

9-12 Technology



Guiding Our Students to Success Using Technology

Marshall County Technology Integration Newsletter

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Understanding Your Students: A Glimpse into the Media Habits of Tweens and Teens

Common Sense's new study quantifies screen use, identifies unique types of users, and uncovers patterns that could spark improvements in content, access, and learning.

For today's tweens and teens, technology is part of the fabric of everyday life. They're watching TV on lots of devices and using smartphones and tablets to maximum advantage -- texting, researching, sharing, connecting -- sometimes using multiple devices at once. Educators need to understand how technology fits in children's lives to know how it can be used to support learning.

Some findings may not be surprising: Kids like to multitask while doing homework. Other findings point to continued challenges around digital equity: Lower-income teens have less access to home computers and are less likely to use them for homework.

Here are more findings:

It's not your imagination -- media use is off the charts.

Teenagers (age 13-18) use an average of nine hours of entertainment media per day, and tweens (age 8-12) use an average of six hours a day, not including time spent using media for school or homework. Of that, tweens average more than four and a half hours of screen media use a day and teens more than six and a half hours.

Low-income kids lack access.

Kids growing up in lower-income homes are far less likely to have access to computers, tablets, and smartphones than their wealthier peers. Computers are used more frequently for homework by higher-income teens (83 percent use it weekly or more often) than lower-income teens (61 percent use it weekly or more often).

Multitasking during homework is the norm.

Many young people use media while doing their homework. For teens, this

multitasking includes listening to music (76 percent), sending texts (60 percent), watching TV (51 percent), or checking social media (50 percent).

Young people believe they can do it all.

Most young people who use media while doing their homework think it doesn't make a difference in the quality of their work, with one exception: Many teens (50 percent) think listening to music helps the quality of their work.

Young people read for homework and pleasure.

Tweens are equally likely to read for homework (46 percent) or for pleasure (44 percent) on any given day, but teens are more likely to read for homework (44 percent) than for fun (29 percent).

Social media use is big, but maybe not super fun.

Social media is an integral part of most teens' lives (45 percent use it "every day"), but only 36 percent of teens say they enjoy using social media "a lot," compared with 73 percent who enjoy listening to music "a lot" and 45 percent who enjoy watching TV.

Everyone can be a maker, but not many are.

The vast majority of children's engagement with media consists of consuming media, with only a small portion devoted to creating content.

You can read the full report at <https://www.common SenseMedia.org/research/the-common-sense-census-media-use-by-tweens-and-teens>

November 03, 2015

Michael Robb

Director of Research, Common

PERSONAL MEDIA OWNERSHIP

| Device | Among Tweens | Among Teens |
|------------------------------|--------------|-------------|
| Tablet | 53% | 37% |
| TV set (bedroom) | 47% | 57% |
| Portable game player | 42% | 32% |
| Smartphone | 24% | 67% |
| Video game console (bedroom) | 22% | 34% |
| iPod Touch | 21% | 20% |
| Laptop computer | 19% | 45% |
| iPod | 15% | 23% |
| E-reader | 7% | 9% |
| Desktop computer (bedroom) | 6% | 11% |

FAVORITE MEDIA ACTIVITY

| Activity | Among Tweens | Among Teens |
|-------------------------------|--------------|-------------|
| Playing video games | 22% | 15% |
| Reading | 16% | 10% |
| Watching TV | 13% | 9% |
| Listening to music | 10% | 30% |
| Watching online videos | 10% | 6% |
| Playing mobile games | 8% | 2% |
| Using social media | 4% | 10% |
| Playing computer games | 5% | 5% |
| Creating digital art/graphics | 2% | 1% |
| Writing | 1% | 1% |
| Making videos | 1% | 1% |

Note: Other options in the survey for "favorite" activities included taking/editing photos, creating/modifying games, coding, and creating digital music, but only activities that received at least 1 percent in each age group are included in this table. Therefore, totals do not add up to 100%.



Ways to Check For Malicious Websites

One of a hacker's favorite tools for stealing your information is the phishing scam. Whether it's through email, texts or on social media, sooner or later you will run into messages that try to trick you into clicking on links to malicious websites.

A malicious site is a site that tricks you into giving away information or downloading a virus. If the hackers have done their job right, detecting a malicious site isn't easy. However, there are some telltale signs you can watch for.

1. **Encryption**-A malicious site is a fake site. Hackers make the site look familiar to you so that when you enter your login information it is sent straight to the hackers that now have access to your account. Never click on a link that is in an email or text. Always type in the web address manually or use a bookmark site that you know is legitimate.
2. **Presentation**-Sites that might be suspicious is the way the site looks. Look for any grammar or spelling errors. A poor presentation should always give you pause.
3. **Content**-Ask yourself what is this website trying to do? Does it want me to download a program, take a survey, watch a video, give it information so it can send you money or a free prize? If you are looking for software, be aware of the site. You may be on a generic site and download an infected program. Be aware of any downloads that are "free."

