

Luke Walker

Portfolio

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MacArthur Foundation Series on Digital Media & Learning


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Collaborations > Peace Murals


Your Classroom


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- > Video Chat
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- > Settings

Participants

Teachers (3)



Jim Carleton [\[more\]](#)



Luke Walker [\[more\]](#)



Mali Bickley [\[more\]](#)


Students

W. H. Day - ashberry (28)



whday-banyand [\[more\]](#)



whday-brocks [\[more\]](#)


whday-caitlina [\[more\]](#)

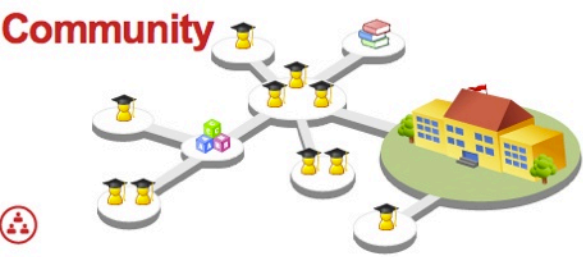

whday-caliv [\[more\]](#)

Collaborators:


W. H. Day ashberry


W. H. Day

Community



Welcome to the TIGed Community! There are thousands of educators from around the world on TIGed. Take a look and see who's out there - you can learn from each other's experiences, exchange ideas, and even collaborate on enriching global projects. While you're here, be sure to explore the inspiring stories shared by educators in the network, and check out the blog and newsletter archive for updates from the TIGed team.

Community Search

Search for:

☐ Teachers
☒ Classes
☐ Schools


Subject:

Years:

Country/Region:

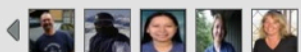
Language:

Educator Stories


Name: Mr. G
Location: Canada

Over the last several years I have been committed to several social justice projects that I have integrated into my classroom. Working with resources and ideas from Save The Children, my students branch off on their own to plan fundraisers that split proceeds between the global issue of building a school...

[Continue reading...](#)
[Submit your story](#)



TIGed Lounge

The [TIGed Lounge](#) is an online space for members of the TIGed community to network, discuss teaching experiences and strategies, share resources related to collaborative learning and global education, and get a feel for the TIGed Virtual Classroom platform.

Use the lounge to connect with TIGed's growing community of teachers around the world who are committed to facilitating learning for a better common future.

[Visit the TIGed Lounge](#)

Browse Resources

Explore our collection of lesson plans, research and data, videos, and educational games! Start by selecting a subject or topic:

Subject:

Topic:

[Add a resource](#)

Best Practices



[Explore best practices](#)

Featured Resource


Mental Health Thematic Classroom

Check out TIGed's new thematic classroom on mental health! This virtual classroom space is pre-loaded with free lesson plans, activities and resources for you to customize for your classroom. Aimed towards secondary students, the mental health thematic classroom deals with issues like stigma, mental health and the media, and helps students learn about the brain and particular mental illnesses. Download the teacher's guide and create your own thematic classroom today!

[Check it out](#)
[Explore featured resources](#)

Thematic Classrooms

These free virtual classrooms come pre-populated with lesson plans and resources related to a range of important issues. Once you create a thematic classroom, you can customize its content and tools to meet the needs of your students and curriculum!


Mental Health
 Although most youth are directly or indirectly affected by mental illness, mental health remains a difficult topic of conversation for many young people. Designed to help secondary school students learn and talk openly about mental health, this thematic classroom explores issues and topics including brain functions, stress, stigma, finding support, and mental health in the media. [\[See preview\]](#)


DeforestACTION
 These primary and secondary level thematic classrooms were designed to raise

Internet Safety Resources

TakingITGlobal's online safety resources:

- [Cyber Bullying](#)
- [Identity Theft](#)
- [Cyber Citizenship](#)

Learn more about online safety from these sites:

