

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

For use with Speak Up Survey Grades K-2

**Grades:** K-2 Group Survey

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

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

### **Lesson Overview**

Students will reflect on learning, communication, and their preparation for future jobs including the role technology and the Internet play in these areas. A recorder (the teacher or a student volunteer) will complete the online Speak Up Survey (<http://www.netdayspeakup.org/speakup2008>) on behalf of the group. There are 7 suggested activities listed in this lesson plan. Start with the warm up activity and then select any of the activities that are appropriate for your students.

### **Activity List**

1. Warm-up Exercise – What Is *Technology*? (10 minutes)
2. Class Discussion – How Do You Like to Learn? (15 minutes)
3. Group Activity – Your Favorite Communication Tool (10 minutes)
4. Group Activity – Our Voices, Our Futures (15 minutes)
5. Group Activity – Complete the Speak Up Survey (15-20 minutes)
6. Extension – Compare results of your school with the national data (optional)

### **Objectives**

Students will:

- Define computer, Internet, and technology
- Discuss their opinions and findings with peers
- Write and share their ideas
- Engage in civic responsibility by sharing their ideas with their school community and contributing to a national survey
- Suggest ways that technology and 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 that your school is registered for Speak Up 2008. (<http://www.netdayspeakup.org/speakup2008>)
- Print out the Speak Up survey for the class. (Instructions and links follow.)
- Review the survey and determine the best way to engage students.

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### How To Speak Up – Tips For Having Your Students Take the Survey

The Speak Up survey site, <http://www.netdayspeakup.org/speakup2008>, will be open **October 20 - December 19, 2008**. Teachers, students, and parents use their school name, state, and secret word to access the surveys online.

You can input the results of the survey from any Internet-connected computer, at home or at a library using your school name, state, and secret word,

Please also encourage parents to participate in Speak Up. A flyer is available for you to print out and send home with students at

[http://www.tomorrow.org/speakup/pdfs/Speak\\_Up\\_Flyer.pdf](http://www.tomorrow.org/speakup/pdfs/Speak_Up_Flyer.pdf)

### Vocabulary

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

- *CD burner*
- *Cell phone*
- *Computer*
- *Confidential*
- *Desktop computer*
- *Digital camera*
- *DVD or CD burner*
- *Download*
- *Electronic book, like LeapPad*
- *Email*
- *Instant messenger (IM)*
- *Internet*
- *Laptop computer*
- *MP3 player or iPod*
- *Online*
- *Online Safety*
- *Privacy*
- *Scanner*
- *Slideshow*
- *Software*
- *Technology*
- *Website*
- *Wireless*

### Assessment

Teachers can evaluate students on their preparation and participation in group and class discussions. Students can print a copy of their survey completion confirmation to submit as proof of completion of the survey.

## ***Instructions for Completing the Survey with Your Class***

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 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.

Note: For some questions, you may want to receive responses as written answers to protect students' privacy.

3. The last two questions are open-ended responses. We recommend that you facilitate a 5-minute class discussion to select your group's favorite answers to these questions.

When you (or your class representative) are ready to enter all of the survey data, go to <http://www.netdayspeakup.org/speakup2008> to enter the results. You will need your school name, state, and your school's secret word. Please be sure that you have enough time to complete the survey (about 15-20 minutes).

(Note: For younger students, you may want to split the survey into two class sessions depending on their attention span.)

## ***Classroom Activities***

The following activities are designed to engage 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 technology and computers. *Computers are big and small. They are inside all kinds of things that you use every day.* Ask students to brainstorm some things that they know people do with computers, for example: make sounds, draw pictures, play movies, write letters, and so on. *What are examples of things that **you** do with computers?*

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

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Tell students that different kinds of technology include computers, printers, cell phones, digital cameras, and so on. This survey is going to talk 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 all that apply.)**

- a Find information on the internet
- b Make pictures or a slide show
- c Email, IM or Text my teacher
- d Email, IM or Text my classmates
- e Play learning games
- f Work on projects with students in other countries
- g Take tests
- h Practice reading, writing, or math
- i None of the above

Now engage students in a conversation about how they use computers outside of school. Ask students to brainstorm ideas about technologies they use at home. Students may come up with ideas that are not listed in the survey. Ask students to share some of their favorite things to do with computers during free time or fun time. Review these sample below:

### **How do you use technology? (Check all that apply)**

- a To draw pictures or make movies
- b Listen to or download music
- c Go to TV show websites
- d Play games
- e Send e-mails
- f Visit favorite websites
- g Send Instant Messages
- h Send Text Messages
- i Visit online virtual world
- j I don't use computers.

### **Which of these skills do you think you will need to do well when you are older? (Check all that apply)**

- a Work well with others
- b Be able to speak more than one language
- c Share my ideas
- d Learn new things
- e Be creative
- f Know how to use computers
- g Be able to come up with new ideas for hard problems
- h None of the above

Other, please specify: \_\_\_\_\_

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 students like to learn science. *Do you like hands-on activities? Practicing skills on 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 science?

- a Yes
- b No
- c Sometimes
- d I do not know

### What do you like about learning science?

- a My teacher makes it fun
- b Trying things out
- c Using computers and the Internet to learn.
- d Using tools like microscopes.
- e Having people visit our class to talk about science
- f Working on projects.
- g Solving problems outside my class.
- h Watching movies about science
- i Visiting science places.
- j Nothing

Have students share their ideas for using technology for school. Students can create posters illustrating one new thing they like about learning science?

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

Ask students to brainstorm a list of how video games could be helpful in the classroom. Encourage them to be creative. Then have students 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 games help you in school? (Check all that apply)

- a I would learn more about the subject.
- b I would be more interested in the subject.
- c I would learn how to work in teams.
- d Games make it seem easier.
- e School would be more interesting.
- f I could work on my own.

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- g I could try new things through the game.
- h None of the above

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

Unlike adults and older students, students may not have thought much about their future careers and the importance of skills they are learning in school. Review the question below and have students share their ideas about why each of these skills might be important to their futures. *Which of these skills do you think are most important to your future?*

#### **Which of these skills do you think you will need to do well when you are older? (Check all that apply)**

- i Work well with others
- j Be able to speak more than one language
- k Share my ideas
- l Learn new things
- m Be creative
- n Know how to use computers
- o Be able to come up with new ideas for hard problems
- p None of the above
- q Other, please specify: \_\_\_\_\_

As with previous years, the Speak Up survey concludes with two open-ended questions that focus on big-picture thinking. Have students spend 5 minutes writing their ideas down to one of the following questions. Share ideas and pick several favorite ideas to share.

**If you could make an online or video game about a topic that is important to you, what would it be about? How do you play it, what would kids learn from your game, what makes your game special?**

**Pretend that you are the school principal and you want to make sure every student feels important. What would you do?**

### 5. Group Activity – Complete Speak Up Survey (15 - 20 minutes)

Follow the instructions on page 3 of this lesson plan to complete the online Speak Up survey. You or a helper will go to the survey site:

<http://www.netdayspeakup.org/speakup2008> and enter their school name, state, and your school's secret word to enter your class tally results for the survey. See the How-to Speak Up Guide [http://www.tomorrow.org/speakup/pdfs/Educators\\_How\\_to\\_guide.pdf](http://www.tomorrow.org/speakup/pdfs/Educators_How_to_guide.pdf) for more tips on administering the 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 2009. Your school's data will be accessible with an administrative password set up by your

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school contact. 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)

#### **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.

#### **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.

#### **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.

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

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- 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.