

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 - Collaboration		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

FREE!

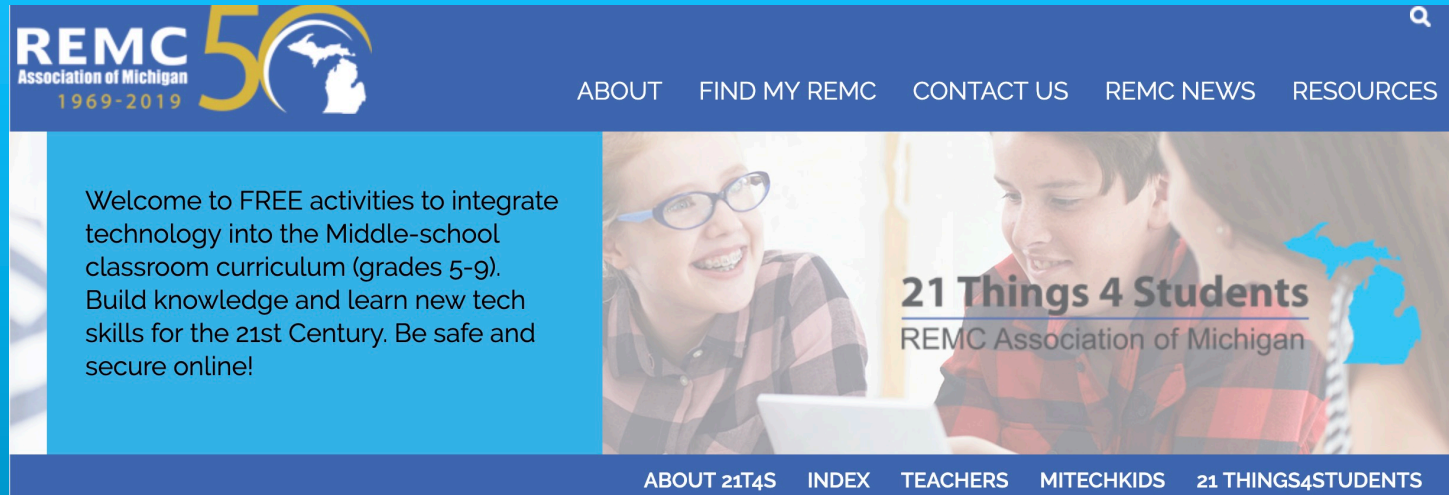
RESOURCES TO HELP BUILD TECHNOLOGY PROFICIENCY FOR STUDENTS

- Millions of students use these resources that are aligned to Michigan Technology Competencies (MITECS) and International Technology Standards (ISTE)



- + Providing positive online learning experiences

'21Things' are made up of 146 Quests = Fun projects that build technology skills



The screenshot shows the top section of the REMC Association of Michigan website. The header is dark blue with the REMC 50th anniversary logo (1969-2019) on the left and a search icon on the right. Navigation links include ABOUT, FIND MY REMC, CONTACT US, REMC NEWS, and RESOURCES. Below the header is a banner with a light blue background on the left containing a welcome message, and a photo of two students on the right with the text '21 Things 4 Students' and 'REMC Association of Michigan'. A bottom navigation bar contains links for ABOUT 21T4S, INDEX, TEACHERS, MITECHKIDS, and 21 THINGS4STUDENTS.

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](#)

