

The screenshot shows a Heptabase dashboard with several cards arranged in a grid. The cards include:

- Information software design can be seen as the design of a system's simulation**: A card with a blue header and orange text, containing a bulleted list about how software designs represent systems.
- Information software serves the human urge to learn**: A card with an orange header and blue text, containing a bulleted list about the purpose of computing.
- The purpose of computing is insight, not numbers. To discover insights from a system, we need to first model the system**: A card with a purple header and blue text, containing a bulleted list about the relationship between modeling and insight.
- Science and Engineering**: A card with a grey header and blue text, containing a bulleted list about the role of science and engineering in modeling.
- In Turtle Geometry, a math idea became a source of personal power to do something desired but inaccessible without this idea**: A card with a blue header and orange text, containing a bulleted list about the impact of mathematical concepts on learning.
- To get the computer to generate poetry, a student had to classify words and re-invent grammar. After doing so, she understood grammar and changed her relationship to it. It was "hers"**: A card with an orange header and blue text, containing a bulleted list about how a student used a computer to learn grammar.
- The right way is to understand it is not to talk about it, but to model it and explore it**: A card with a blue header and orange text, containing a bulleted list about the importance of modeling over mere discussion.
- The new kind of authoring literacy + children creating interactive tools**: A card with an orange header and blue text, containing a bulleted list about the evolution of literacy.
- It is extremely difficult for children to answer any question that requires two or more transformations**: A card with a green header and orange text, containing a bulleted list about the challenges of teaching multiple-step problem-solving.
- We need to teach how to package up transformations similar to strategic game like checkers**: A card with a blue header and orange text, containing a bulleted list about teaching algorithmic thinking.
- 20th century literacy = fluently and without pain build a system's simulation**: A large card on the right with an orange header and blue text, containing a bulleted list about the nature of 20th-century literacy.

The sidebar on the left includes icons for navigation, search, and a weather forecast (84°F, Partly cloudy). The top bar features links for ChatGPT, Heptabase, and a VPN icon. The bottom bar includes a search bar, file icons, and a date/time stamp (5/26/2024 9:15 PM).