Digital Citizenship Lesson Plan

Technology Use Today

General Topic (as defined in the Digital Literacy Framework)	DJ1
Digital Citizenship j) Understanding and Awareness of the Role of Information and Communication Technology in Society	
Applicable Grade Range	
6-9	
Outcome(s) to be Addressed	
The student understands the role of ICT in everyday life, in social life and at work.	
Importance / Significance of Lesson	
Students have grown up in a world of computers, mobile devices and internet technology. They have never known life without a cell phone and don't rely on the television or radio for information and entertainment. They use technology every day to connect, share, learn and explore the world around them. The statistics surrounding technology use can be astounding. This lesson reviews some of the more popular trends affecting teens today.	
Duration	
30 minutes Approximately 12 minutes of videos and discussion on each	
Overview	
Students will watch a series of videos and discuss the statistics found in each. Please note that these videos are from Youtube channels and so teachers must be cautious of advertisements on the page and the potential for inappropriate comments in the discussion on each video.	
Required Resources	
Computer hooked up to a projector	

Lesson Plan and Extension Activities

Have students watch Did you know? http://www.youtube.com/watch?v=oGGYIw_pIj8 and discuss the trends and facts that stood out for them. This video moves quickly and you may want to pause it partway through to discuss information and facts.

Have students watch Social Media 2013: Statistics and Trends http://www.youtube.com/watch?v=5yxuljHX09I and discuss the trends and facts that stood out for them. This video also moves quickly and you may want to pause it partway through to discuss information and facts.

Finally, watch Social Media 2014 http://www.youtube.com/watch?v=1pahLo5TTy4 and discuss the trends and facts that stood out for them. This video also moves quickly and you may want to pause it partway through to discuss information and facts.

Suggested topics for discussion:

What information was similar in more than one video?

What information most surprised you?

Why do you think so many hours of youtube videos are watched each day? What purpose do they serve?

What do you think about the preference of people to make purchases based on 'likes' or suggestions from their 'friends' online as opposed to trusting advertisements to sell products?

Notice in 'Did you know?' that it reported in the time it took to watch the video (approximately 5 minutes) 640,000 songs were downloaded illegally. How do you think that translates into television and movies? What effect do you think that has on the music or movie industry?

Talk about student use of technology and social media.

How many have a social media account?

How many have shopped online?

How many have watched TV or movies online or using a mobile device?

How many use the telephone to contact friends? Versus texting or messaging.

How many share pictures of activities that they are doing?

How many foresee them using technology to research, communicate or create in their future jobs?

Have students brainstorm and share examples of when and how they use technology in their everyday life, including school, work, home life and connecting with friends.

Adaptations

Younger students might not be able to keep up with the pace and reading level in the videos. Teachers could pause at important parts or take information from each video to share with the class.

Older kids could also watch http://www.youtube.com/watch?v=QfVVfB_UHeA for more detailed social media facts.

Additional Resources

Articles about teen technology use statistics:

http://www.pewinternet.org/2013/03/13/teens-and-technology-2013/

http://marketingland.com/pew-the-average-teenager-has-425-4-facebook-friends-44847

http://facebook-parental-controls-review.toptenreviews.com/30-statistics-about-teens-and-social-networking.html

Cross-curricular Outcomes Also Addressed
Language Arts – viewing for information

~developed by Kristin Sward, 2014