The "Inclusion" Activity Types

Computing in the real-world typically is a team effort, where individuals of diverse backgrounds come together to create, modify, and maintain computational products. To provide students with different perspectives, educators must provide learning environments and activities which are inclusive and collaborative.

Table 1: "Inclusion" Activity Types

Activity Type	Brief Description	Possible Technologies
Seek/Analyze Diverse Input	Students seek out and analyze the perspectives of others with diverse backgrounds	Social networking sites, blogs (e.g. Edublogs), online discussion forum, messaging (e.g. Google Hangouts)
Evaluate Accessibility	Students evaluate the accessibility of a product or computational artifact	Web Accessibility Initiative, Wave Web Accessibility Evaluation Tool, Usability testing (i.e. Optimal Workshop), peer-review (i.e. NowComment)
Identify Bias	Students test for potential bias of a product or computational artifact	Usability testing (i.e. Optimal Workshop), peer-review (i.e. NowComment, publishing online (e.g. GitHub), webquest (e.g. Evaluating Sources)
Employ Self-advocacy	Students employ self-advocacy strategies	LMS (e.g. Schoology, Edmodo), Google Classroom, email, messaging (e.g. Remind), Q&A platform (e.g. Piazza)
Advocate for Others	Students advocate for the diverse needs of their peers	Online discussion forum (e.g. TodaysMeet), email, messaging (e.g. Remind), Q&A platform (e.g. Piazza)