INTRODUCING

https://www.remc.org/21things4students/

an Open Educational Resource
designed for grades 5-9 & used K-12

1 - Basics	8 - Troubleshooting	15 - Design Thinking
2 - Visual Learning	9 - Search Strategies	16 - Career Prep
3 - My Digital Life	10 - Digital Images	17 - Creative Communications
4 - Suite Tools	11 - Powerful Presentations	18 - Digital Storytelling
5 - Digital Footprint	12 - Interactives	19 - Buyer Beware
6 - Cyber Safety	13 - Dig the Data	20 - Global Collaboration
7 - Be Legal & Fair	14 - Social Networking	21 - Computational Thinking

Updated 7/2020

FREE!
RESOURCES TO HELP BUILD
TECHNOLOGY PROFICIENCY FOR STUDENTS

Over 5 million students use these resources both in Michigan and globally

The content is aligned with Michigan Technology Competencies, MITECS, and International technology Standards for students, ISTE.

Targets 5th-9th grades, and is being used K-12

*Providing positive classroom and online learning experiences

'21Things' made up of 130 Quests =
Fun projects that build technology skills
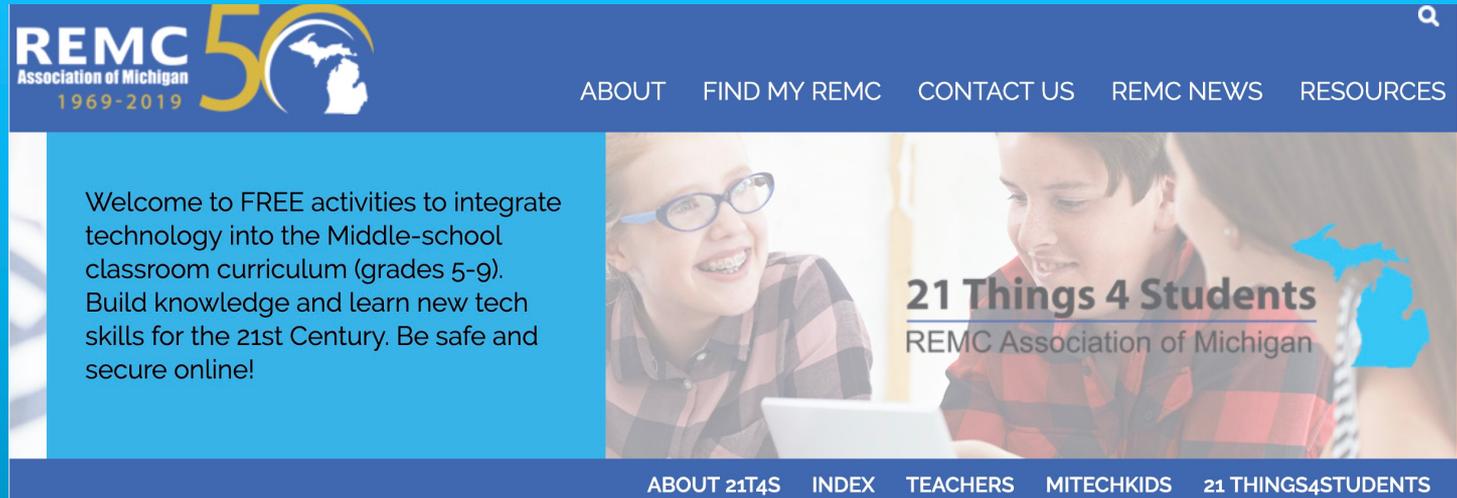
REMC 50
Association of Michigan
1969-2019

🔍

ABOUT   FIND MY REMC   CONTACT US   REMC NEWS   RESOURCES

Welcome to FREE activities to integrate technology into the Middle-school classroom curriculum (grades 5-9). Build knowledge and learn new tech skills for the 21st Century. Be safe and secure online!

