

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

*For Middle School Students*

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

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### **Teacher Summary**

As your students completed the first three lessons in this series, they learned about servers, packets, routers, and wireless technologies. They were, in addition, introduced to problems in the target countries. It is these problems and possible solutions to them that this lesson features.

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 selected world problems.
- To introduce students to ways they can work together with others in the world to solve problems.

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

Standard 1: 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.

Standard 2: 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.

Standard 4: Technology communications tools: (Online projects)

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

Standard 5: Technology research tools:

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

Standard 6: Technology problem-solving and decision-making tools:

- Students use technology resources for solving problems and making informed decisions.
- Students employ technology in the development of strategies for solving problems in the real world.

\*International Society for Technology in Education National Education Technology Standards for Students.

## **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 that have high-speed connections. If you do not want students to go online, the game can be downloaded to individual computers. (To download the game, go to the [Peter Packet site](http://www.peterpacket.com) <[http://www.cisco.com/warp/public/779/edu/peterpacket2/deliverables/funland\\_play.htm](http://www.cisco.com/warp/public/779/edu/peterpacket2/deliverables/funland_play.htm)> and select "Download Game." Once the game is on your computer, click "index.html" to play.)

You will need one computer for each student group of about 2-4.

You will need a large world map. You may have to borrow one from a social studies teacher. If you can't get a large map, have your students go to the [University of Texas Map Collection](http://www.lib.utexas.edu/maps/) <<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. Think about whether you and your class will be interested in getting involved in one of the projects offered on these sites or if your class might want to tackle helping others in their own community.

## Lesson Directions

1. In your past discussions with your students, they've 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, etc.)
2. Divide your class into boys' and girls' teams this time. Assign the girls' teams to skip to the end of Peter Packet to do "Learn More: Haiti," or "Learn More: India." Have the boys' teams 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. (NOTE: If you have a class that is mostly boys or mostly girls or all boys or all girls, have some of your students play the roles of girls or boys.)
3. Explain that when they are finished their examination of the content in the "Learn More" sections, you will expect the girls' teams to present information on why so many girls in poor nations are not getting an education, the boys' teams to present information on the problems of HIV/AIDS in Zimbabwe, and both girls' and boys' teams to discuss the many problems faced by young people in these countries.
4. Ask students to explore carefully 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 the girls' group and the boys' group come up with suggestions as to how they can use computers to take part 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 to have the students consider what is possible for them to do considering the time and resources they have available. You might consider having them list ideas about how they can involve others in the project or projects they select to carry out.
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 world peace, education for all children, health for all, clean environment, etc. 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 the problems of 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 and retirement home residents, community hospitals, environmental groups, etc. Retirement homes, the Humane Society, local charity organizations, etc. might love to have your students create newsletters for them, make posters advertising their activities, carry out publicity campaigns related to a specific cause (such as finding homes for stray and unwanted animals) with their computers, write letters for them, etc.

### **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 followed by treating them to some fun on computers? 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>>

Select Activities Community Service under Planning Activities for 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 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 project 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/>>

Work 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 work to help others through the United Nations.