

Speak Up Lesson Plan

Grades K-2 Survey



Learning, Communication, and 21st 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 – Internet Safety (15 minutes)
- Group Activity – Mobile Devices for Schoolwork (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/speakup2011/>
- Print out the Speak Up survey for the class if taking the K-2 Group Survey. (Included at the end of this lesson plan.)

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- 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 12/23/11

- 1) **Group survey:** If you are administering the K-2 survey as a group exercise, we've included the survey questions at the end of this lesson plan. **For verification purposes, the program will prompt you for the total number of students in your class and will use this information to ensure the accuracy of your subsequent responses for each option.**
- 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 two questions are 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/speakup2011/> 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/downloads/PromoMaterial_SpeakUpFlyer.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.

- Critical thinking
- Computer
- Digital Reader (such as: Kindle, Nook)
- Firewalls
- Hand held game like Nintendo DS, GameBoy or Leapfrog
- Instant Messenger
- Interactive Whiteboard (SmartBoard, Polyvision)
- Laptops, Netbooks
- MP3 player or iPod
- Online class/courses
- Online textbooks
- Podcast
- PowerPoint
- School portal (Blackboard, Moodle)
- Search engine
- SmartPhone, (iPhone, Droid, Blackberry)
- Simulations
- Skype
- Social Networking
- Tablet computer (such as iPad)
- Text messaging
- Video game player like xbox, Nintendo or Wii

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- Virtual Worlds (like Webkinz, Club Penguin or Whyville)
- Website

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? (Question 7)

- Check on my grades
- Complete writing assignments
- Create a PowerPoint
- Do online experiments for science
- Email, IM or text message my friends
- Email, IM or text message my teacher
- Listen to books being read out loud
- Play learning games
- Practice my math
- Send my homework to my teacher
- Take tests
- Use the Internet to learn about things
- Watch videos
- None of the above

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

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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? (Question 8)

- Create a list of websites I want to share with others
- Do art projects
- Download or listen to music
- Go to websites for TV shows or sports
- Go to websites to learn about things
- Play in 3D virtual worlds like Webkinz, Club Penguin or Whyville
- Play video or online games
- Send emails or Instant Messages
- Share photos
- Update my profile on websites like Webkinz, Club Penguin, or Whyville
- Watch videos
- Write for a blog (like a journal)
- 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 – Internet Safety (15 minutes)

Review the sample survey question below. As a class, discuss the best ways students can learn about how to be safe on the internet. *From friends? From adults (parents/teachers)? Through classes provided at school or an afterschool program? Why is it important to learn how to be safe on the internet? Can you think of any other ways you can learn how to be safe on the internet?*

What is the best way for you to learn about being safe on the Internet? (Question 9)

- From my friends
- From my parents
- From my teacher
- Learn on my own just by using computers
- Take a class after school (YMCA, Boys & Girls Club, Scouts)
- Take a special class at my school
- Take an online class
- Use computers in my class
- Watch videos about it
- I don't know

3. Group Activity: Mobile Devices for schoolwork (10 minutes)

Ask the students to brainstorm a list of how mobile devices could be used 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 mobile devices. Have students share their ideas about how mobile devices might be helpful in the classroom with each other.

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How would you use your own smartphone (iphone, droid, blackberry) or tablet computer (iPad) for schoolwork? (Question 12)

- Check my grades
- Do research on the Internet
- Email, IM or text message my classmates
- Email, IM or text message my teacher
- Find out about things at school
- Help others in my class
- Make a video
- Play learning games
- Read my online textbook
- Receive reminders about my homework or tests
- Send my homework to my teacher
- Use the calendar
- Use the Internet to learn about something
- 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 creating tools that would make their learning more fun or exciting. As with previous years, the Speak Up survey concludes with open-ended questions that focus on big-picture thinking. This year the questions are about technology needs in school. Have students spend 5-10 minutes writing their ideas down. Share ideas and pick several favorite ideas to share.