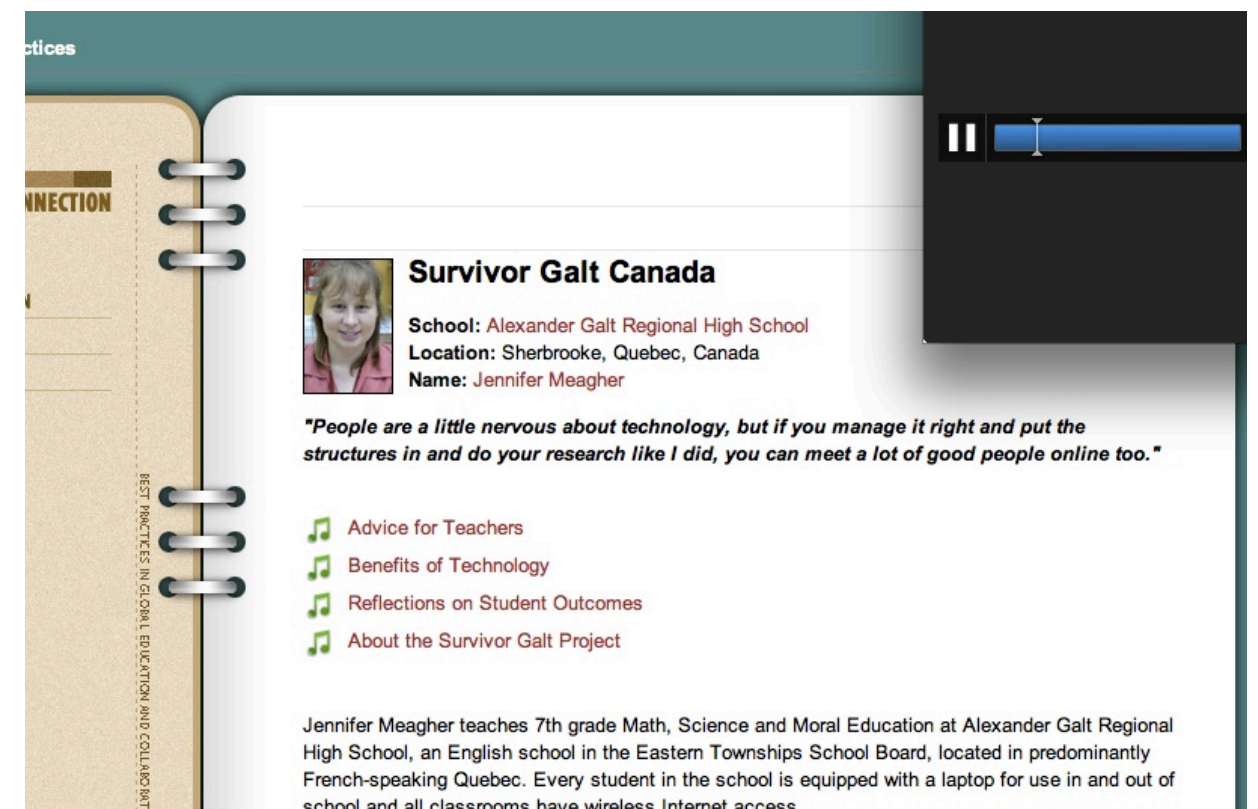
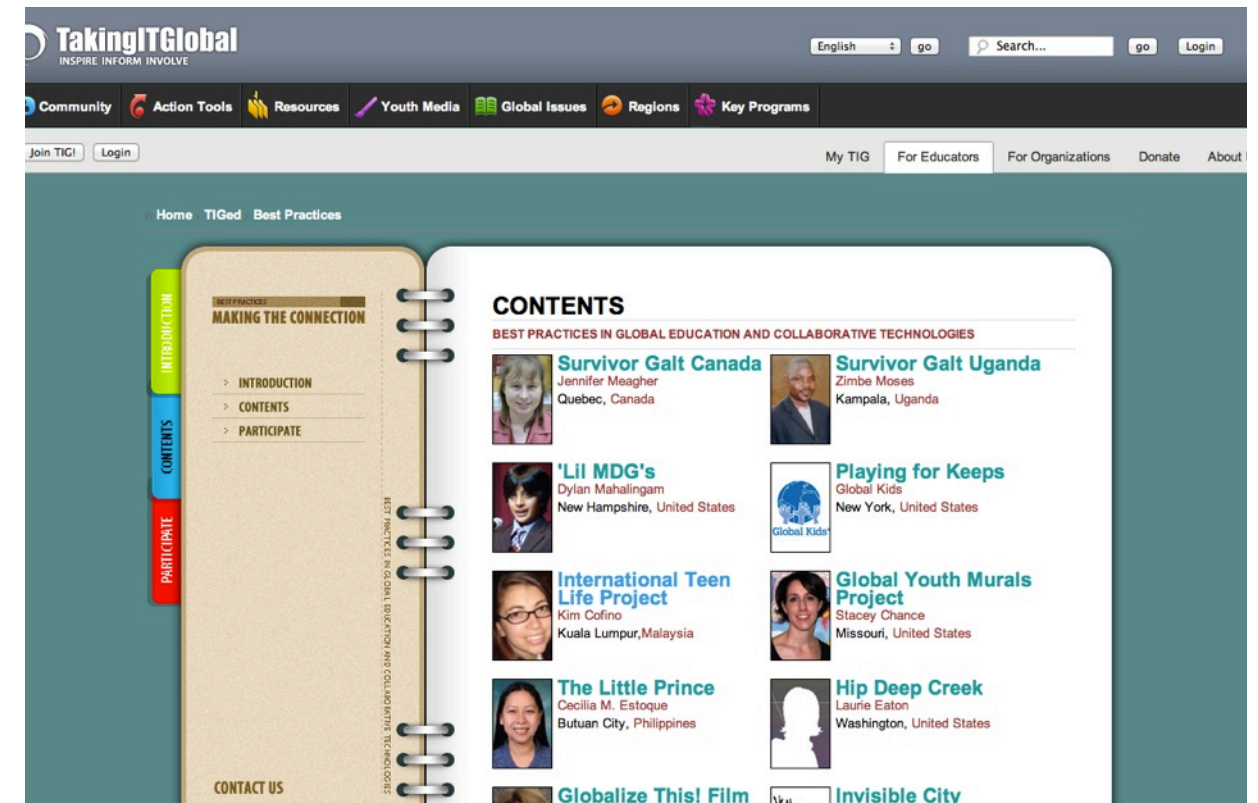
- [Stop. Think. Connect.](#)
- [Federal Trade Commission](#)
- [GetNetWise](#)
- [Internet Keep Safe Coalition](#)
- [Microsoft Online Safety](#)