21 THINGS are 21 BIG IDEAS

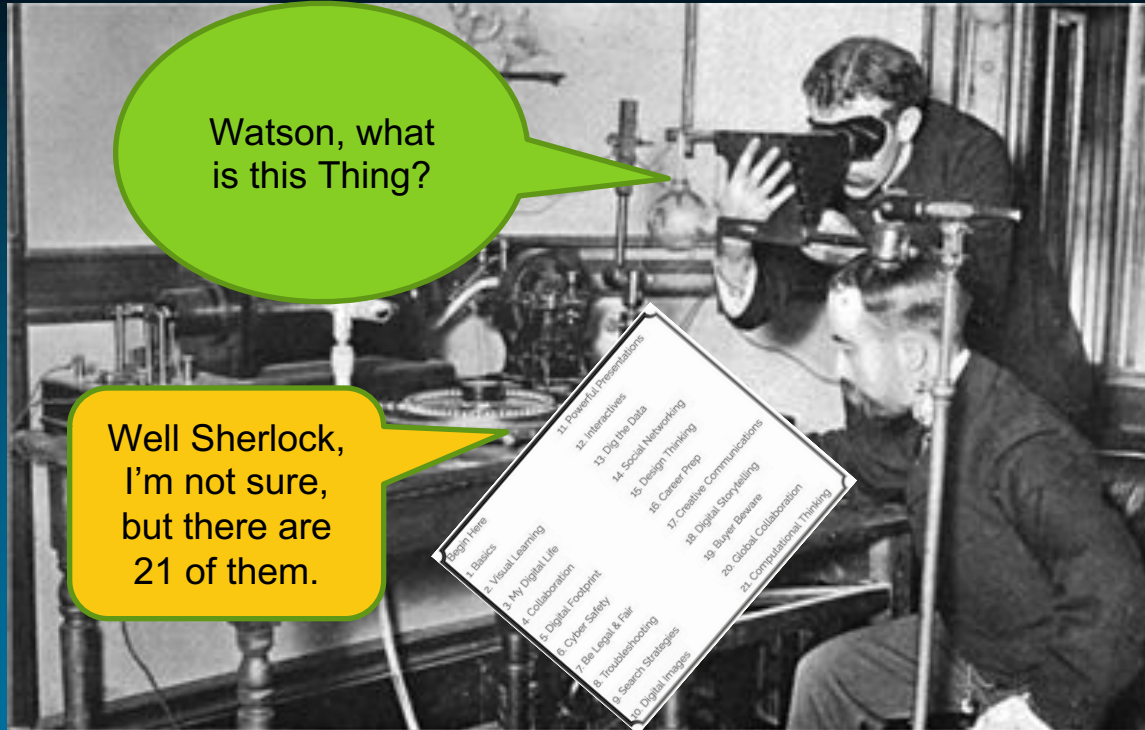
- Each 'Thing' is broken down into smaller quests.
- Quests are project-based activities using FREE internet resources.

	1 - Basics		8 - Troubleshooting		15 - Design Thinking
	2 - Visual Learning		9 - Search Strategies		16 - Career Prep
	3 - My Digital Life				17 - Creative Communications
	4 - Collaboration				18 - Digital Storytelling
	5 - Digital Footprint				19 - Buyer Beware
	6 - Cyber Safety				20 - Global Collaboration
	7 - Be Legal & Fair				21 - Computational Thinking

5. Digital Footprint

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

Anatomy of a Thing



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Anatomy of a Thing

Each Thing page has:

- Top animated video or image
- Introduction to the Thing (a big idea)
- Learning Objectives
- Side menu showing the Quests
- Teacher Guide
- Learning Objectives Slide
- Resources
- Print to pdf ability



The screenshot shows the 'Anatomy of a Thing Page' for the topic '7. Be Legal and Fair'. The page is part of the '21 Things 4 Students' program by the REMC Association of Michigan. The top navigation bar includes links for 'ABOUT 21T4S', 'INDEX', 'TEACHERS', 'MITECHKIDS', and '21 THINGS4STUDENTS'. The main content area features a large video player with a play button and a red box around it, labeled 'Top video or image'. Below the video is a red box labeled 'Direct link to the video'. The 'INTRODUCTION' section discusses the impact of technology on creative work and the need for legal protection. The 'LEARNING OBJECTIVES' section lists four goals related to copyright and fair use. A side menu on the right lists 21 quests, with '7. Be Legal & Fair' highlighted in a green box. Below the menu are links for 'Teacher Guide', 'Learning Objectives Slide', and 'Websites and Applications'. At the bottom right is a 'Print this page' button with a printer icon.



Do you have a
Quest?

For which
Thing?



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Anatomy of a Quest

Q1 Copyright Laws **Quest name**
7. Be Legal & Fair **Thing name**

Video
[Direct link to the video.](#)
Direct link to the video

INTRODUCTION

Have you ever taken something that didn't belong to you? Most people have. Have you ever downloaded music, movies, or games without permission? Most honest people probably have. Did you know that when you download something from the Internet you may be infringing on someone's copyright? You will find out what the laws are for using materials found on the Internet and how the laws apply to you and your activities online?

KEY VOCABULARY

Fair Use: Fair Use (in US copyright law) is a doctrine that brief excerpts of copyright material may, under certain circumstances, be quoted verbatim for purposes such as criticism, news reporting, teaching, and research, without the need for permission from or payment to the copyright holder.

