Today’s students and teachers are tech-savvy, so digital signage is a perfect communication solution for K-12 schools. But it can also be a teaching tool. Here are 10 ways you may not have thought about for fitting digital signage into your education strategy:

1. **INSTRUCTIONAL TECHNOLOGY**
   - Combining education and technology to enhance a curriculum is nothing new. Add digital signage into your technology mix to engage and educate students in new ways.

2. **INDIVIDUAL LEARNING STYLES**
   - Since some students are more visual learners, introducing topics and using data visualizations on large screens can help you reach them in the way they learn best.

3. **DIGITAL LITERACY**
   - A digital signage platform can be a fun new tool to teach students how to safely navigate the internet and present what they find in a digital format.

4. **EXPERIENTIAL LEARNING**
   - Let students take a hands-on approach to digital presentations. Ask them to create messages on a theme, advertise events and recognize each other’s work on displays.

5. **COOPERATIVE LEARNING**
   - Have student groups work together to learn how to create, manage and schedule daily announcements or lunch menus. They’re learning teamwork and a new technology.

6. **INSTRUCTIONAL SCAFFOLDING**
   - Introduce new topics in a series of slides on your digital signs. Present key terms, pose questions and use graphics to jump-start learning and prepare students for in-depth lessons.

7. **INFORMAL LEARNING**
   - Learning that occurs outside a traditional environment can reinforce what you’re covering in the classroom. Exposure to lesson topics in the hallways adds another layer of learning.

8. **PROJECT-BASED LEARNING**
   - Individuals or teams can collaborate on a digital signage campaign to show off their projects throughout the school. Whether it’s algebra or Shakespeare, students can get creative.

9. **DIGITAL STORYTELLING**
   - Use digital signage to tell educational stories in exciting ways. Show student-created video clips, timelines or cartoon panels to advertise and reward their efforts.

10. **GAMIFICATION**
    - Games and contests motivate students to do their best. Keep up the momentum with up-to-date progress and standings, and recognize game winners on your big screens.