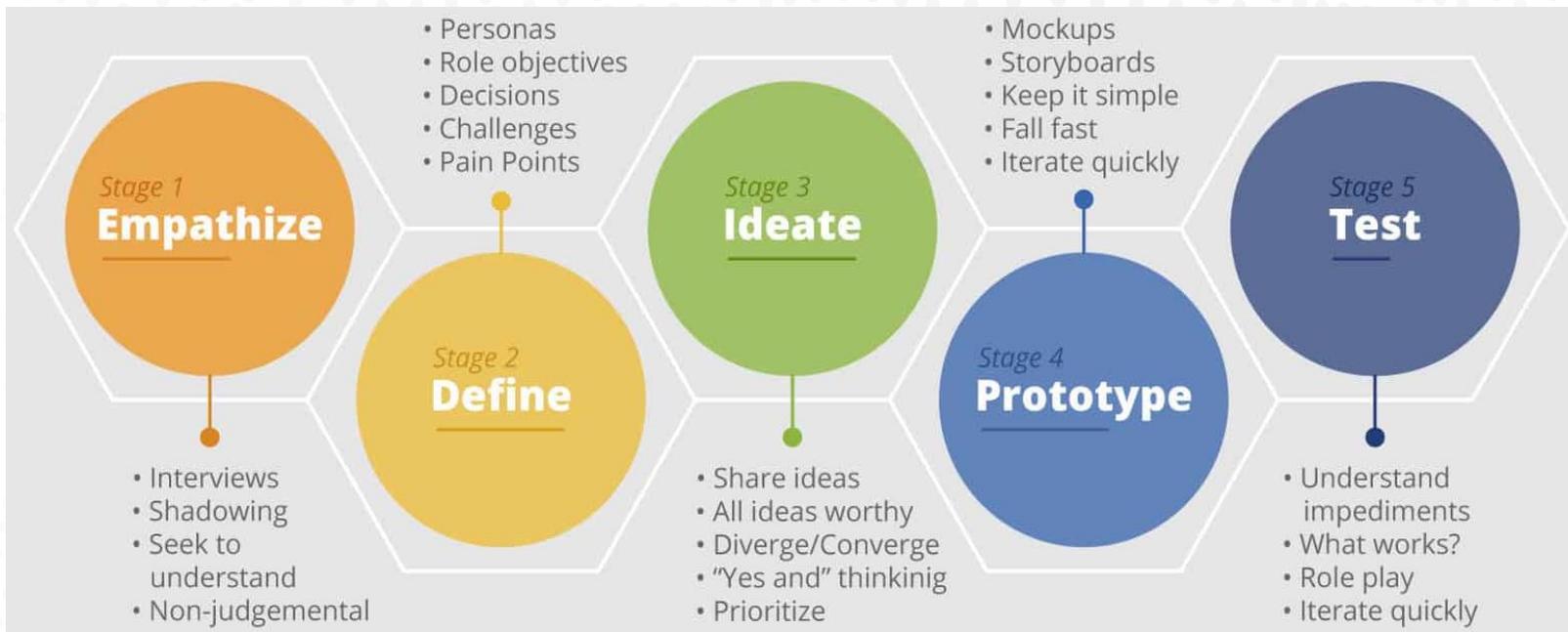
1. Pick a target course you would like to focus on.
2. Write down several creative digital tasks or projects that students might do, or already do, in your class.
3. List the digital tools students need to use for this task or project.
4. Share your ideas with your table.



