

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

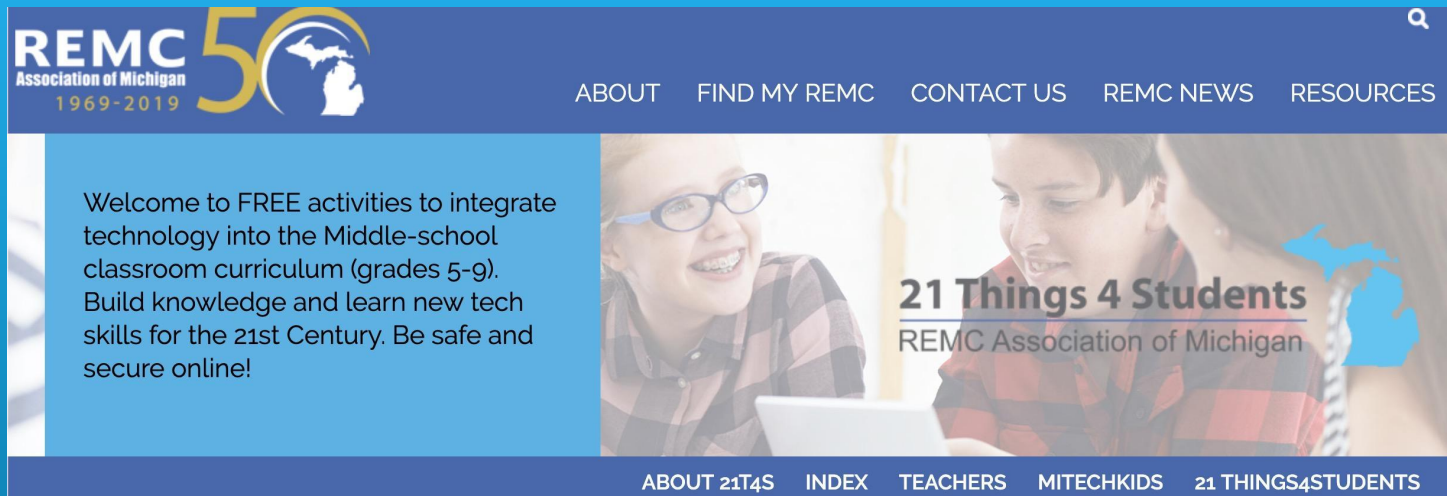
FREE! RESOURCES TO HELP BUILD TECHNOLOGY PROFICIENCY FOR STUDENTS

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



Providing positive online
learning experiences

The 21 Things4Students is supported by the Michigan REMC Association



The screenshot shows the homepage of the Michigan REMC Association 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. The main content area has a light blue background on the left with a welcome message, and a large image of three students on the right. Overlaid on the image is the text '21 Things 4 Students' and 'REMC Association of Michigan' next to a blue map of Michigan. A secondary navigation bar at the bottom of the main content area includes 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](#)

The 21 THINGS are 21 BIG IDEAS

Fun
Project-
based
Quests

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

Watson, what
is this Thing?

Well Sherlock,
I'm not sure,
but there are
21 of them.

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

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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 a web page titled "Anatomy of a Thing Page" for the "21 Things 4 Students" program, associated with the REMC Association of Michigan. The page has a navigation bar with links: ABOUT 21T4S, INDEX, TEACHERS, MITECHKIDS, and 21 THINGS4STUDENTS. The main content area is for "7. Be Legal and Fair" and features a "Top video or image" section with a video player showing a person at a computer. Below the video is an "INTRODUCTION" section with text about copyright and fair use. At the bottom is a "LEARNING OBJECTIVES" section with four bullet points. A right sidebar lists 21 quests, with "7. Be Legal & Fair" highlighted. Below the sidebar are links for "Teacher Guide", "Learning Objectives Slide", "Websites and Applications", and a "Print this page" button.

Anatomy of a Thing Page 21 Things 4 Students
REMC Association of Michigan

ABOUT 21T4S INDEX TEACHERS MITECHKIDS 21 THINGS4STUDENTS

7. Be Legal and Fair

Top video or image

Direct link to the video

INTRODUCTION

Technology has brought about a potential crisis. It seems that a lot of artwork, literature, and music by our most creative authors, musicians, and artists have fallen into the hands of pirates. Our artists can no longer support themselves nor feel safe in creating new work. Their work is being shared all over the Internet as we speak. We need to put a stop to this. What would happen if your favorite musicians stopped writing and publishing their music? Do you want to listen to the music of your grandparents? That's where this assignment comes in.

For this Thing you will find out what we can do to make sure creative work remain under proper control. You will investigate the laws of copyright and report your findings back to your teacher. You will also need to find out if there is a way to legitimately use the work done by others so that you are not accused of operating illegally. Your assignment includes spreading the word so that others know the rules. When you have made a creative work of your own you will check it for originality and you will also learn of a way to protect that work so that you will be

LEARNING OBJECTIVES

When you have completed this Thing you will:

- 1 know about copyright and fair use [Digital Citizen]
- 2 understand the social responsibility of using copyrighted materials [Digital Citizen]
- 3 know how to recognize and avoid plagiarism [Digital Citizen]
- 4 know how to use creative commons licenses [Digital Citizen]

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. Dig 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

[Teacher Guide](#)

[Learning Objectives Slide](#)

Websites and Applications

[Print this page](#)



Do you have a
Quest?