It is best to avoid malicious sites entirely. Make sure your computer, browser, and important software are always up to date.

For more information visit: <http://www.foxnews.com/tech/2015/10/15/3-ways-to-spot-malicious-website.html>

MARS LOGINS

***Students need to use their assigned logins when logging into the MARS domain. NEVER log students in under a teachers' MARS account!**

- ◆ If a student cannot login for that session, use the guest login for your school (see school tech facilitator).
- ◆ Submit a work order with student's first and last name, grade level, and WVEIS number to obtain a MARS login ASAP.

Teachers:

*It is recommended to change your MARS login password, so others are unable to login as you and retrieve your files. **KEEP YOUR MARS LOGIN SECURE!!!***

—To Change your MARS password: After you first login, at your desktop, press CTRL + ALT + DEL and choose "Change Password." Use this new login on all work computers.

NEVER ALLOW A STUDENT TO USE YOUR MARS LOGIN!!

Using Office 365 Apps in The Classroom

Would you like to share documents with your students? Would you want your students to share and collaborate with their peers and you? With Office 365, you have a couple of easy options to achieve this. First, your students must have their **school email accounts** activated. Jennifer Lipinski and Susie Kelch have assisted teachers and students at Sherard Middle School (grades 6-8) and Central Elementary (grade 5). If you would like for your students to have their student email accounts activated, please contact Jennifer or Susie to set a day(s) to visit you and your classroom.

Once your students have their school email. They can share work with you and/or other students. Here are a couple of options:



- Share a document in **Word Online**, **Excel Online**, or **PowerPoint Online**.



- Once you begin an online document, it is automatically saved in **One Drive**. This is convenient for the students who want to work on an assignment at home.



- The teacher can create a **Class Notebook** and invite the students.



- In the **Class Notebook**, there are 3 sections:

- **Collaboration**—Students and Teachers can work together. Teacher and Student can edit content. Great for shared classroom or group projects

- **Content Library**—Publish Course Materials to Students. Teacher can edit. Students can only view, copy, or print content. Great for distribution of tests, assignments, or other course materials to students

- **Student Notebooks**—A private space for each student. Has defaulted sections: handouts, class, notes, homework, quizzes. Teacher delete or add additional sections. Teacher can edit content and see all Student Notebooks. Students can view or edit their content only.



Computer Activities

As with all internet activities (videos, search engines, etc.) please view the activity first prior to assigning it to students.

- National Geographic Photo of the Day:** Helps students differentiate between observations, inferences, and predictions using “National Geographic Photo of the Day.” Students type/write 5 observations, 5 inferences, and 5 predictions from the photo displayed. (<http://photography.nationalgeographic.com/photography/photo-of-the-day/>)
- Bing in the Classroom:** Bing can save you time by making lesson preparation easier. You’ll find dynamic features to help you make lessons more engaging such as Bing Map Apps. Take your students on virtual field trips to historic places using the 3-D photo experiences of the Photosynth Map App. <https://www.bing.com/>
- Bibliography Assistance:** A list of websites that will help students and teachers with bibliography. <http://www.freetech4teachers.com/2014/04/5-tools-that-help-students-organize.html>
- Symbaloo For Internet Safety Supplement:** Videos to explain Cyber Safety. Pink represents Elementary Level, Green represents Middle School Level, and Orange represents High School Level. <http://www.symbaloo.com/mix/cybersaftey>

COUNTY PAID WEBSITES AND PROGRAMS (REQUIRES LOGIN)

- Study Island (2-12) <http://www.studyisland.com/>
- Carnegie Learning (6-12) <https://2013.carnegielearning.com/2015.05.54/auth/login2013.html>
- Discovery Education (all grade levels) <http://www.discoveryeducation.com/>
- Plato Learning (teacher resources-requires login for teachers) <https://ple.platoweb.com/Account/SignIn>

Integrating Technology in The Classroom

If you would like for Susie Kelch and/or Jennifer Lipinski to assist you with integrating technology in your curriculum, please go to the link below and complete the form.

<http://goo.gl/forms/Po6htOLGvG>

If you need assistance with Integrating Technology in Your Classroom, contact us:

Jennifer Lipinski—jlipinsk@k12.wv.us

Susie Kelch—skelch@k12.wv.us

304-843-4400 extension 312

Technology Assistance

<http://marshall-k12.wvnet.edu/technology/>