Copyright: Copyright is the legal right to be the only one to reproduce, publish, and sell a book, musical recording, etc., for a certain period of time.

Public Domain: Public Domain is the state of things that are not owned by any individual and are available to all.

Creative Commons: Creative Commons is a non-profit organization that provides a simple way for others to use your work under certain conditions. You can choose to allow others to use your work but allow credit and only on certain conditions.

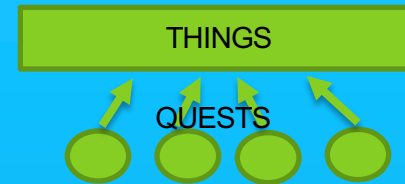
21 THINGS4STUDENTS
 Begin Here
 1. Basics
 2. Visual Learning
 3. Cloud Initiation
 4. Collaboration
 5. Digital Footprint
 6. Cyber Safety
 7. Be Legal & Fair
Q1 Copyright Laws
 Q2 The Source
 Q3 Plagiarism
 Q4 Stop the Pirates
 Be Legal and Fair
 Graduation
 8. Troubleshooting
 9. Search Strategies
 10. Digital Images
 11. Powerful Presentations
 12. Interactives
 13. Using the Data
 14. Social Networking
 15. Design Thinking
 16. Career Prep
 17. Creative Communications
 18. Digital Storytelling
 19. Buyer Beware
 20. Mobile Computing
 21. Coding and Game Design

☒ **7Q1 Student Checklist**
☐ **Quizlet- Copyright Laws Quiz**

MITECS, ISTE and Common Core Standards
Websites and Applications

Student Checklist

MITECS Competencies, ISTE Standards, CCSS



Anatomy of a Quest bottom of the page

I CAN STATEMENTS

- follow copyright laws
- create a digital artifact to demonstrate knowledge of copyright

[Print this page](#)

STEPS
 1. Visit <http://www.copyrightkids.org/> and read through the Copyright Basics & FAQs (Frequently Asked Questions) page. Your teacher may want to go over these with you.
 Look for additional answers to common questions at cyberbee.com

Videos about Copyright, Fair Use, and Plagiarism
Create a Digital Artifact
Copyright Quiz

COMPLETING THIS QUEST
 In order to successfully complete this Quest you must provide your teacher with accurate information about copyright by handing in your questions and quiz results.
 Save your digital artifact to your File Space or post it to your digital portfolio online.

→ Check off this Quest on the 21stas roadmap
 → [I am ready for the next Quest: The Source](#)

Prints lots of pages! Expand the boxes before printing.

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 and a Teacher Guide for each Quest



6. Cyber Safety Quest 8: Stop the Bully

Check off	Description
<input type="checkbox"/>	Watched the introductory video on Cyber Safety Q8 Nobody likes a bully
<input type="checkbox"/>	Read the Introduction, Key Vocabulary and I Can Statements
<input type="checkbox"/>	Took the Quizlet Key Vocabulary Quiz
<input type="checkbox"/>	Reviewed what was learned in Cyber Safety

Digital
Portfolio of
Projects

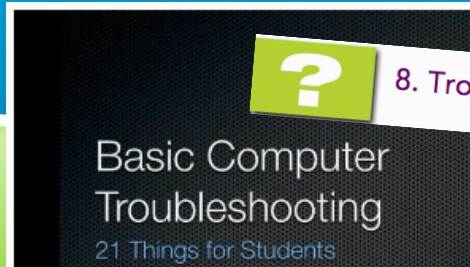
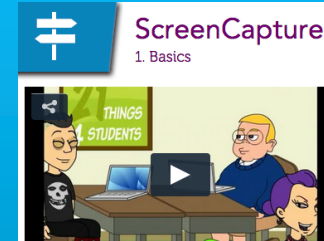
GOAL 1

Help students become “Empowered Learners” by improving technology skills

Set and reflect on
Personal Learning
Goals



Q2 Image Magic
10. Digital Images

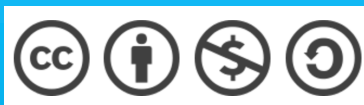


8. Troubleshooting

	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 click And then triple 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”