TIGed.org virtual classroom & resources for global education

Strategy, ux design, ia, writer, user research

MAKING THE CONNECTION

>> Best Practices in Global Education and Collaborative Technologies



TakingITGlobal - Making the Connection - Best Practices Doc




Print & web - strategy, research design, co-author/editor


TEACHER TOOLKIT!
[MAIN MENU](#)

DOWNLOAD THE PDF TOOLKIT
SAMPLE ACTIVITIES

The activities below are included in the Virtual Classroom on Tobacco Control, but may also be appropriate for use in your existing work on TIGed. You can add them to an existing virtual classroom through TIGed's Activities Database - click on the links below to find out more!

1.1 Chart the Effects of Smoking	1.2 My Story - Personal Narrative	1.3 Warning Labels
2.2 Act Up, Butt Out	2.3 Two Thumbs Up	
3.1 Shop Around	3.2 It's the Law	3.3 Tobacco on Screen
4.1 Power of the Pen	4.2 In His/Her Shoes	4.3 Who's Using Who

Time: 50
Score: 500



Industry Targets

Question:
 A global study of teenagers found that in some countries as many as _____ had been offered free samples of cigarettes by tobacco -company reps.

Answers:

☐ 32%

☐ 25%

☐ 12%



TakingITGlobal.org - v1.3



Orange Revolution game & virtual classroom
Project mgmt, game design, editor

ORANGE REVOLUTION PROJECT

HUMAN RIGHTS, GOOD GOVERNANCE, AND NON-VIOLENT CONFLICT

The Orange Revolution Project is a suite of resources that explores Human Rights, Good Governance and the role of Canadians and Canadian organizations during Ukraine's move toward democracy during 2004-2005.


The project consists of three comprehensive lesson plans, assessment and evaluation tools and rubrics, curriculum links, a teacher's guide and an online simulation. Employing the simulation, students will stand in the shoes of various characters who took part in the Orange Revolution and see the influence of their decisions on the outcome of the events.

Play the Game	Download Lesson Plans	Set Up Virtual Classroom	Project Partners

Produced with the financial support of the Government of Canada through the Canadian International Development Agency (CIDA)



Climate Change Environment



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 [Peace & Conflict](#)
 [Health](#)
 [Environment](#)

SUB-ISSUES

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- + [Climate Change](#)
- + [Natural Disasters](#)
- + [Sustainable Development](#)

 [Human Rights](#)
 [Technology](#)
 [Education](#)
 [Globalization](#)
 [Culture](#)

Partnerships



[Click here](#) to learn more about how you can become a Global Issues Partner.

[more info](#)

Notable Quotes

"The 3 billion people who live in poverty around the world will be hardest hit by climate change. The poor are more dependent on natural resources and have less of an ability to adapt to a changing climate. Diseases, declining crop yields and natural



In the past decade, it has been called everything from the "greatest hoax ever perpetrated on mankind" to the "greatest challenge to face man". There have been conventions, coalitions, and conferences held in its name. Hundreds of politicians have discussed, debated and even come to agree on possible solutions armed with which we might stand and face its impending challenge. Thousands of scientists have released studies, statements, and reports documenting its harmful and possibly even apocalyptic consequences for all of the world's biodiversity. Millions of people have individually altered their own lifestyles and together they have walked and run and biked in fierce protest. The issue at hand is climate change, and it has literally and figuratively taken every corner of our... [\(more\)](#)

[Printer Friendly Version](#)

Guide to Action




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2.2 MB



Download [In English](#) (PDF, 3.5 MB)
Download [In Portuguese](#) (PDF, 3.5 MB)

TakingITGlobal TV



Suggestions? [Let us know!](#)

