

# **Saving Peter's Packets Networking & Positive Uses of Computers**

*For Middle School Students*

## **Lesson 4: Understanding World Problems & Using Technologies to Help**

### **Lesson Contents:**

Teacher Summary  
Objectives  
ISTE NETS (International Society for Technology in Education National  
Education Technology Standards for Students  
Preparations for the Lesson  
Lesson Directions  
Additional Activities  
Additional Resources  
Certificate for Community Service (separate document)

### **Teacher Summary**

In the first three lessons of this series, students learned about servers, packets, routers, and wireless technologies. They were also introduced to problems in the target countries. This lesson features these problems and possible solutions.

Using the material provided about Haiti, India, and Zimbabwe in the game, the lesson should take you one 50-minute class period. Getting involved in online projects or tackling projects in your community will add additional time, which may be extended throughout the school year.

### **Objectives**

- To increase understanding of how the Internet can be used to help people around the world
- To increase student knowledge of global challenges
- To introduce students to ways they can work with others to solve problems

### **ISTE NETS: Standards for Students**

Basic operations and concepts:

- Students demonstrate a sound understanding of the nature and operation of technology systems.
- Students are proficient in the use of technology.

Social, ethical and human issues:

- Students understand the ethical, cultural, and societal issues related to technology.
- Students practice responsible use of technology systems, information, and software.
- Students develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, and productivity.

Technology communications tools:

- Students use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences.

Technology research tools:

- Students use technology to locate, evaluate, and collect information from a variety of sources.

Technology problem-solving and decision-making tools:

- Students use technology resources to solve problems and make informed decisions.
- Students employ technology to develop strategies for solving real-world problems.

## **What You'll Need for the Lesson**

Although parts of the lesson can be completed without high-speed Internet access, to use the Peter Packet information about Haiti, India, and Zimbabwe online, students will need to use computers with high-speed connections. If you do not want students to go online, the game can be downloaded to individual computers from the Peter Packet site. Once the game is on your computer, click "index.html" to play.

You will need one computer for each group of about two to four students.

You will need a large world map. If you do not have access to a large map, have your students go to the University of Texas Map Collection (<http://www.lib.utexas.edu/maps/>) to check out the locations needed for this lesson.

Investigate the links to the UN CyberSchool Bus, Red Cross Youth, and NetAid in the "Learn More" section at the end of the game. Determine if your students are interested in getting involved in one of the projects offered on these sites or if they want to help others in the community.

## Lesson Directions

1. In past discussions, students have become acquainted with the problems in the target countries. See if they can point out similarities among the problems faced by students in these nations (lack of education for children, poverty, girls not receiving education in India and Haiti, need for the children to help families survive, lack of help resources).
2. Divide your class into groups of all boys and all girls. Instruct the girls to skip to the end of Peter Packet to do "Learn More: Haiti" or "Learn More: India." Have the boys do "Learn More: Zimbabwe." Remind your students that they'll need to select their target country at the beginning of the program before they skip through the game to the "Learn More" section.
3. When students finish reviewing the content in the "Learn More" sections, ask the girl teams to present information on why so many girls in poor nations are not getting an education. Ask the boy teams to present information on the problem of HIV/AIDS in Zimbabwe, and have the entire class discuss the problems faced by young people in these countries.
4. Ask students to explore the three help group resource links provided in the "Jump to the Internet" section of Peter Packet.
5. When students have completed their explorations, put the boys on one side of the classroom and the girls on the other. Appoint a discussion leader for each group and have both groups come up with suggestions as to how they can use computers to participate in one of the online projects or to start a project that will help people in their local community.
6. Bring the class together to discuss the ideas generated by both groups. Make sure students consider what is possible for them to do with the time and resources they have available. Consider having them list ideas about how they can involve others in their projects.
7. Present your students with the **Service Award** <Instructors>Lessons>Unit Packet>Service Lesson>serviceaward.pdf>.

## Additional Activities

### Take Part in International Online Projects

Have your students take part in an international project featuring kids from around the world. For example, at Schoolnet Global (see link below), students from all over the world sent in their ideas "to students of the future." The ideas were gathered via email by a teacher and class in England. The messages sent to England from the children of many countries asked for things like world peace, education for all children, health for all, and a clean environment. They were posted online and in the Canterbury Cathedral in London. If your class is interested in working on international projects and getting to know students in other parts of the world, check out the links below to SchoolNet Global, Global Schoolhouse, Global Classroom, and KidLink.

### **Continue to Learn about Students in Haiti, India, and Zimbabwe**

Have your students learn more about students in Haiti, India and Zimbabwe. Let the Peter Packet unit continue throughout the school year as your students focus on the needs of students in these countries.

### **Offer Help in the Local Community**

Investigate other help groups/charities in the community and online. Have students consider what they might do for the American Cancer Society, the Humane Society, the local zoo, local nursing home residents, community hospitals, environmental groups, and similar organizations. For example, they could create newsletters for them, make posters advertising their activities, or carry out publicity campaigns related to a specific cause such as finding homes for stray animals.

### **Using the Packet Materials**

Think of ways your students might use the Peter Packet material for community service. Could your students help others learn about safe and responsible uses of technologies? Would retirement home residents enjoy having your students help them through the game? How about parents? Would nursing home residents like to hear your class perform the Peter Packet song? Would younger students at your school or in community groups enjoy learning about the game and careers in technology?

## **Additional Resources**

### **Community Service**

<<http://www.afterschool.gov>>

Links to interesting projects

### **Connect for Kids Community Service**

<[http://www.connectforkids.org/content1555/content\\_list.htm?attrib\\_id=332](http://www.connectforkids.org/content1555/content_list.htm?attrib_id=332)>

Examples of community service projects carried out by students

### **Global Classroom**

<<http://www.globalclassroom.org/>>

Students around the world take part in projects together.

### **Global Schoolhouse**

<<http://www.globalschoolnet.org/GSH/>>

Students around the world take part in projects together.

### **Kidlink**

<<http://www.kidlink.org/>>

Students around the world take part in projects together.

**Kids Make a Difference (Arbor Day)**

<<http://www.arborday.org/kids/kidsdif.cfm>>

Ways to help for Arbor Day

**NetAid**

<<http://www.netaid.org>>

Worldwide aid program

**Primer on Volunteerism for Kids**

<<http://www.pbs.org/wnet/newyork/laic/volunteer.html>>

Ideas on volunteerism

**Red Cross Youth Site:**

<<http://www.ifrc.org/youth/>>

Ways to help others through the Red Cross

**SchoolNet Global**

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

Students around the world contribute information.

**UN Cyber School Bus**

<<http://www.un.org/Pubs/CyberSchoolBus/index.html>>

Students help others through the United Nations.