Learning Through Design
- People design products, creations, processes, systems, activities, models, and host of other outcomes.

Strategies used in problem solving are also used in Designing

Problem Solving through the Design of Games and Animations
- Scratch – manipulate digitized video and audio iStopMotion and Stagecast Creator – create animated movies and time-lapse recordings
- AgentSheets - "programming buddy"
- Musical Sketch Pad

Drawing Designs with SketchUp
- Computer-aided design tool
- Can make from 2D to 3D
- Walkthrough

Chapter 4

Testing Designs and Building Understanding with Simulation Software
- Supports students' thinking and early design planning
- Simulations make things more understandable, learable, and transferable
- Trebuchet Simulator

Exchanging Ideas Asynchronously
- Discussion Board
- VoiceThread

Exchanging Ideas Synchronously
- Instant Messaging

Sharing Ideas with Presentation
- PowerPoint
- Google Presentations
- Slideshare
- Prezi

Presentation Hardware
- Interactive Whiteboards

Videoconferencing

Broadcasting
- Podcasts
- Internet Radio

Communication tools can support learners in unique ways as they engage in reasoned dialogue, collaborate with remote and diverse audiences, and learn to express themselves in writing.

Producing content for an authentic audience rather than merely performing for a teacher gives students meaningful learning experiences.

Chapter 5

Communicating with Technologies
- Young people spend an average of 8.5hrs/day with overlapping media use

- Online discussions, chats, blogs, and Instant Messaging are not meant to replace face-to-face interactions