

Digital Citizenship Lesson Plan

Socrative

General Topic (as defined in the Digital Literacy Framework)	TB3
Technology Operations and Concepts b) Use in Everyday Life	
Applicable Grade Range	
6-9	
Outcome(s) to be Addressed	
The student searches, collects, processes, evaluates, shares, and stores data and information using various devices, applications, or cloud services.	
Importance / Significance of Lesson	
Mobile devices have many valuable uses in the classroom, including the sharing of information for purposes of review. Students need to be able to explore, learn and understand how to work within a variety of apps in order to use these devices to their fullest potential.	
Duration	
10 minutes per week.	
Overview	
<p>This lesson uses the Socrative App (note there are two versions: 1) the teacher app where you will be assigned a room (account) and create the weekly quizzes, and 2) the student app on which the students will sign in to your room, complete a weekly quiz on topics covered in class and submit it for marking). In order to review lessons given throughout the week and ensure that students are engaged in their lessons, a weekly ‘quiz’ will be completed by students.</p> <p>Please note: the Socrative apps will need to be loaded onto mobile devices prior to this lesson being implemented and teachers will need to create a new quiz on topics covered in class on a weekly basis.</p> <p>Also note: the Socrative app is available free for Apple or android devices and can also be accessed on the internet via laptops or computers.</p>	

Required Resources

Teacher iPad
Class set of iPads/iPods
Socrative Apps loaded onto all devices

Lesson Plan and Extension Activities

As a review of topics covered in class, students will be required to complete a weekly quiz every Friday.

Teachers will create a quiz using the Socrative teacher app and include as many true or false, multiple choice or short answer questions as they feel necessary. At some point during the day on Friday, students will need to use the student Socrative app to complete the quiz and submit it for marking. At the end of the day teachers can view the results on their own mobile device or have a spreadsheet emailed to them for the purposes of assessing student learning.

Adaptations

Younger students will also be able to use this app, though it might be at the end of a lesson or day and the questions would be easier or based on broad concepts and ideas.

Older students could have quite complex questions assigned or assist in the creation of the quizzes for other students.

Additional Resources

<http://www.socrative.com/>

<https://itunes.apple.com/us/app/socrative-student/id477618130?mt=8>

<https://play.google.com/store/apps/details?id=com.socrative.student>

Cross-curricular Outcomes Also Addressed

All subjects covered during class will be fair game on the weekly quiz

Health and Career Prep – study and review skills

~developed by Kristin Sward, 2014



Digital Citizenship in the Intermediate Classroom and all the lesson plans contained within it authored by [Kristin Sward](#) are licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License](#).