

Cell Phone Design Elements	Instructional Design Equivalents
e.g.: push notifications	e.g.: immediate teacher / peer feedback
Interactive	input -output; polls; one-question; constant low-stakes formative assessment; PearDeck; Nearpod
Social	Collaborative group-work; teams; cooperative learning
Games	<a href="#">Gamification of lessons</a> <a href="#">20 ways to gamify your teaching</a> <a href="#">12 examples of gamification in the classroom</a>
Badges/levels/streaks	Immediate feedback loop Karate Model: Predetermine skills, provide in advance, earn belts, stripes--Mastery-based assessments
Cumulative level up	Agglutinative progress tracking
Notifications/likes/reactions	<a href="#">How to increase the cognitive demand of lessons</a>
Reels/TikTok	Chunking materials
Live-Tweeting	"Go Live" Flipgrid
Utilize visual elements	<a href="#">How to avoid death by powerpoint</a>
"Infinite Scrolling"; elements of control	Playlists, allow/provision for interest based assignments, topic choices, students design assessments
unpredictability	Make class structures predictable, but build in unpredictability in instructional delivery, suspense, curiosity
Use visual cues, auto-play feature	Provision for <a href="#">self-paced work</a> and <a href="#">project based learning</a>