

## **Learning, Communication, and 21<sup>st</sup> Century Skills: Students Speak Up**

**Grades:** K-2 Group Survey

**Subjects:** Language Arts, Math, Technology

**Suggested Time:** One Class Period (35 minutes)

### *Lesson Overview*

Students will reflect on learning, communications, and preparation for future jobs, including the roles that technology and the Internet play in these areas. There are 6 suggested activities listed in this lesson plan. Start with the warm-up activity and select any of the activities that are appropriate for your students. The wrap up activity is a great way to get your students ready for participating in the Speak Up survey.

### *Activity List*

- Warm-up Exercise – What Is Technology? (10 minutes)
- Class Discussion – How Do You Like to Learn? (15 minutes)
- Group Activity – Video games as part of the school day (10 minutes)
- Group Activity – Our Voices, Our Futures (15 minutes)
- Complete the Speak Up Survey (15-20 minutes)
- Extension – Compare results of your school with the national data (optional)

### *Objectives*

Students will:

- 1). Define computer, the Internet, and technology
- 2). Discuss their opinions and findings with peers
- 3). Write and share their ideas
- 4). Engage in civic responsibility by sharing their ideas with their school community and contributing to a national survey
- 5). Suggest ways that technology and the Internet use can be improved in their school

### *Resources*

- Poster board or white board to record ideas
- Paper and pencils for students

### *Teacher Preparation*

- Confirm registration of your school at <http://www.speakup4schools.org/speakup2009>
- Print out the Speak Up survey for the class if taking the K-2 Group Survey. (See below the box for instructions.)

## Speak Up Lesson Plan

### K-2 Survey



- Review the survey and determine the best way to engage the students.
- Note: For younger students, you may want to split the survey into two class sessions depending on their attention span.

#### *Instructions for Completing the Survey with Your Class – The survey is open until 12/18/09*

- 1) Print out the K-2 Survey to collect and tally the group's responses. You can print out the survey from the following link: [http://www.tomorrow.org/speakup/speakup\\_surveys.html](http://www.tomorrow.org/speakup/speakup_surveys.html)
- 2). As a class, ask the students to raise their hands to respond to each question and record the results. You can also work with a parent or older-student volunteer to help you tabulate the responses and enter the data into the online survey.
- 3). Note: For some questions, you may want to receive responses as written answers to protect the students' privacy.
- 4). The last question is open-ended. We recommend that you facilitate a 5-minute class discussion to select your group's favorite answer.
- 5). When you (or your class representative) are ready to enter all of the survey data, go to <http://www.speakup4schools.org/speakup2009> to enter the results. You will need your school name, state, and secret word. Please be sure that you have enough time to complete the survey (about 15-20 minutes).
- 6). Please encourage the parents to participate in Speak Up as well. A flyer is available at [http://www.tomorrow.org/speakup/pdfs/Speak\\_Up\\_Flyer.pdf](http://www.tomorrow.org/speakup/pdfs/Speak_Up_Flyer.pdf) for you to print out and send home with your students.

#### *Vocabulary*

The Speak Up surveys ask questions about the tools that the students use for learning inside and outside of the classroom. In preparation for the survey, discuss any new terminology with students.

- Chat rooms
- Critical thinking
- Desktop computer
- Digital camera (Flip Camera, webcam)
- Discussion board
- DVD or CD burner
- Instant Messenger (AIM, MSN Messenger)
- Interactive Whiteboard (SmartBoard, Polyvision)
- Internet filters
- Laptops or Netbooks
- MP3 player or iPod
- Online
- Online class/courses
- Personal networking (Facebook, MySpace)
- Podcast
- Scanner
- School portal (Blackboard, Moodle)
- Search engine
- SmartPhone, (PDA's: Blackberry, iPhone, Sidekick)
- Simulations
- Skype or VoIP
- Software
- Tablet PC
- Text messaging
- Twitter
- Web logs (Blog, Xanga)
- Website

## Speak Up Lesson Plan

### K-2 Survey



#### *Assessment*

Teachers can evaluate the students on their preparation and participation in group and class discussions.

#### *Classroom Activities*

The following activities are designed to engage the students in the survey experience and understand the importance of their participation. You may choose to do all or some of these exercises.

### **1. Warm Up Exercise – What Is Technology? (10 minutes)**

Tell students that they are going to be taking a survey about how they use computers and the Internet. Students just like you all over the United States are filling out this survey so that adults can learn more about how students use technology.

Introduce the survey by talking about computers. Computers are big and small. They are inside all kinds of things that you use every day. Ask your students to brainstorm some things that people do with computers (e.g. make sounds, draw pictures, play movies, write letters, et cetera). *What are some examples of things that you do with computers?*

#### **Have students come up with ideas and write them where they can be seen.**

Tell the students that different types of technology may include: computers, printers, cell phones, digital cameras, and so on. This survey is going to ask about computers and technology. *Now that we all know what technology is, let's think about how we use it in school.* Ask students to identify which technologies they use for school and write them on the board. Next, review this sample survey question with the class.