Resources

Organizations

Publications

Blogs

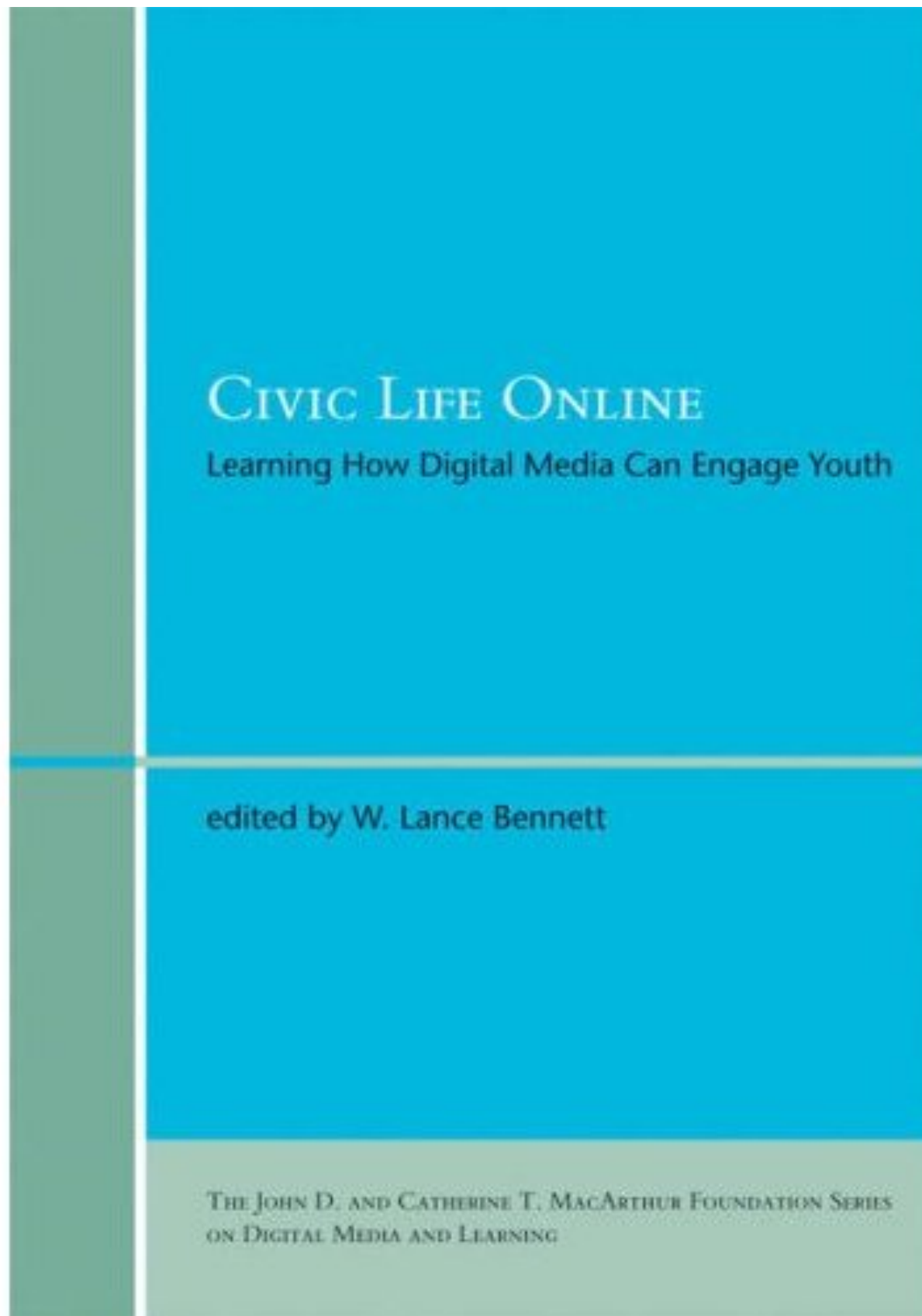
Policies

Statistics

- [Student Climate Change Coalition](#)
- ["" BURG" Youth Environmental Center" NGO](#)
- [International Forestry Students Association](#)
- [Ontario Environment Network](#)
- [Canadian Youth Climate Coalition](#)
- [Peel Environmental Youth Alliance](#)
- [Zerofootprint](#)
- [Sierra Youth Coalition-Sierra Club of Canada](#)
- [Green Ocean, a Youth-driven Environmental Initiative](#)
- [Greenpeace Canada](#)

Understand the Issues (global issue info resource)

Content strategy, ia, editorial team management



Citation: Raynes-Goldie, Kate, and Luke Walker. "Our Space: Online Civic Engagement Tools for Youth." *Civic Life Online: Learning How Digital Media Can Engage Youth*. Edited by W. Lance Bennett. The John D. and Catherine T. MacArthur Foundation Series on Digital Media and Learning. Cambridge, MA: The MIT Press, 2008. 161–188. doi: 10.1162/dmal.9780262524827.161

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Our Space: Online Civic Engagement Tools for Youth

Kate Raynes-Goldie and Luke Walker

TakingITGlobal Research

Introduction

The Internet is quickly becoming an integral part of life. The embedded role of the Internet in everyday life is perhaps most prevalent for youth, particularly in developed countries: in 2005, the PEW Internet & American Life Project found that 87 percent of American teens go online, and half of them report going online every day.¹ Many “real world” activities can now take place online—including many social-networking and community-building tasks that go well beyond traditional uses of information and communication technologies. Civic engagement, as other authors in this volume have presented, is one of the areas of activity that has made the transition to the online realm, with varied forms of implementation and varying degrees of success.

