

Past research and observations have shown that elementary school teachers implement reflection in their classrooms as a means of reinforcing student thinking. Traditional reflection activities include "Think, Pair, Share," (also called "Pair, Share") which first involves a students working on a task individually, then coming together to share what they have learned. We hypothesized that the act of reflection could occur both individually and with other students by using new mobile technologies, such as tablets. In our study, we conducted observations, interviewed elementary school teachers, and held teacher workshops in order to come up with a set of design guidelines for an application that could be used to facilitate the act of capturing student thinking and reinforcing it through reflection. The application interface mimics that of a canvas, which allows the user (in this case, the student) to create media elements (examples include sketching, creating a text comment/annotation, recording video, taking pictures, and recording audio). The application supports dragging of these elements to come up with a meaningful composition. After creating these elements, a sharing option allows students to exchange and re-use media elements their fellow classmates have created. With this act of sharing elements, we hope to analyze how reflection can be supported through newer technologies that are integrated into the elementary school classroom setting.