

Scaffolding

Giving children support when they need it and help them move through their gaps of knowledge

Just-in-time Prompt



Give children "the support just when they need it" through introducing information and help buttons.

Informative Interaction



Initiating children's interactions and communication between their tutors, parents or even the technological prototype

Scaffold Choice of Own



Support children to become more aware and more responsible for their own activities online.

Decomposing

Break down somewhat complicated digital concepts into entities that are more approachable for children, and advocates child-centred discovery learning where children use what they already know, to acquire more knowledge

Storytelling



Support children to construct stories around digital concepts (e.g., elements of algorithm) based on concepts that they are familiar with.

Loopy Music, teaches that a Loop is "something that happens over and over again."

Gamification



Breaking down digital concepts into game elements that children are more familiar with. Help children become familiar with digital concepts through game playing.

Peer Support

Encouraging social interaction between children and their peers in order to promote their digital autonomy.

Peer Collaboration



Encourage children to work together to solve problems, complete tasks, or learn new concepts.

Peer Comparison

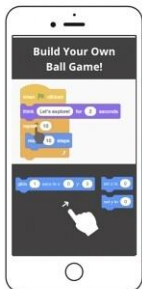


Encourage children to compare their works/performance with others to support their development.

Digital Playground

Encouraging children to freely interact with digital systems in more embodied ways, learning through playing.

Digital Playground



Support children to freely explore and interact with the physical artefacts around them, supporting children's learning through more embodied movement and activities.

Nudging

Imposing subtle design changes that could alter children's behaviors and reinforce positive ones

Default Options



Setting users' pre-set goals as default options. These pre-sets goals include online/offline time, content they want to see etc.

Pre-set Goals "Learn more Maths as watching YouTube videos"

Creating Friction



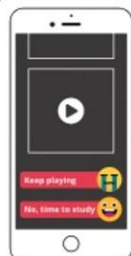
Use of extra activities or tasks to pause children's immediate next step.

Fear Alert



Use of fear messages to stop children - take protective measures or to refrain from activities that might harm themselves or others

Social Feedback



Attempt to alter children's behaviours based on the feedback or comment from others.