Open Ended Questions:

- 1.) Pretend that you are “Principal for the Day” at your school. Your #1 goal as Principal is to improve learning for all students. How would you use technology to do that? What kinds of new technology does your school need? How would students and teachers use these new tools? Remember - you are in charge now and your classmates are counting on you!**
- 2.) How can technology help you learn how to be creative? How have you used technology to create art, music or video projects? What technology should be in your school to help you with art, music or video projects?**

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 2012. 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, 3rd 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://www.iste.org/standards/nets-for-students/nets-student-standards-2007.aspx>

1. Creativity and Innovation

Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:

- a. apply existing knowledge to generate new ideas, products, or processes
- b. create original works as a means of personal or group expression
- c. use models and simulations to explore complex systems and issues
- d. identify trends and forecast possibilities

2. Communication and Collaboration

Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:

- a. interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media
- b. communicate information and ideas effectively to multiple audiences using a variety of media formats.
- c. develop cultural understanding and global awareness by engaging with learners of other cultures
- d. contribute to project teams to produce original works or solve problems

3. Research and Information Fluency

Students apply digital tools to gather, evaluate, and use information. Students:

- a. plan strategies to guide inquiry
- b. locate, organize, analyze, synthesize, and ethically use information from a variety of sources and media
- c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks
- d. process data and report results

4. Critical Thinking, Problem Solving, and Decision Making

Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. Students:

- a. identify and define authentic problems and significant questions for investigation
- b. plan and manage activities to develop a solution or complete a project
- c. collect and analyze data to identify solutions and/or make informed decisions
- d. use multiple processes and diverse perspectives to explore alternative solutions

Speak Up Survey Grades K - 2

If you complete the K-2 Group survey – the program will prompt you for the total number of students in your class that participated in the survey. This information is used for data validation only.

Response	Number of Responses
1.) What grade are you in? (one response per student)	
<input type="checkbox"/> Preschool	
<input type="checkbox"/> Kindergarten	
<input type="checkbox"/> Grade 1	
<input type="checkbox"/> Grade 2	
2.) Are you a... (one response per student)	
<input type="checkbox"/> Girl	
<input type="checkbox"/> Boy	
3.) Thinking about others in your class, do you... (one response per student)	
<input type="checkbox"/> Know more than other students about technology	
<input type="checkbox"/> Know about the same as other students about technology	
<input type="checkbox"/> Know less than other students about technology	
4.) Which of these things do you have for your own use? (student may answer more than once)	
<input type="checkbox"/> Cell phone (you can't get to the internet)	
<input type="checkbox"/> Smartphone like an iPhone, Droid or Blackberry	
<input type="checkbox"/> Computer that is provided to me by my school	
<input type="checkbox"/> My own personal computer or laptop	
<input type="checkbox"/> Tablet computer (such as iPad)	
<input type="checkbox"/> Digital Reader (such as: Kindle, Nook)	
<input type="checkbox"/> MP3 player or iPod	
<input type="checkbox"/> Hand-held game like Nintendo DS, GameBoy or Leapfrog	
<input type="checkbox"/> Video Game Player like xBox, Playstation or Wii	
<input type="checkbox"/> Other	
5.) What kind of computer do you use outside of school? (one response per student)	
<input type="checkbox"/> A home computer with no Internet	
<input type="checkbox"/> A home computer with slow Internet	
<input type="checkbox"/> A home computer with fast Internet	

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<input type="checkbox"/> I only use the computer at a library or an after school program	
<input type="checkbox"/> I only use the computer at my school	
6.) How often do you use the computers at your school? (one response per student)	
<input type="checkbox"/> Every day	
<input type="checkbox"/> Sometimes	
<input type="checkbox"/> Once in awhile	
<input type="checkbox"/> Never	
<input type="checkbox"/> I don't know	
7.) How do you use computers for schoolwork? (student may answer more than once)	
<input type="checkbox"/> Check on my grades	
<input type="checkbox"/> Complete writing assignments	
<input type="checkbox"/> Create a PowerPoint	
<input type="checkbox"/> Do online experiments for science	
<input type="checkbox"/> Email, IM or text message my friends	
<input type="checkbox"/> Email, IM or text message my teacher	
<input type="checkbox"/> Listen to books being read out loud	
<input type="checkbox"/> Play learning games	
<input type="checkbox"/> Practice my math	
<input type="checkbox"/> Send my homework to my teacher	
<input type="checkbox"/> Take tests	
<input type="checkbox"/> Use the Internet to learn about things	
<input type="checkbox"/> Watch videos	
<input type="checkbox"/> None of the above	
8.) How do you use the Internet outside of school? (student may answer more than once)	
<input type="checkbox"/> Create a list of websites I want to share with others	
<input type="checkbox"/> Do art projects	
<input type="checkbox"/> Download or listen to music	
<input type="checkbox"/> Go to websites for TV shows or sports	
<input type="checkbox"/> Go to websites to learn about things	
<input type="checkbox"/> Play in virtual worlds like Webkinz, Club Penguin or Whyville	
<input type="checkbox"/> Play video or online games	
<input type="checkbox"/> Send E-mails or Instant Messages	
<input type="checkbox"/> Share photos	