For which
Thing?



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Anatomy of a Quest Top of Page

Intro video
or image

Introduction

I Can...

Key
vocabulary



Q1 Copyright Laws

7. Be Legal & Fair



[Direct link to the video.](#)

INTRODUCTION

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

I CAN STATEMENTS

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

KEY VOCABULARY

Fair Use: Fair Use (in US copyright law) is the 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.

21

THINGS4STUDENTS

Begin Here

1. Basics
2. Visual Learning
3. My Digital Life
4. Suite Tools
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
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21. Computational Thinking



[7Q1 Student Checklist](#)



[7Q1 Teacher Guide](#)

THINGS



**Menu to other
'Things'**

Student Checklist

Teacher Guide

**Technology
Standards**

**List of websites and
documents used in
this Quest**

17. Creative Communications
18. Digital Storytelling
19. Buyer Beware
20. Global Collaboration
21. Computational Thinking



[7.Q1.Student Checklist](#)



[7.Q1 Teacher Guide](#)

Competencies & Standards



Websites and Documents



Websites

- [Copyright Kids](#)
- [Library of Congress](#)

THINGS



**Anatomy of a Quest
Right-hand side**

Anatomy of a Quest Continued

Vocabulary
Quizlet
Game

Steps

Creative Commons License: A Creative Commons license lets you dictate how others may use your work. The Creative Commons license allows you to keep your copyright while still allowing others to copy and distribute your work provided they give you credit and follow the conditions you specify.

Play the **Vocabulary Game** below to practice the **Key Vocabulary**.

Vocabulary Game



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.
2. Watch one or more of the following videos below on copyright, plagiarism, and fair use,

Print option
(WARNING
- lots of
pages!)



[Print this page](#)

Anatomy of a Quest Continued

Completing

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.

Link to next Quest

- ➔ Check off this Quest on the 21st4s roadmap
- ➔ [I am ready for the next Quest](#), *The Source*

QUEST FEATURES

- . 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



Digital
Portfolio of
Projects

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

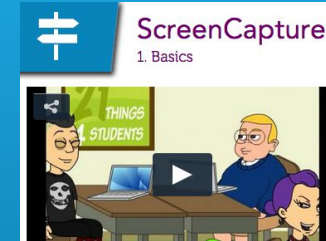
GOAL 1

Help students become “Empowered Learners” by improving technology skills

Set and reflect on
Personal Learning
Goals



Q2 Image Magic
10. Digital Images

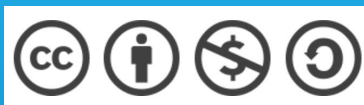


	Keyboard keys	Mission accomplished	Mac	PC
1	Select text quickly	Select an entire word Select an entire sentence (or even paragraph)	Double click on a word And then try triple click	Double c And then click
2	Copy Paste	Copy something And then... Paste it. Hold down the Control or Command key and press 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”

Username &
Passwords



Q3 Scams
Buyer Beware



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

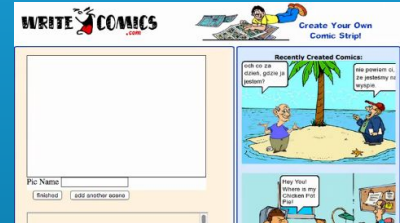
Q5 Fake or Real News



Fake or Real News



Bookmarking



17. Creative Communications



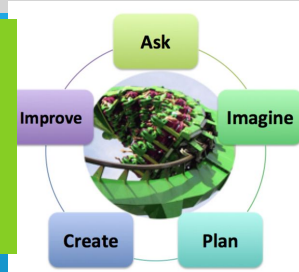
Q4 Promote Yourself

16. Career Prep

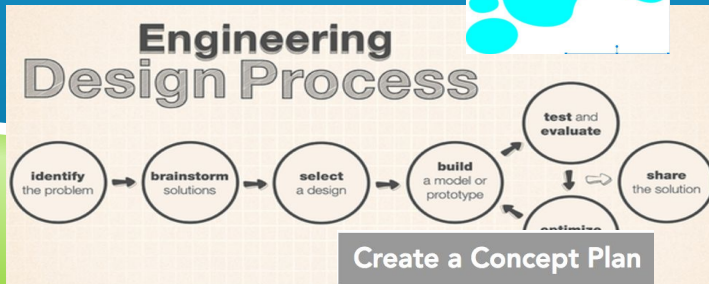
GOAL 4

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

2. Virtual 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

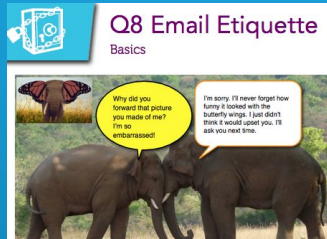
Q4 Remix

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

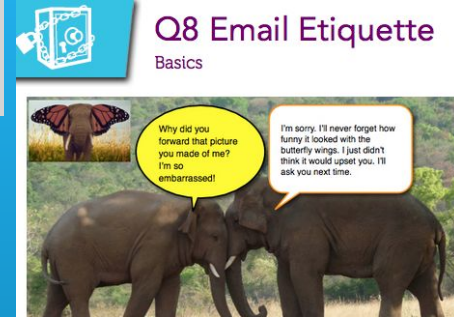


I Can Statement

- 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

- CREATE your own “Student Showcase Portfolio” of projects to demonstrate 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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- 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.

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