21 Things 4 Students
REMC Association of Michigan

ABOUT 21T4S   INDEX   TEACHERS   MITECHKIDS   21 THINGS4STUDENTS

4 Parts separated on the Independent Learning Page

Anatomy of a Thing
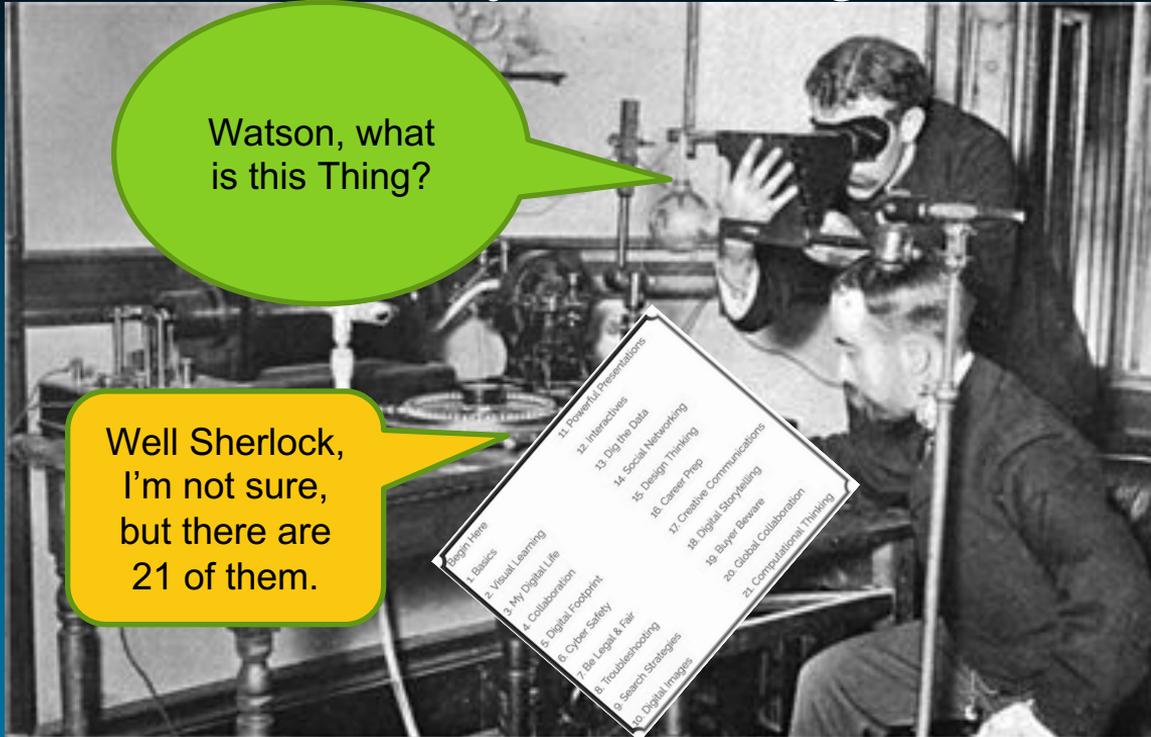
21 THINGS are 21 BIG IDEAS

ABOUT 21T4S   INDEX   TEACHERS   MITECHKIDS   21 THINGS4STUDENTS

1 - Basics
2 - Visual Learning
3 - My Digital Life
4 - Suite Tools
5 - Digital Footprint
6 - Cyber Safety
7 - Be Legal & Fair

8 - Troubleshooting
9 - Search Strategies
10 - Digital Images
14 - Social Networking

5. Digital Footprint
Q1 Managing Your Footprint
Q2 Your Evolving Footprint
Q3 Web Presence
Q4 Getting Social
Q5 Balancing My Media

Q = Quests

15 - Design Thinking
16 - Career Prep
17 - Creative Communications
18 - Digital Storytelling
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Anatomy of a **Thing**

Each Thing page has:

➢ Top animated video or image
➢ Introduction
➢ Learning Objectives
➢ Side menu showing the Quests
➢ Teacher Guide
➢ Learning Objectives Slide
➢ Resources
➢ Print to pdf ability

QUESTS FEATURE

- ➢ Animated video introductions
- ➢ I Can statements
- ➢ Learning objectives and key vocabulary
- ➢ Step by step directions and tutorials
- ➢ Pre and post quizzes
- ➢ Meet MITEC technology competencies important for success in school, work, and life
- ➢ Student checklists for each Quest

Digital Portfolio of Projects

Teacher Guide

6. Cyber Safety Quest 8: Stop the Bully	
Check off	Description
	Watched the introductory video on Cyber Safety Q8 Nobody likes a bully
	Read the Introduction, Key Vocabulary and I Can Statements
	Took the Quizlet Key Vocabulary Quiz
	Reviewed what was learned in Cyber Safety
	Created a project that shows themes of Cyber Safety, preventing Cyber safety, & Netiquette

Q1 Managing Your Footprint

5. Digital Footprint

Quest

Direct link

INTRODUCTION

This Quest is all about your digital footprint and the amount of me____ achieve daily. In the process you will also compare your media usage with clas____

KEY VOCABULARY

Digital footprint: On the Internet, a digital footprint is the word used to d____ or footprints that people leave online. So that means anytime you do or wr____ there will remain a trace even if you delete it.

