

APPS FOR JUSTICE

Teacher's guide

Welcome to OJEN's Apps for Justice program—a creative, collaborative way for students to explore access to justice (A2J) through the lens of technology. Developed in partnership with the University of Ottawa's Faculty of Law and Professor Amy Salyzyn, this program invites students to think critically about real-world barriers to justice and imagine innovative solutions that use technology to overcome them.

You'll find two main paths to choose from, depending on your classroom goals:

- The 2-day version introduces students to A2J concepts and explores how technology can expand access to justice
- The full 5-day model takes the learning further, guiding students to design their own technology-based solutions or app concepts that directly target specific A2J challenges

Whether you have a couple of days or a full week, Apps for Justice is a flexible, thought-provoking way to connect law, innovation, and social impact in your classroom.

2-day lesson plan

Day 1: What is access to justice?

Materials

- Day 1 PowerPoint
- Computers
- A2J game worksheet (optional)

Learning objectives

- Define A2J and describe why it matters in Canada.
- Identify common legal problems Canadians face and explain why many people do not get legal help.
- Explore barriers to accessing justice through the A2J Game and reflect on personal experiences.
- Discuss how technology can help address A2J challenges.

Time	Activity
20 mins	What is A2J? (Slides 1–9)
30 mins	A2J game + worksheet (Slide 10) <i>Teacher's note: Can be done individually or in groups. Encourage students to put themselves in the characters' shoes.</i>
10 mins	Post-game discussion + program overview (Slides 11–12) <i>Teacher's note: Disregard and skip slides 13 and 14 as they relate to the long version of the program and do not apply to the short one.</i>

Day 2: Tech tools for justice

Materials

- Day 2 PowerPoint
- Computers (enough for 3 stations, one per station)

Learning objectives

- Identify and explain the potential benefits and risks of using technology to improve access to justice.
- Recognize a range of technologies that can be used to develop justice-oriented applications.
- Engage in hands-on exploration of selected technologies and evaluate the advantages and limitations of each.
- Explore entrepreneurship programs where students can apply their learning.

Time	Activity
10 mins	Introduction: benefits and risks of technology in A2J (Slides 1–5)
35 mins	Rotating through 3 technology stations (10 minutes each) (Slides 6–7)
5 mins	Group discussion (Slide 8)
15 mins	Explore entrepreneurship website (Slide 9) <i>Teacher's note: This can be optional if running out of time.</i>

5-day lesson plan

Day 1: What is access to justice?

Materials

- Day 1 PowerPoint
- Computers
- A2J game worksheet (optional)

Learning objectives

- Define A2J and describe why it matters in Canada.
- Identify common legal problems Canadians face and explain why many people do not get legal help.
- Explore barriers to accessing justice through the A2J Game and reflect on personal experiences.
- Discuss how technology can help address A2J challenges.
- Begin thinking about designing an “App for Justice” to make the legal system more accessible.

Time	Activity
20 mins	What is A2J? (Slides 1–9)
30 mins	A2J game + worksheet (Slide 10) <i>Teacher’s note: Can be done individually or in groups. Encourage students to put themselves in the characters’ shoes.</i>
10 mins	Post-game discussion + program overview (Slides 11–14)

Day 2: Tech tools for justice

Materials

- Day 2 PowerPoint
- Computers (enough for 3 stations, one per station)

Learning objectives

- Identify and explain the potential benefits and risks of using technology to improve access to justice.
- Recognize a range of technologies that can be used to develop justice-oriented applications.
- Engage in hands-on exploration of selected technologies and evaluate the advantages and limitations of each.
- Explore entrepreneurship programs where students can apply their learning.

Time	Activity
10 mins	Introduction: benefits and risks of technology in A2J (Slides 1–5)
35 mins	Rotating through 3 technology stations (10 minutes each) (Slides 6–7)
5 mins	Group discussion (Slide 8)
5 mins	Form student groups
10 mins	Start brainstorming app ideas (Slide 9) <i>Teacher's note: Remind students that they can base their app on the character they played in the A2J Game.</i>

Homework: groups should come to the next class with an idea for an app.

Day 3: Business tools for your app

Materials

- Day 3 PowerPoint
- Crash Course Value Proposition Canvas video
- Value Proposition Canvas worksheets

Learning objectives

- Identify and explain the purpose of the Business Model Canvas and Value Proposition Canvas in shaping a product or service.
- Analyze customer needs and map them to their app solution using the Value Proposition Canvas.
- Complete the Value Proposition Canvas worksheet to develop a clear and viable app idea.
- Create a one-line slogan that communicates the access-to-justice impact of their app.

