**Design Challenge**

One design challenge is figuring out how to leverage new technologies to help individuals use their everyday knowledge to engage with scientific inquiry.

Science inquiry practices take the form of constructing explanations, assessing available sources of information to inform one's observations, testing hypotheses, and interpreting data or results (NRC, 2000).

**Design**

**Collaborative Engagement**

Public projects in SINQ allow for more collaborative engagement to be built in science learning. Learners' contributions of questions, hypotheses, and investigations are posted and are socially vetted.

**Social Vetting**

SM tools, such as Facebook™ have various voting mechanisms. However, beyond simple voting we believe that the reflection process is crucial for effective learning (Cahill et al., 2011) and is an important aspect in scaffolding in learning tools (e.g., Quintana et al., 2004). Therefore, SINQ is designed with prompts to promote reflections and elicit participation.

**Incremental Contributions**

We designed SINQ so that learners can enter into the science inquiry process at any point through contributions of questions, hypotheses, or investigation ideas to match the fluid nature of scientific inquiry. The system guides learners through the entire process regardless of where they start.

**Natural Inquiry**

Children need technologies that fit naturally into their daily lives and make science learning personally meaningful (Clegg et al., 2012). SINQ allows learners to enter an inquiry at the moment of inspiration. SINQ allows learners to capture photos of their interest, ask questions or develop a hypothesis based on what is recorded, and post the response to their networks.

**Recommendations for Social Media Learning Design**

- Use interdisciplinary design
- Codeign with children
- Developing with learning environment
- Social media as a learning tool
  - Strive for natural and mobile interaction design.
  - Distribute complex inquiry processes.
  - Provide natural scaffolding through SM feedback mechanisms.

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**References**


Icons designed by Jens Wendt from the Noon Project.