Media Usage: Media usage is the sum of information and entertainment on the I____ by an individual or group.

I CAN STATEMENTS

- manage my digital footprint
- graph my media usage
- understand the importance of empathy and social responsibility

STEPS

Part 1: What is your footprint?

1. Visit this introduction to a Digital Footprint from TeacherTube or Your Digital Footprint (YouTube 3:20) about the impact of your Digital Footprint.

Student Checklist

Quiz

5.Q1.Student Checklist

Quizlet- Managing Your Footprint Quiz

Websites and Applications ⊕

Competencies & Standards ⊕

THINGS

QUESTS

Print this page ❗

COMPLETING THIS QUEST

Once you have run several documents through the plagiarism check____ questions, save the document to your File Space.

☑ Check this Quest off the 21t4s roadmap

→ I have completed this Quest and am ready to Stop the Pirates

Some of the Goals for Creating the 21things4students

GOAL 1

Help students become "Empowered Learners" by improving technology skills

Windows PC

phone   tablet   iPad

Mac   Chromebook

Shortcuts

Tech Tips
Basics

ScreenCapture
1. Basics

THINGS STUDENTS

Q2 Image Magic
10. Digital Images

3 - My Digital Life

8. Troubleshooting

Basic Computer Troubleshooting
21 Things for Students
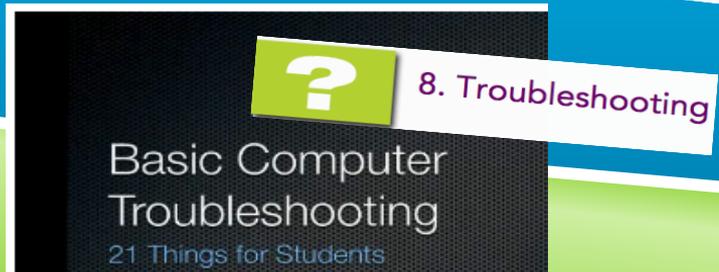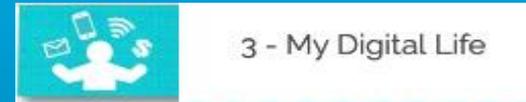
	Keyboard keys	Mission accomplished	Mac	PC
1	Select text quickly	Select an entire word Select an entire sentence (or even paragraph)	Double click on a word And then try triple click	Double c And ther click
2	Copy Paste	Copy something And then… Paste it. Hold down the Control or Command key and press the key indicated	⌘C ⌘V or F4	Ctrl c Ctrl v

GOAL 2

Help students learn to be safe and smart online and be good "Digital Citizens"

Usernames & Passwords

Q6 Safe & Secure
1. Basics

Q7. Email
1. Basics

5. Digital Footprint

Q3 Scams
Buyer Beware

Stop the Bully Q7-9
Cyber Safety

19. Buyer Beware

Q1 Compare Products
19. Buyer Beware

Q4 Web Presence
5. Digital Footprint

GOAL 3

Help students think critically about online resources and use them to effectively to create and construct artifacts

9. Search Strategies

Q1 Michigan eLibrary

Q2 Safe Searching

Q3 Web Site Evaluation

Q4 Citing Your Source

Q5 Fake or Real News

No food, drinks, gum, etc. near the computers at any time!

Bookmarking

Fake or Real News

FAKE News

WRITE COMICS.com

Create Your Own Comic Strip!

17. Creative Communications

Q4 Promote Yourself

16. Career Prep

GOAL 4

Help students engage in problem-solving, planning and design thinking

2. Visual Learning and 5-step Engineering Process

Ask

Improve

Imagine

Create

Plan

5. Digital Footprint and Planning a Web Presence

Engineering Design Process

identify the problem → brainstorm solutions → select a design → build a model or prototype → test and evaluate → share the solution

optimize

Create a Concept Plan
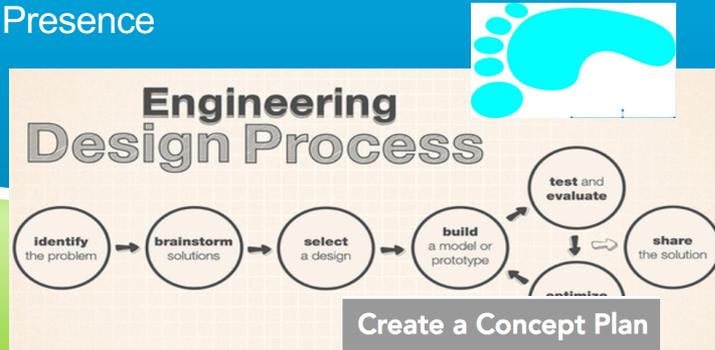
15. Design Thinking

Q1. What is Design Thinking?