#### **How do you use computers for schoolwork?**

- Check on my grades
- Create a PowerPoint or a video
- Send emails to my teacher
- Send emails to my friends
- Watch videos about science
- Learn how to type on the computer
- Listen to books being read out loud
- Send my homework to my teacher
- Do science experiments
- Play learning games
- Practice my writing
- Practice my math
- Take tests
- Use the Internet to learn about things
- None of the above

## Speak Up Lesson Plan

### K-2 Survey



Now engage the students in a conversation about how they use the Internet outside of school. Students may come up with ideas that are not listed in the survey. Ask the students to share some of their favorite things to do during free time or fun time. Next review the sample question below with the class.

#### How do you use the Internet outside of school?

- Download or listen to music
- Play in 3D virtual worlds like Webkinz, Club Penguin or Whyville
- Play video or online games
- Send emails or instant messages
- Update my profile on websites like Webkinz, Club Penguin, or Whyville
- Go to websites to learn about things
- Write for a blog (like a journal)
- Do art projects
- Watch videos
- Go to websites for TV shows or sports
- Share photos
- Create a list of websites I want to share with others
- I don't use the Internet outside of school
- None of the above

Compare the uses of technology at school and at home. *How are they the same? How are they different?*

#### **2. Class Discussion – How Do You Like to Learn? (15 minutes)**

Review the sample survey questions below. As a class, discuss how the students like to learn math. *Do you like group activities? Using the computer? Learning about careers? How much (or how little) is technology involved in the way you like to learn? Are there other ways you can see technology helping you with these subject areas?*

#### Do you like math?

- Yes
- No
- Sometimes
- I don't know

#### Which of these would help you learn math?

- Doing problems that are about real world stuff
- Talking about math problems with my classmates
- Reading stories about jobs that use math
- Having a teacher who likes math
- Doing problems from my textbook
- Watching videos about math
- Solve math puzzles or word problems
- Understanding why math is important in my life
- Using calculators
- Using math blocks, counters, shapes
- Use online or computer based math games
- Do activities or experiments that use math
- None of the above
- I don't know

Have the students share their ideas for learning math. Students can create posters illustrating one new thing they like about learning math.

### **3. Group Activity: Video games as part of the school day (10 minutes)**

Ask the students to brainstorm a list of how video games could be helpful in the classroom. Encourage them to be creative. Then, have them respond to the question below from the survey. Ask students to think of specific subjects that would benefit from the use of video games. Have students share their ideas about how video games might be helpful in the classroom with each other.

#### **How would playing games like that help you in your schoolwork?**

- I would learn more about the subject
- I would be more interested in the subject
- I would learn how to work in teams
- Games make it seem easier to learn
- School would be more fun
- I could work on my own
- I could try new things with the game
- I would know what I have learned
- I would try harder
- I don't know
- None of the above

### **4. Group Activity – Our Voices, Our Futures (15 minutes)**

Unlike adults and older students, your students may not have thought much about their future careers and the importance of skills they are learning in school. As with previous years, the Speak Up survey concludes with an open-ended question that focuses on big-picture thinking. Have students spend 5 minutes writing their ideas down. Share ideas and pick several favorite ideas to share.

#### **Open Ended Question:**

**Pretend that you are a teacher at your school. How would you use technology to help your students learn math or science?**

### **5. Complete Speak Up Survey (15 - 20 minutes)**

Follow the instructions on page 2 of this lesson plan to complete the online Speak Up survey.

### **6. Extension – Compare results of your school with the national data**

School contacts will be notified when the Speak Up data is available in February 2010. Your school's data will be accessible with a special admin password. Students and teachers can access aggregated results for their own school as well as their district and to see how their experience with technology and the Internet relates to other youth. Speak Up will compile the results and share with local, state, and national decision-makers.

The comparative national data provides rich opportunities for data and statistics activities that support your math objectives.

## Curriculum Standards

### McREL Standards

From Content Knowledge, 3<sup>rd</sup> Edition, a compilation of content standards for K-12 curriculum, created by Mid-continent Research for Education and Learning (McREL).

#### *Listening and Speaking K-5*

Standard 8: Uses listening and speaking strategies for different purposes

<http://www.mcrel.org/compendium/standardDetails.asp?subjectID=7&standardID=8>

#### *Writing K-5*

Standard 1: Uses the general skills and strategies of the writing process

<http://www.mcrel.org/compendium/standardDetails.asp?subjectID=7&standardID=1>

#### *Technology K-5*

Standard 3: Understands the relationships among science, technology, society, and the individual

<http://www.mcrel.org/compendium/standardDetails.asp?subjectID=19&standardID=3>

ISTE National Education Technology Standards [http://cnets.iste.org/students/s\\_stands.html](http://cnets.iste.org/students/s_stands.html)

#### **Standard 3. Technology productivity tools**

Students use technology tools to enhance learning, increase productivity, and promote creativity.

Students use productivity tools to collaborate in constructing technology-enhanced models, prepare publications, and produce other creative works.

#### **Standard 4. Technology communications tools**

Students use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences.

Students use a variety of media and formats to communicate information and ideas effectively to multiple audiences.

#### **Standard 5. Technology research tools**

Students use technology to locate, evaluate, and collect information from a variety of sources.

Students use technology tools to process data and report results. Evaluate and select new information resources and technological innovations based on the appropriateness for specific tasks.

#### **Standard 6. Technology problem-solving and decision-making tools**

Students use technology resources for solving problems and making informed decisions.

Students employ technology in the development of strategies for solving problems in the real world.