Technology in Action Guide

Secondary Social Science

Standards Targets Connections

Inquiry	
Civics	**Geography**
Economics and Financial Literacy	**History**

Social Emotional Learning Standards Connections— SEL Goal 3—Demonstrate decision-making skills and responsible behaviors in personal, school, and community contexts

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Inquiry Tools

Internet Public Library 2 is an online library that has been managed for over 20 years by Drexel University with contributing partners from over 20 universities from across the US, including the University of Illinois- Urbana-Campaign! The website is no longer actively managed and some resources such as "ask a librarian" are no longer available. However, the 20 years of curated data, resources and collections are FANTASTIC and certainly worth visiting! The website also has sections for kids, teens, newspapers, magazines, specials collections and can be searched by subject. http://www.ipl.org/

Recap—by Swivl is a free app/website tool that provides teachers with new, creative way to gather evidence of student thinking using video recordings. Create and assign questions to a student, a group of students or the entire class to be answered during or after a lesson via the devices camera/microphone. This app works on iOS, Android, Chromebooks and desktop machines. https://letsrecap.com/

FactCheck.org is a website that monitors the factual accuracy of what is said by major U.S. political players in the form of TV ads, debates, speeches, interviews and news releases. The cover many current events in the nation and globally. Their goal is to apply the best practices of both journalism and scholarship, and to increase public knowledge and understanding. http://www.factcheck.org/

Docs Teach—Turn your students into historians with primary-source based activities. Provide them the unique web address for an activity, or compile a Classroom full of activities. Each activity-creation tool helps students develop historical thinking skills. Pick documents, set up the activity, and write instructions for your students. You can include questions or an assignment in your conclusion. Students can submit and save their responses so that you can access them in My Students' Responses, or have them emailed to you if desired. https://www.docsteach.org/tools

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Civics Activities

iCivics is a non-profit organization dedicated to reinvigorating civic learning through interactive and engaging learning resources. The iCivics games place students in different civic roles and give them agency to address real-world problems and issues. They are rooted in clear learning objectives and integrated with lesson plans and support materials. Educators can create accounts and then classes with student usernames and passwords, create assignments and monitor student completion. https://www.icivics.org/

Change Gamer promotes the use of digital games to study themes such as energy, climate change, natural disasters, the environment, economics, politics, history and science. The vast majority of games are free, browser-based, and playable on a number of different platforms (e.g. PC, Mac, Chromebook, etc.). http://www.changegamer.ca/

The Constitution Center hosts many interactive games such as the Interactive Constitution, Seize the Vote and Which Founder Are you? Educator resources for "offline" activities are also available and include many multimedia components. https://constitutioncenter.org/learn
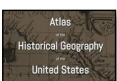
The Migrant Trail is a single-player simulation game examining the life of migrants and border patrol agents on the U.S.-Mexico border. The game is similar to Oregon Trail. The player may choose to play as one of several individuals on either side (undocumented migrant or border patrol) and is always first introduced to a prologue explaining that character's history and motivations. Both points of view are well structured and offer compelling dialog for students. (Grades 6-12) http://themigranttrail.com/

Geography Activities

The **Digital Scholarship Lab** at the University of Richmond has created an interactive resource using animation and layering technologies to create American History maps to reveal patterns that are hard to grasp on static maps. http://dsl.richmond.edu/historicalatlas/
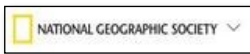
IL Geographic Alliance -The interactive maps which cover a wide variety of topics including physical geography, historical geography, population, cultural processes and patterns, political geography, agriculture and rural land use, industrialization and economic development, cities and urban land use, as well as general reference maps. http://arcg.is/2vmVD6F

Geography Activities (continued)

Taking it Global for EDU is a platform for educators to connect with a global community of classroom around the world looking for classrooms to collaborate on issues. Educators can sign up their classrooms and join a community to connect with other classrooms or just see what is being done around the world. Educator resources can be found on the website to get started. http://www.tigweb.org/tiged/

National Geographic Society Educator Resources is a Platform that has an innovation lab, interactive globe, activities, lessons, educator guides, professional develop and educational games. The platform also has thirteen different mapping tools and resources. http://nationalgeographic.org/education/#

Economics and Financial Literacy Activities

Admongo—Everywhere you look, you see advertisements—not just on TV and online, but on buses, buildings, and scoreboards. Do your students have the critical thinking skills to understand ads, what they're saying, and what they want kids to do? http://bit.ly/2vmUOuG

EconEdLink—Meet the students where they are by using technology to help teach economics and financial literacy. Simulations, games, videos and other interactive resources make education fun and engaging for the 21st century learner. http://www.econedlink.org/tools/1

Financial Literacy for Everyone allows students to test their money skills and give a brain a workout with these fun and educational games. Elementary to high school will find games to help with understanding spending and saving. http://www.practicalmoneyskills.com/play

Money Instructor (Online Banking Simulation) - online bank simulation for teaching and learning about banking and online banking skills. Learn about modern Internet and electronic banking using a computer, cell phone, or other electronic device. Includes lessons and worksheets for teaching, learning, and understanding online banking and related financial concepts. The online bank includes the following functionality: New account creation, Deposit money, Withdraw money, Transfer money between accounts and to other accounts, Pay Bills, Pay bills using payee information that may be saved, Create class lists of deposits or withdrawals to your students accounts (for example salaries, rent, etc), View monthly account statements, Use an ATM for banking transactions, Write a check from your checking account, Create separate class accounts for each of your classes and name the classes, Alter the bank date to create simulations. Make time progress faster or slower than real time. (for example, make one week of class equal 1 month of bank time)., and Banking administration. https://www.moneyinstructor.com/onlinebanking.asp

History Activities

The **Reading Like a Historian** curriculum engages students in historical inquiry. Each lesson revolves around a central historical question and features sets of primary documents designed for groups of students with diverse reading skills and abilities. Instead of memorizing historical facts, students evaluate the trustworthiness of multiple perspectives on historical issues. They learn to make historical claims backed by documentary evidence. https://sheg.stanford.edu/rlh

The **TimeMap of World History** is a comprehensive atlas and encyclopedia of world history. It contains over 650 maps and 1,000 pages of supporting text. It is designed to be easy to navigate, through both time and space. It is structured to make the complex mesh of history accessible and comprehensible. http://www.timemaps.com/history

Timeline JS3 is a simple timeline creator that hosts the produced timeline that can be embedded on any website or block. The timeline can be created using a simple Google spreadsheet and the website gives educators the template to start with and a video tutorial. Multimedia can be included in the timeline such as video and website links. Timelines can also be shared via Google Plus, Gmail, Facebook or Twitter. http://timeline.knightlab.com/

The **SIx3D** viewer offers students the ability to explore some of the Smithsonian's most treasured objects with a level of control that has never been possible until now. This revolutionary level of access to the Smithsonian collections will spark your students' curiosity and that the exploration of these objects will enable them to build lifelong observation and critical thinking skills. With few exceptions, SIx3D also offers access to these data sets so students can "reprint" a 3D model. https://3d.si.edu/

Even MORE Resources

To find more resources and the latest up-to-date technology to support technology integration, please visit www.ilclassroomtech.weebly.com.

- ◆ Assessment tools
- ◆ Audio/video tools
- ◆ Content area support
- ◆ Digital portfolios
- ◆ Computer science
- ◆ Learning management systems
- ◆ Mobile apps
- ◆ Research tools
- ◆ Social Emotional Learning
- ◆ Technology terms

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