Q2. What's Your Problem?

Q3. Big Ideas

Q4. Prototypes

Q5. Test & Improve

Q6. Reflect & Share

21. Computational Thinking

Q1 What is Computational Thinking?

Q2 Decomposition

Q3 Patterns

Q4 Abstraction

Q5 Algorithm

Q6 Evaluation

GOAL 5

Help students discover and use tools and strategies for collecting and analyzing data

WolframAlpha computational knowledge engine

Start by clicking on Examples to

Q3 Interactive Study Tools
12. Interactives

Text Compactor
Free Online Automatic Text Summarization Tool

S SummarizeThis™

Quizlet™

13. Dig the Data

| Part 1 Spin and collect the data |
| Part 2 Formulas |
| Part 3 Analysis, prediction and global results |
| Part 4 Delivery Problem (advanced option) |

Q6 Spin Out
13. Dig the Data

Q7 Just Function (Fx)
    Car Cruising
    Cell Phone
    Hungry Mungry
Q8 Whiskers
Q9 Changes Over Time

Directions: Draw your path and label the coordinates at each change in direction, 4 changes minimum.

Begin (-9, 5)

B

(-9, 3)

(-3, 3)

(-3, 1)

(6, 2)

(6, 1)

End (11, 2)

E
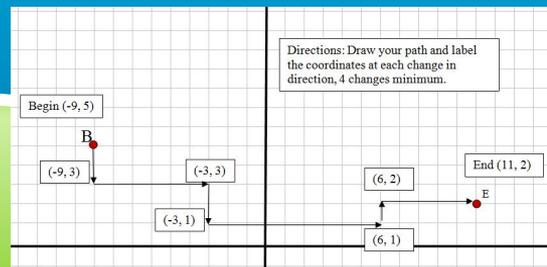
9. Search Strategies

GOAL 6

Help students learn to express themselves creatively using a variety of media tools chosen appropriate to the goal

17. Creative Communications

Q1 Applications

Q2 The Main Idea

Q3 Creating Your Digital Artifact

Q4 Remix

Gold What is the Message?

Gold Empower Student Voice With Flipgrid

Q3 Digital Self Portrait
10. Digital Images

Q8 Email Etiquette
Basics

18. Digital Storytelling
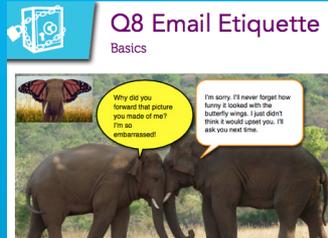
Q10 Sharing Your Presentation
11. Powerful Presentations

GOAL 7

Help students learn to make positive contributions as collaborators in local and global communities

Q8 Email Etiquette
Basics

2. Visual Learning

Q1 Fire Rescue
2. Visual Learning

Q4 Presentation Collaboration
11. Powerful Presentations

I Can Statement
• collaborate online to create a presentation

Group work roles

Working and Creating a Presentation Together

20. Global Collaboration

Q1. What is a Global Collaborator?

Q2. Collaborating With Other Cultures

Q3. Speaking Out About Global Issues

Q4. Lessons Learned

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Teaching Resources

TEACHERS

- **Teacher Start Page**
- Teacher Registration
- Teacher Guides
- Accommodations
- Assessment
- Competencies & Standards
- Digital Citizenship
- Feedback & Evaluation
- Presentations to Share
- Teacher Resource Login
- Updates

Standards Alignment Document
Assessment Bank
Complete URL listing

Goals of 21things4students	⊕
About Things, Quests, and Roadmap	⊕
Teacher Handbook, Lesson Guides, Listserv, and Syllabus	⊕
Student Checklists	⊕
Quizzes (Quizlet and ProProfs)	⊕

BADGES AND CERTIFICATES

➢ Teachers have access to digital badges and award certificates to provide as students complete the 'things'

CREATE …COLLABORATE…COMMUNICATE

➢ CREATE your own digital portfolio of projects to showcase your work and skills (blog, web site, online collection…)

➢ COLLABORATE locally and globally

➢ COMMUNICATE with your parents/guardians, siblings, family members, friends, neighbors to help teach them what you learn

Explore and Enjoy

You are very important

➤ To help keep this current, fun, and up-to-date

➤ Email: When a link or content goes bad

➤ Complete the End of 'Thing' surveys with feedback and suggestions located on the "graduation pages"

SPECIAL THANKS TO

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