Time	Activity
5 mins	Introduction, today's goals, and overview of the Business Model Canvas (Slides 1–3)
15 mins	" Crash Course Value Proposition Canvas " video (Slide 4)
30 mins	Complete the Value Proposition Canvas worksheet in groups (Slide 5)
5 - 10 mins	Create a one-line slogan for your app Optional: share slogans or discuss as a class

Optional homework: groups can refine their app ideas.

Day 4: Pitching 101: Sharing your app idea

Materials

- Day 4 PowerPoint
- Video player
- Computers
- Strategic partnerships list

Learning objectives

- Explain the structure and key elements of an effective 5-minute pitch.
- Develop a team pitch and demo.
- Collaborate to improve presentation skills, clarity, and persuasiveness.
- Explore the role of strategic partnerships in strengthening justice-oriented apps.

Time	Activity
10 mins	Introduction to pitching, including " The Secret to Successfully Pitching an Idea " video. (Slides 1–3)
10 mins	Essentials of a pitch and importance of strategic partnerships. (Slide 4–5)
10 mins	Present demo options (Slide 6). Students discuss with teammates which demo format works best for their app. <i>Teacher's note: Poster board and PowerPoint remain good options if this is simpler.</i>
30 mins	Groups work on constructing and practicing their 5-minute pitches. (Slide 7)
10 mins	Wrap-up. (Slide 8)

Optional homework: groups may work together more to finesse their ideas, think about which strategic partnerships might strengthen their concepts, and get their presentations ready for the next day of the program.

Day 5: Pitch competition!

Materials

- Computers
- Screen for presentations
- List of potential questions for judges/teachers
- Student Feedback Form
- Optional judges (other teachers, justice-sector volunteers, OJEN team members)

Learning objectives

- Deliver a clear and persuasive 5-minute pitch that communicates their app idea.
- Respond to questions thoughtfully, showing adaptability and critical thinking.
- Give and reflect on constructive feedback to identify strengths and areas for improvement.
- Recognize pitching as a valuable skill in entrepreneurship and access to justice innovation.
- Explore external resources, incubators, and pitch competitions at U of T for further development.

Time	Activity
7 mins x # of groups	Each group delivers a 5-minute pitch followed by a 2-minute Q&A. While groups present, students fill out the Feedback Form to practice constructive peer feedback.
Time remaining	Congratulate students on completing the program, highlight the achievement of developing and presenting their ideas. Optional: Have students vote for their favorite pitch. Direct students to U of T's entrepreneurship resources to explore incubators, competitions, and ways to continue developing their ideas: U of T Entrepreneurship Guides

Worksheets

Day 1: A2J Game worksheet

As you play the A2J Game, think about your character's experiences. Use this worksheet to reflect on what happens to them.

1. What role does your character play in their daily life?

2. What challenges or barriers does your character face when trying to solve their legal problems?

3. What outcomes does your character want to achieve? What kind of supports or resources would be useful to them?

Day 3: Value Proposition Canvas worksheet

Part 1: What is value?

Value means something's worth, importance, or usefulness.

In business, value drives decisions, sparks new ideas, and determines who your customers are.

A **value proposition** is a clear statement that explains what you offer, who it helps, and why it matters. It helps others see why your product or service is the right choice.

Examples:

- Slack: "Be more productive at work with less effort."
- Stitch Fix: "We save you time by delivering clothes styled to your preferences."

When creating a value proposition, think about two things:

- Your customers' needs and experiences.
- What your product or service can do for them.

This is where the **Value Proposition Canvas** helps!

Part 2: Identify your target market

To make your idea work, you need to know who it's for.

Ask yourself:

1. Who is experiencing the problem?
2. What are they doing when it happens?
3. Where are they when it happens (home, school, work)?
4. When does it happen (daily, seasonal, specific times)?
5. Why does it happen for some people and not others?
6. How do different people experience it differently?

The clearer you are about your target audience, the stronger your idea will be.

Describe your target customer/user:

Part 3: Customer focus

(Hint: These questions might feel familiar if you played the A2J Game!)

When designing your value proposition, start with your customer's experience. Ask yourself three questions:

Jobs - What are they trying to do?

These aren't necessarily paid jobs—think about what they're trying to accomplish in daily life. Are their jobs functional (tasks or goals), social (how they're seen by others), or emotional (how they feel about themselves)?

Examples: applying to college, shopping for clothes, finding legal help.

My customer's jobs: _____

Pains - What risks or challenges do they face?

Examples: tuition costs, lack of time, confusing websites, no support.

My customer's pains: _____

Gains - What positive results are they hoping for?

Examples: saving time, feeling confident, lowering costs, finding success.

My customer's gains: _____

Part 4: Your value proposition

Now, turn the focus to your idea! Ask yourself:

- What are we offering?

- How does our idea relieve customer pain?

- How does our idea create customer gains?

Part 5: Putting it all together

Now, combine your ideas into one clear statement.

Template: We help [users/customers] who struggle with [problem] by offering [solution]. This creates value by [how you relieve pains and create gains].