There is currently no established methodology for evaluating the effectiveness of online civic engagement sites, for youth or other segments of the population. We believe a shift in perspective of what civic engagement is and how it could occur online is necessary to evaluate the sites, methodologies, and tools that promote civic engagement among youth. Just as Jimmy Wales, founder of Wikipedia, argues that social software should empower rather than replace traditional forms of interaction, we see the role of online civic engagement tools as enhancing and empowering real-world action:

A lot of programmers, seem to me to think that the whole point of *social software* is to replace the *social* with the *software*. Which is not really what you want to do, right? Social Software should exist to empower us to be human . . . to interact . . . in all the normal ways that humans do.²

Preliminary research points toward this paradigm shift. Research conducted by Michael Delli Carpini,³ of the Annenberg School of Communications, as well as research conducted by TakingITGlobal for the J. W. McConnell Family Foundation,⁴ have found that efforts in the online civic engagement space are often more strongly suited for enabling or more deeply engaging young people who are *already* civically minded. MySpace and digital youth expert danah boyd has blogged⁵ and written extensively about the importance of the latest generation of online spaces for youth in developed countries who, for various reasons, have low access to physical hangout spaces, such as the mall or the park.⁶ MySpace is so popular, she argues, because it acts as a digital public space where youth can hang out online with

We thank Jennifer Corriero, Michael Furdyk, Xingtao Zhu, and Nick Moraitis for their assistance throughout the development of this chapter, with special thanks to Jo-Anne Raynes and Emily Kornblut, as well as John Horrigan from the Pew Internet & American Life Project, for their indispensable feedback.

Our Space: Case Studies of Online Civic Engagement

Co-author/researcher - chapter in *Civic Life Online*, published by MIT Press

Gentrification: The Game!

Atmosphere Industries



Description

Gentrification: The Game! is an award-winning transmedia game, which uses mobile technology to facilitate and augment offline gameplay. It has been presented at game and culture festivals around the world to critical acclaim. Small teams compete to collect real-world properties, “convert” them, and transform the neighbourhood. As developers, they’ll build swanky lofts, erect coffee shops, and raise property values. Or, as locals, they’ll form BIAs, make community centres, and try to thwart the developers. The neighbourhood’s changing face is tracked on a mobile web app, which updates along with players’ offline actions, and allows them to strategize while moving around. The same data is replicated on a giant sidewalk chalk map, which serves as a central meeting point, and looks *fabulous*.

[Listen to a radio documentary on the game.](#)

Awards & Honours

Best of Fest, [Come Out & Play 2010](#) (Brooklyn)

Best Use of Technology, [Come Out & Play 2010](#) (Brooklyn)

Invited Selection, [Hide and Seek Weekender 2010](#) (London)

Invited Selection, [You Are Go 2011](#) (Berlin)

Winning Selection, [TIFF Sprockets Future Games 2011](#) (Toronto)

The Game

Gentrification is played in rounds. In each round, your team scrambles to perform a variety of tasks. You start the round by consulting the web app, strategizing, and deciding who needs to do what. Some of you head out into the neighbourhood to choose and photograph properties to collect. Meanwhile, some of you stick around at City Hall to plan conversions and

Hide and Seek Weekender 2010 (London)

Gentrification is a fantastic combination of real world action and online strategy; a bit like SimCity mixed with a scavenger hunt. What’s surprising about the game is how it uses technology so effectively - normally any kind of mobile technology is a pain to use and doesn’t provide much benefit, but I saw plenty of smartphones being used to plan tactics and outwit opponents. Certainly my favourite game out of the entire Hide and Seek festival in London.

