Transforming Digital Learning at Calgary Public Library

3 Parts of Digital Learning:

- Point-of-need Learning
- Foundational Digital Literacy
- Self-directed Learning

Teachable Moments: **CTRL-F / CMD-F** finds a piece of text within a page or document.

Computational Thinking

<table>
<thead>
<tr>
<th>Decompose</th>
<th>Pattern Matching</th>
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<tbody>
<tr>
<td>New Words</td>
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<tr>
<td><strong>Decompose</strong></td>
<td><strong>Pattern Matching</strong></td>
</tr>
<tr>
<td>&quot;Break a problem down into smaller pieces&quot;</td>
<td>&quot;Finding similarities between things&quot;</td>
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</tbody>
</table>

- **Abstraction**
  - "Pulling out specific differences to make one solution work for multiple problems"

- **Algorithm**
  - "A list of steps that you can follow to finish a task"

Perseverance, logic and problem solving are also vital.

Image source: code.org

Some useful sites:

- **Code.org** for online and offline coding lessons and resources
- **mediasmarts.ca** to learn more about evaluating information online
- **designthinkingforlibraries.com** for IDEO's Design Thinking Toolkit for Libraries

Contact us!

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