Your Value Proposition:

Can you make it catchy? Try writing it as a one-line slogan:

Congratulations! You've completed the Value Proposition Canvas. You now understand what makes your idea valuable and how to explain it clearly to others!

Day 4: Strategic Partnerships List

These are organizations your team could partner with to strengthen your app idea.

- **Aboriginal Legal Services (ALS):** Provides legal support for Indigenous communities across Ontario through services like court workers, Gladue reports, diversion programs, child welfare dispute resolution, and justice circles.
- **Canadian Bar Association (CBA):** A national association that represents lawyers and promotes improvements to Canada's legal system.
- **Canadian Civil Liberties Association (CCLA):** Protects rights and freedoms in Canada by fighting unfair laws and government actions.
- **Community Legal Education Ontario (CLEO):** Provides free and easy-to-understand legal information for Ontarians facing discrimination, income, language, or literacy barriers.
- **Department of Justice Canada (DOJ):** Develops laws and programs at the federal level to keep Canada's justice system fair and accessible.
- **JusticeNet:** Connects people with moderate incomes to lawyers, paralegals, and mediators who charge lower, affordable fees.
- **Law Society of Ontario (LSO):** Regulates lawyers and paralegals in Ontario to protect the public and ensure fair, professional service. Through its Access to Innovation project, the LSO supports the development of new technologies that improve access to justice.
- **Legal Aid Ontario (LAO):** Offers free or low-cost legal services in areas like family, criminal, immigration, and mental health law for financially eligible low-income Ontarians, while also supporting legal clinics and student legal services across the province.
- **Ontario Bar Association (OBA):** Supports Ontario lawyers through networking, education, and advocacy for improvements in the justice system.
- **Ontario Justice Education Network (OJEN):** Runs programs for students and teachers to help young people understand the justice system.
- **Pro Bono Canada:** Matches volunteer lawyers with people who cannot afford legal help, providing free legal services in civil matters.
- **The Law Foundation of Ontario:** Funds programs and initiatives that improve access to justice, legal education, and legal services for people across Ontario.

Day 4: Pitching 101 worksheet

Your 5-Minute Pitch

Your pitch is your chance to tell the story of your idea—what problem it solves, why it matters, and how your team can make it happen. Use the prompts below to help structure your 5-minute presentation.

1. The problem

What issue are you trying to solve?

Who experiences this problem the most?

Tip: Be specific. Tell a short story or give an example to help the audience understand why this problem matters.

2. The solution

What is your idea or app, and how does it solve the problem?

How does your idea connect to your value proposition—what makes it valuable to your users?

Tip: Clearly show how your solution helps the people you identified in the problem section.

3. Competitors

Are there any existing apps or services that try to solve this problem?

How is your idea different or better?

Tip: Even if no one is doing exactly what you are, mention anything similar and explain what makes your idea unique or more effective.



4. The team

Who's behind this idea?

What makes your team the right one to bring it to life?

What strategic partnerships have you identified that could help your project succeed?

Tip: Mention any special skills, experiences, or perspectives your team brings to the table.

5. The ask

If you had the chance to grow this idea, what would you need? (Examples: funding, mentorship, access to resources, support from a partner organization.)

What would you do with that support?

Tip: Keep your “ask” realistic—focus on what would make the biggest difference for your idea right now.

Final reminder

Your goal is to engage, persuade and inspire. Be clear, confident, and creative, and show the audience why your idea can make a real difference in improving access to justice.

Apps for Justice Program: Feedback Form

Student Handout

Activity

Giving good feedback

Congratulations! We've reached the last day of the challenge. You've worked hard on your own app idea. Now it's your turn to be a supportive listener and help your classmates make their ideas even stronger.

Use this handout to record your thoughts as you listen to the other groups. Write down one or two things you liked, and one or two questions or suggestions that come to mind.

Tip: Short, focused feedback is often the most useful. You don't need to answer every question below, just the ones that feel most relevant.

Questions to think about:

Design and branding

- **Name:** Is it clear and memorable?
- **Logo & visuals:** Do they represent the app and invite interaction?
- **Accessibility:** Can everyone use it easily?

Target users and A2J problem

- Who will use this app? How will they find out about it?
- Does it clearly address a real access-to-justice problem?
- How does it connect users to other resources or support?

Integration and impact

- Could it work with existing services, organizations, or programs?
- How does it create value or solve problems for users?

Next steps and learnings

- What could be improved or developed further?
- What did you learn about this area of law or about technology's role in access to justice?

Pitch presentation

- Was the presentation clear, persuasive, and easy to follow?
- Did visuals support your understanding of the app?

Something I liked

Something I'm wondering about

Group 1

Group 2

Group 3

Group 4

Group 5

Group 6

Group 7

Group 8