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<input type="checkbox"/> Update my profile on websites like Webkinz, Club Penguin, or Whyville	
<input type="checkbox"/> Watch videos	
<input type="checkbox"/> Write for a blog (like a journal)	
<input type="checkbox"/> I don't use the Internet outside of school	
<input type="checkbox"/> None of the above	
9.) What is the best way for you to learn about being safe on the Internet? (student may answer more than once)	
<input type="checkbox"/> From my friends	
<input type="checkbox"/> From my parents	
<input type="checkbox"/> From my teacher	
<input type="checkbox"/> Learn on my own just by using computers	
<input type="checkbox"/> Take a class after school (YMCA, Boys & Girls Club, Scouts)	
<input type="checkbox"/> Take a special class at my school	
<input type="checkbox"/> Take an online class	
<input type="checkbox"/> Use computers in my class	
<input type="checkbox"/> Watch videos about it	
<input type="checkbox"/> I don't know	
10.) If you had a choice to read a story in a printed book or on the computer, which would you choose? (student may answer more than once)	
<input type="checkbox"/> Story in a printed book	
<input type="checkbox"/> Story on the computer	
<input type="checkbox"/> I don't know	
<input type="checkbox"/> I don't like reading stories	
11.) Do you like taking tests on the computer? (one response per student)	
<input type="checkbox"/> Yes	
<input type="checkbox"/> No	
<input type="checkbox"/> Maybe	
<input type="checkbox"/> Not sure	
<input type="checkbox"/> I have never taken a test on the computer	
12.) How would you use your own smartphone (iPhone, Droid, Blackberry) or tablet computer (iPad) for schoolwork? (student may answer more than once)	
<input type="checkbox"/> Check my grades	

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<input type="checkbox"/> Do research on the Internet	
<input type="checkbox"/> Email, IM or text message my classmates	
<input type="checkbox"/> Email, IM or text message my teacher	
<input type="checkbox"/> Find out about things at school	
<input type="checkbox"/> Help others in my class	
<input type="checkbox"/> Make a video	
<input type="checkbox"/> Play learning games	
<input type="checkbox"/> Read my online textbook	
<input type="checkbox"/> Receive reminders about my homework or tests	
<input type="checkbox"/> Send my homework to my teacher	
<input type="checkbox"/> Use the calendar	
<input type="checkbox"/> Use the Internet to learn about something	
<input type="checkbox"/> None of the above	

13.) Pretend you are building a new school. What would you include in that new school for kids to use? (student may answer more than once)

<input type="checkbox"/> Ability to use the Internet anywhere at school	
<input type="checkbox"/> Ability to use my own smartphone or iPad at school	
<input type="checkbox"/> Computer for every student to use at school, like a laptop	
<input type="checkbox"/> Email, instant messaging and text messaging	
<input type="checkbox"/> High speed color printer	
<input type="checkbox"/> Interactive whiteboards (such as: Smartboard, Polyvision)	
<input type="checkbox"/> Online, computer and video games	
<input type="checkbox"/> Online classes	
<input type="checkbox"/> Online textbooks	
<input type="checkbox"/> Online tutors	
<input type="checkbox"/> School website or portal	
<input type="checkbox"/> Tablet computers such as iPads	
<input type="checkbox"/> Tools to create podcasts or videos	
<input type="checkbox"/> Tools to help me organize my schoolwork	
<input type="checkbox"/> Tools to work with others (such as: blogs, wikis, GOOGLE Docs, etc)	
<input type="checkbox"/> Other	

14.) Read these sentences. Check the box if you agree with them. (student may answer more than once)

<input type="checkbox"/> I am a good student	
<input type="checkbox"/> I like school	
<input type="checkbox"/> I know how to be safe when I am on the Internet	
<input type="checkbox"/> My parents ask me questions about school	
<input type="checkbox"/> I feel safe at school	

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<input type="checkbox"/> Sometimes school is boring	
<input type="checkbox"/> I wish we could use more technology at school	
<input type="checkbox"/> I don't like school	
<input type="checkbox"/> I like my teacher	
<input type="checkbox"/> My teacher cares about me	
<input type="checkbox"/> I have good friends at school	
<input type="checkbox"/> Sometimes school is hard for me	

Open Ended:

15.) Pretend that you are “Principal for the Day” at your school. Your #1 goal as Principal is to improve learning for all students. How would you use technology to do that? What kinds of new technology does your school need? How would students and teachers use these new tools? Remember - you are in charge now and your classmates are counting on you!

16.) How can technology help you learn how to be creative? How have you used technology to create art, music or video projects? What technology should be in your school to help you with art, music or video projects?