



1. Basics
 2. Staying Organized
 3. Digital Footprint
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 5. Troubleshooting
 6. Digital Citizenship
 7. Be Legal and Fair
 8. Search Strategies
 9. Personal Networks
 10. Learning Online
 11. Interactive Learning
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 13. Productivity Suite
 14. Dig the Data
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 16. Buyer Beware
 17. Mobile Computing
 18. Video Creation
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 20. Screencasting
 21. Game Design
- Teacher Resources

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INTRODUCING: 21 THINGS 4 STUDENTS!

The <http://www.21things4students.net> website was designed as a virtual classroom for students in grades 6-12. In this classroom students will learn and demonstrate basic technology skills using a variety of web tools while meeting the online course requirements for graduation.

Aligned to Standards

Members of the **REMC Instructional Technology Specialists (RITS)**, along with pilot teachers from across the state, have created this site to provide project-based activities aligned to the **National Educational Technology Standards for Students (NETS-S)**, the **Michigan Educational Technology Standards for Students (METS)** and the **Framework for 21st Century Learning (Partnership for 21st Century Skills)**.

Student Technology Proficiency

Students utilize web tools, instructional videos, and online activities to create a digital portfolio of project based learning activities. Students satisfactorily completing the 21things4students course are deemed proficient for state reporting in **8th grade technology**.

Teacher Resources

Teacher Resource pages provide course administrators with supporting documents, materials, rubrics for evaluation, and additional activities for enrichment and re-teaching.

District Flexibility

The online course provides districts with flexibility given local resources. Districts can tailor implementation in a variety of ways, including multi-year/grades, integration into current curriculum/content, or by offering a dedicated course.

"21things4students" presents real-world skills that students will be able to take with them to business or IT careers."

Quote from Scott Husken, teacher at Anchor Bay Middle School South - Grades 6-8

"21things4students is an engaging, interactive program that makes learning vital technology concepts fun! My students loved it!"

Quote from Kathy Campau, teacher at Richmond Middle School, 5-8 Technology

"21things4students is the only open source resource that I have found that provides information, web links, and activities for students and teachers that cover the National and Michigan Technology Standards. Teachers in all subject areas can now be better equipped to integrate the technology standards regardless of their technology proficiency. 21things4students is powerful, ever-changing, and engaging; I look forward to seeing the transformation in education!"

Quote from Renee Jorae, teacher at St Johns Middle School, 6-8 Technology

Local Design

Although the website can be freely used to teach any of the “things” independently, ensuring that all students are proficient in technology requires district planning. It is recommended that districts using the 21things4students course develop an integration plan based on local resources. Consider the following implementation models.

Model 1—Multi-Year/Grade Plan

Each grade level is responsible for integrating and teaching certain “Things” across the curriculum.

Sample:

- Grade 6—Complete 7 things
- Grade 7—Complete 7 things
- Grade 8—Complete 7 things



The course can be followed from the website and is also available in Blackboard and Moodle. Contact your local REMC for the course expert.



Model 2—Dedicated Course(s)

The school offers a course focused on teaching all 21things using a project based learning approach.

Visit the growing student activity lesson repository (<http://21things4students.net/share-lessons.html>) for project based activities in your classrooms. Teachers are encouraged to submit new lessons.

Model 3—Curriculum Integration

Sample: Each content area integrates certain “things” into their course content. Students are exposed to all 21things within the four core/required area courses.

<p>Social Studies</p> <p>Digital Citizenship Be Legal and Fair Learning Online Buyer Beware Career Prep</p> 	<p>ELA</p> <p>Basics Staying Organized Digital Footprint Productivity Suite Search Strategies Powerful Presentations</p> 
<p>Science</p> <p>Video Creation Troubleshooting Visual Organizers Screen-casting Digital Images</p> 	<p>Math</p> <p>Game Creation Dig the Data Mobile Computing Personal Networks Interactive Learning</p> 