

Club Tool Kit

What is a Club?

The **Hacker Busters** is a computer club for students, ages 12-14.

The club features exciting activities designed to help members gain a better understanding of computers and the Internet while encouraging them to think about technology-related careers and how they can use technology to help others. Activities such as action games, computer challenges, creative writing and design, role-playing, etc. encourage safe and responsible use of technologies.

Who Can Start a Club?

Most Packet Riders and Hacker Busters Clubs are started by teachers who are eager to help their students learn more about technology. Often these are computer teachers, but other teachers and parents with an interest in technology may start a club.

How do I sign up?

To make use of the Packet Rider and Hacker Buster online materials with your students, all you have to do is sign up either on the Packet Riders or Hacker Busters site. Signing up is free and it entitles you to all the lessons, resources, and games on the sites. Besides, you'll receive a monthly newsletter packed with great ideas for your club.

When would my club meet?

During the Regular School Day

If you are a computer teacher, consider making each of your middle school classes into a Packet Riders or Hacker Busters Club. You'll find that the lessons, resources, and activities meet the Technology Standards for Students set by the International Society for Technology in Education (ISTE). Students in your classes can become the Packet Riders or the Hacker Busters as you lead them through to meeting the ISTE NETS (National Educational Technology Standards). It's a good idea to have your students work in your class as a Club throughout the school year, for all of the topics you generally cover in your curriculum can easily fit into the Club goal of helping students better understand technologies. You'll be doing Club activities while completing your regular courses of study.

If you teach in a self-contained classroom or in a subject area such as social studies, think about incorporating a club into a unit or lesson in your regular curriculum. If your students use technology on some of their assignments/projects, then fitting in club activities will be easy. Because club activities feature understanding of the Internet, careers, community service, and using computers in creative ways, the Clubs will slip neatly into the curriculum as a lesson, unit, or yearlong learning project.

After School or at Some Other Time

You may want to schedule a Club after school or at some other time when students would be able to attend. Students who are interested in computers will enjoy attending the Club to have the chance to learn more about technology.

What else do I need to do?

Before organizing a Club, you should make your school administration aware of the value of the Club experience and get permission to move forward with your students. Direct those in charge of your school to the site so that they can see the materials and read the information for administrators. Be sure to explain what you have in mind for your Club, who will be involved, and when it will meet. Invite the administrators to attend a Club session, and if you can, get them involved, too.