Stop the Bully Q7-9
Cyber Safety



Q6 Safe & Secure

1. Basics



Q3 Scams

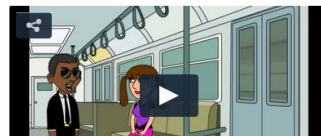
Buyer Beware



19. Buyer Beware

Q1 Compare Products

19. Buyer Beware



Username &
Passwords

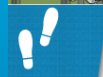


Q7. Email

1. Basics



5. Digital Footprint



Q4 Web Presence

5. Digital Footprint



GOAL 3

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



Fake or Real News



Bookmarking



17. Creative Communications



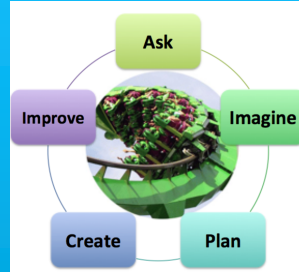
Q4 Promote Yourself

16. Career Prep

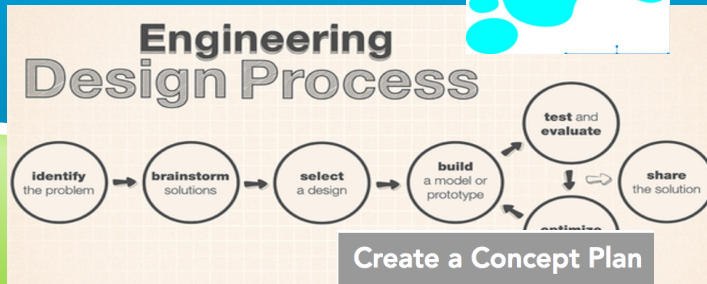
GOAL 4

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

2. Visual Learning and 5-step Engineering Process



5. Digital Footprint and Planning a Web Presence



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

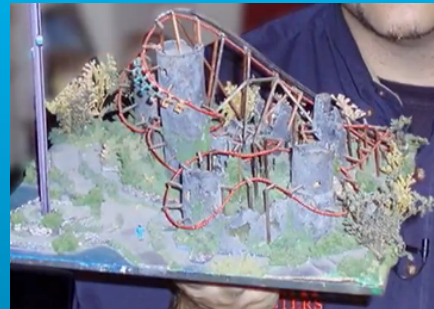
Q3 Interactive Study Tools

12. Interactives

 **Text Compactor**

Free Online Automatic Text Summarization Tool

 **SummarizeThis™**



13. Dig the Data

Q6 Spin Out

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)



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

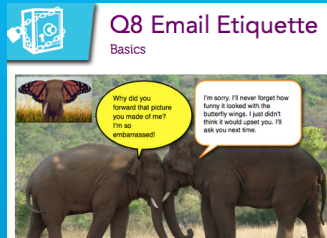
Q4 Remix

Gold What is the Message?

Gold Empower Student Voice With Flipgrid

Q3 Digital Self Portrait

10. Digital Images



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

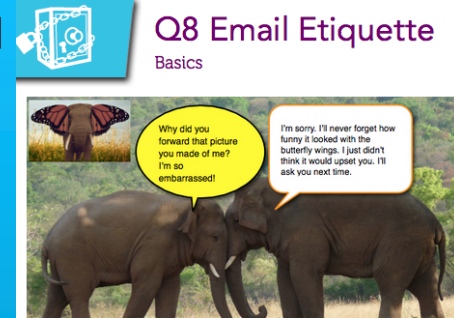


I Can Statement

- 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

Teaching Resources

Teacher Start Page

Teacher Start Page
Teacher Registration
Teacher Guides
Accommodations
Assessment
Competencies & Standards
Digital Citizenship
Feedback & Evaluation
Presentations and Lessons 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

Explore and
Enjoy

- ❖ 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

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

- Original 21things Project creation team: Melissa White and Carolyn McCarthy, and original partners: Jennifer Parker and Jan Harding.
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- REMC Association of Michigan for project funding and Sue Schwartz (Exec Director).
- RITS (REMC Instructional Technology Specialists) in Michigan
- 21t4students Advisory Team
- Teams of Revision teachers from across the state of Michigan helping keep the content current and fresh each year.
- Students who have provided feedback and suggestions.
- Special mention: Daryl McLeese, PawPaw Michigan teacher for the animated video introductions (and his student voices), Kathryn Grunow for the Teacher Guides and content improvements, Courtney Conley for digital citizenship, Robin Pegg for accessibility and accommodations.

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