1. **Title of program:** “Who Are We?”

2. **Summary of program:**

   The program challenges multi-age classrooms of 7th and 8th grade students to explore the behavior of human beings in the past and present in a series of quarterly research projects. Utilizing print and online resources and multiple social networking tools, students work in small groups to research and create presentations of their findings and conclusions about topics exploring individual and collective human behavior and action. Project themes include an analysis of different aspects of the U.S. population, research about protest movements in U.S. history, an analysis of the Universal Declaration of Human Rights, and a biography study of influential change makers.

3. **Why would other school librarians want to replicate this program?**

   This program provides school librarians the opportunity to collaborate with teachers from one or more disciplines on projects that require students to integrate curriculum content, research skills, print and online information sources, and technology tools (including social networking tools) to create original information products that can be shared easily to promote dialog around issues of importance in today’s world. School librarians take a leadership role in elevating the complexity and depth of curriculum projects. These projects require students to read, write, speak, and listen and to engage in higher order thinking skills, meeting the rigorous demands of Common Core Standards.

4. **Suggested grade level(s):**

   Grades 6-12

5. **Suggested participant group size:**

   20-32 students

6. **Potential collaborators within school:**

   Social sciences teachers, English/language arts teachers, Spanish/language arts
teachers, art teachers, technology/computer teachers.

7. Potential community collaborators:
These projects benefit from student interaction with community members via live interviews, e-mail, or phone to gather relevant information and individual perspectives about events and themes related to the projects.

8. Program preparation time:
5 hours

9. Program implementation time:
20-32 classroom periods (varies widely depending on student experience).

10. Materials needed:
Ideally access to computers, print and online resources (free and subscription), microphones for vocal recordings, school district policies that allow for the use of some social networking tools.

11. Subject areas covered:
- Social studies
- Art
- Music
- Poetry
- Drama
- Language arts
- Foreign language
- Culture
- Other: Technology

12. Curriculum standards covered (Please include any state or district curriculum standards):
NET*S Standards
1. Creativity and Innovation
   1b. create original works as a means of personal or group expression
2. Communication and Collaboration
   2a. interact, collaborate, and publish with peers, experts, or others employing a
       variety of digital environments and media
   2b. communicate information and ideas effectively to multiple audiences using a
       variety of media and formats
   2d. contribute to project teams to produce original works or solve problems
3. Research and Information Fluency
   3b. locate, organize, analyze, evaluate, synthesize, and ethically use information
       from a variety of sources and media
   3c. evaluate and select information sources and digital tools based on the
       appropriateness to specific tasks
   3d. process data and report results
4. Critical Thinking, Problem Solving, and Decision Making
   4a. identify and define authentic problems and significant questions for
       investigation
   4b. plan and manage activities to develop a solution or complete a project
   4c. collect and analyze data to identify solutions and/or make informed decisions
5. Digital Citizenship
   5a. advocate and practice safe, legal, and responsible use of information and
       technology
   5b. exhibit a positive attitude toward using technology that supports collaboration,
       learning, and productivity
   5c. demonstrate personal responsibility for lifelong learning
6. Technology Operations and Concepts
   6a. understand and use technology systems
   6b. select and use applications effectively and productively
   6d. transfer current knowledge to learning of new technologies

NET*T Standards

1. Facilitate and Inspire Student Learning and Creativity
   1a. promote, support, and model creative and innovative thinking and
       inventiveness.
   1b. engage students in exploring real-world issues and solving authentic problems
       using digital tools and resources.
   1d. model collaborative knowledge construction by engaging in learning with
       students, colleagues, and others in face-to-face and virtual environments.
2. Design and Develop Digital-Age Learning Experiences and Assessments
   2a. design or adapt relevant learning experiences that incorporate digital tools and
       resources to promote student learning and creativity
   2b. develop technology-enriched learning environments that enable all students to
       pursue their individual curiosities and become active participants in setting their
       own educational goals, managing their own learning, and assessing their own
       progress standards and use resulting data to inform learning and teaching
3. Model Digital-Age Work and Learning
   3a. demonstrate fluency in technology systems and the transfer of current knowledge to new technologies and situations
   3b. collaborate with students, peers, parents, and community members using digital tools and resources to support student success and innovation
   3c. communicate relevant information and ideas effectively to students, parents, and peers using a variety of digital-age media and formats
   3d. model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning

4. Promote and Model Digital Citizenship and Responsibility
   4a. advocate, model, and teach safe, legal, and ethical use of digital information and technology, including respect for copyright, intellectual property, and the appropriate documentation of sources
   4b. address the diverse needs of all learners by using learner-centered strategies and providing equitable access to appropriate digital tools and resources

**ILLINOIS STANDARDS:**

MATH 10A — Students who meet the standard can organize, describe and make predictions from existing data. (Data analysis)

Social Science 14F — Students who meet the standard can understand the development of United States political ideas and traditions.

Social Science 15A — Students who meet the standard understand economic systems, with an emphasis on the United States.

Social Science 16A — Students who meet the standard can apply the skills of historical analysis and interpretation.

English Language Arts 1C — Students who meet the standard can comprehend a broad range of reading materials.

English Language Arts 3B — Students who meet the standard can compose well-organized and coherent writing for specific purposes and audiences.

English Language Arts 4B — Students who meet the standard can speak effectively using language appropriate to the situation and audience.

English Language Arts 5A — Students who meet the standard can locate, organize, and use information from various sources to answer questions, solve problems, and communicate ideas.
English Language Arts 5B — Students who meet the standard can analyze and evaluate information acquired from various sources.

English Language Arts 5C — Students who meet the standard can apply acquired information, concepts and ideas to communicate in a variety of formats.

13. **Skills (Please include any skills acquired by students participating in the program, from AASL’s Standards for a 21st Century Learner):**

   **Standard 1:** Learners use skills, resources, and tools to inquire, think critically, and gain knowledge.

   **Standard 2:** Learners use skills, resources, and tools to draw conclusions, make informed decisions, apply knowledge to situations, and create new knowledge.

   **Standard 3:** Learners use skills, resources, and tools to share knowledge and participate ethically and productively as members of our democratic society.

14. **Additional resources that assisted program creator (e.g., a website, bibliography, etc.):**

   *If America Were a Village* by David J. Smith (Kids Can Press, 2009)

   *Viva La Causa* (A Southern Poverty Law Center Teaching Tolerance Film, 2009)