

Picture Books – ADST – Digital Citizenship

Picture books can be an entry point for all grade levels. Concepts such as design thinking, computational thinking, ideating, prototyping, making and reflection to evaluate design solutions.

Each book has a post-it with a capsule focus.



Start with the Basics:

DOLL-E 1.0 (McCloskey): Creative potential is in an entrepreneurial spirit. Innovation is part of design process. Talk about core competencies, thinking skills, personal awareness.

ZOM-BE A DESIGN THINKER (Fox): Want definitions of what all those terms are in ADST? This is the book for you – simple explanations and interactive with a class.

I NEED A PLAN! (Muia): Frog follows the steps of design, prototype, test, retest in the ADST process. Good example of imagination, creativity, perseverance, and tenacity (core competencies).

IZZY GIZMO (Jones, Ogilvie): Inventions are less about knowledge and more about persistence and tenacity (qualities of core competencies and ADST - prototype, test, retest, evaluate).

HOW TO CODE A SANDCASTLE (Funk): Pearl learns how to use code to create the perfect sandcastle. Concepts like sequences, loops, problem solving, test, retest, evaluate are explored.

GOLDILOCKS A HASHTAG CAUGHTIONARY TALE (Willis/Ross): Using social media to share, Goldilocks discovers it is a slippery slope. Connect to digital citizenship, core competencies – personal, self-regulation, self-awareness.

NERDY BIRDY TWEETS (Reynolds/Davies): Digital Citizenship focus. The question of “friends” is explored. In social media, are they really friends as you understand the term friend is used?