# Design Thinking



# Design Thinking Framework and Digital Fluency

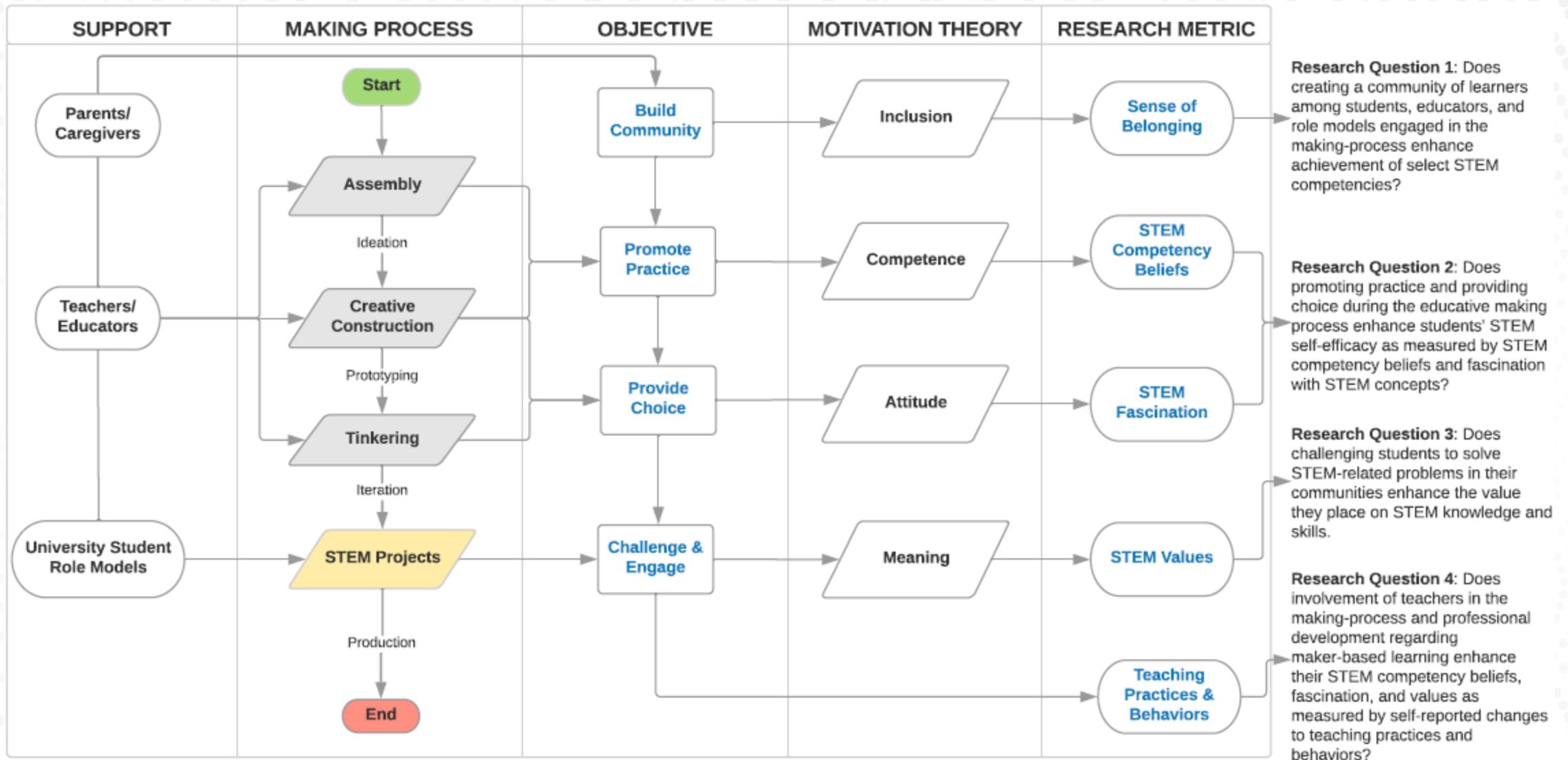


## Design Thinking is Inherently Human-Centered

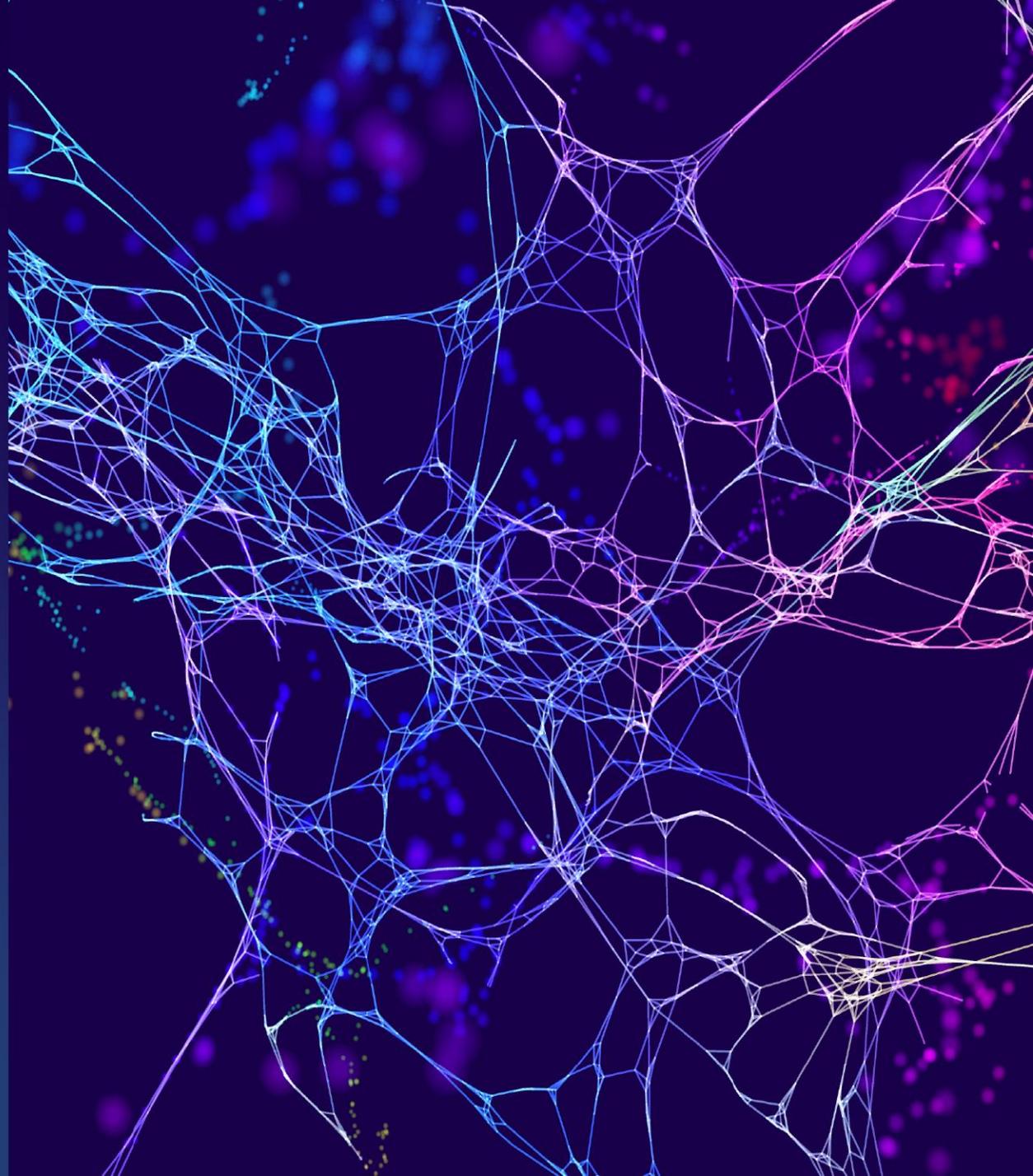
### The process enables:

- Scaffolded Learning
- Decelerated Pedagogy
- Building Self-Efficacy
- Flexible Implementation
- AI-Resistance
- Tech Industry Processes

# Design Thinking Pedagogical Design



# Digital Fluency Resources



# UHD Digital Literacy Resources



W.I. Dykes Library

Library / Research Guides / UHD Faculty & Staff / Information Literacy Student Learning Outcomes / Student Learning Outcomes

Information Literacy Student Learning Outcomes: Student Learning Outcomes

Student Learning Outcomes

ACRL Framework for Information Literacy

Course Integration

ACCESS

Learning Outcomes

Instructional Material



ACCESS

Understands the role of the library in college learning. **(IV)**

Understands the various modes in which information is created, processed, distributed and ultimately located using curation tools like library databases, search engines and other digital repositories. **(SS)**

Recognize issues of access or lack of access to information sources. **(IV)**

Understands how and why some individuals or groups may be underrepresented or systematically marginalized within the systems that produce and disseminate information. **(IV)**

INQUIRY

Learning Outcomes

Instructional material



INQUIRY

Interpret an assignment so as to determine required research parameters. **(RI)**

Identify problems and questions related to their topic as a basis for developing a legitimate research question. **(RI)**

Synthesize ideas gathered from multiple resources and develops own point of view based on supportive evidence. **(RI)**

Analyzes gathered information for conflicting information or gaps in knowledge and formulate additional questions for research to address those weaknesses. **(RI)**

SEARCH

Learning Outcomes

Instructional Material



SEARCH

Break down a research question by identifying key concepts, synonyms and related terms appropriate for a search query. **(SS)**

Match information needs and search strategies to appropriate search tools. **(SS)**

Read a search results page and refines search strategies as necessary, based on search results. **(SS)**

Use different types of searching language appropriately and effectively apply search techniques such as truncation, phrase searching and database filters. **(SS)**

## Information Literacy Student Learning Outcomes Research Guide

Research Guide Link:

[library.uhd.edu/ilslc](http://library.uhd.edu/ilslc)

Librarian Contact:

Jesús Serrato | [serratoj@uhd.edu](mailto:serratoj@uhd.edu)

# Popular External Digital Literacy Resources



## Google Products

productivity and  
collaboration tools



## Canva

Content Creation Tool



## Padlet

Visual Collaboration



## Adobe Express

Content Creation Tool



## Miro

Digital Communication

# External Digital Literacy Resources | Adobe



 **Adobe for Education**

- [What is digital literacy?](#)
- [How to improve digital literacy skills](#)

## Professional Development

- [Cultivating Digital Literacy Course | 3 Hours](#)

Wednesday, November 6, 2024

**Adobe Digital Literacy Café Webinars:** [Exploring In-class Exercises and Lesson Plans that Integrate Generative AI](#)

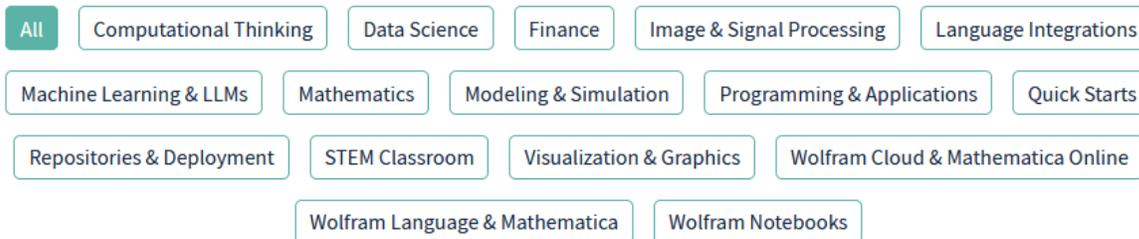
# Digital Literacy Resources | Wolfram



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