Adrian Hon, [Six to Start](#)

Come Out & Play 2010 (Brooklyn)

Gentrification at Come Out and Play 2010 was so much fun! Really tight monopoly-like game design around buying and improving local properties was tied effortlessly with RIDICULOUS antics like fake petitions and flower-distributing, culminating with a completely wonderfully bombastic parade. Technology was DIY but seamlessly integrated – I’d love to see it built out into an always-on version. I loved the tone of the game too; a really fun sense of humor tied the whole thing together. I can’t wait to see what Atmosphere Industries does next!

Gabe Smedresman, [MeetGatsby](#)

I noticed players debriefing after the game, talking about what worked, what didn’t, and how things were in “real life.” With all due respect to the brilliant artists of the museum hall, I would be hard-pressed to configure a means by which a painting or sculpture could accommodate such reflexivity.

Sarah Brin, [Brintendo](#)

Kensington Pedestrian Sunday 2010 (Toronto)

Atmosphere Industries - Gentrification: The Game

Co-designer, PR, in-game & promo copy (Big Game: Toronto, NY, London, Berlin)

CareerCruising **Application Planner**

Take the stress out of college applications

Your students are already using Career Cruising to discover their career interests, research college and training options, and develop meaningful four-year plans.

But did you know that they can also turn to Career Cruising to simplify and take the stress out of the college application process?

With Application Planner, your students can:

- Track their college and scholarship applications, including deadlines, applications requirements, and outcomes
- Craft a personal college profile or "brag sheet" as input for compelling reference letters
- Maintain a comprehensive campus visit journal
- Send e-transcripts and supporting documents to colleges, using Docufide by Parchment

The module also provides extensive tracking, reporting, and messaging functionality for counselors and administrators.

Learn how easy it is to add these engaging new features to Career Cruising by attending one of our Application Planner webinars, Click the links below to register!

- [Thursday, Oct 27, 11AM EDT](#)
- [Wednesday, Nov 16, 2PM EDT](#)

If you aren't able to attend one of our scheduled webinars, please email me for more information and a product demo!

Sincerely,

Steve Yaun
Educational Sales Consultant
Career Cruising
Madison, WI
1-800-562-1079

Application Planner Launch email

Copy, layout, deployment - increased sales webinar reg's ~2000% over company newsletter

➔ About Us

Background & Purpose

Contact Us

News & Events

Careers

What people are saying...

"We have never had such a strong, positive response from our students, parents and faculty to a career development program."

Guidance Department Waukesha West High School

more ▶

News & Events

5/27/2011

Over 300,000 Students Complete Course Requests Online

3/30/2011

Two Major Library Publications Name Career Cruising Among Top Resources

11/2/2010

Career Cruising partners with University of Waterloo to develop job search skills resource

➔ News & Events

30/03/2011

Two Major Library Publications Name Career Cruising Among Top Resources

Career Cruising is very proud and pleased to announce that it has recently received major recognition from two influential library publications.

In January, the ALA **Booklist** selected Career Cruising as an **Editor's Choice** recipient, after giving it a "starred review" in the November 2010 issue. This influential library publication "highly recommended" Career Cruising for libraries serving patrons from middle school students to adults in the midst of career transition. Visit the Special Edition of the [Booklist Online Newsletter](#) for more information on this Award. You can find the original ALA Booklist review [here](#).

Reviewer Jerry Carbone commended Career Cruising for its abundance of user-friendly features and content:

"Because it needs to be used as a self-directed resource, Career Cruising must be easy to use and navigate, and it succeeds here admirably... A single click switches the database to Spanish, adding further value."

Jerry also made special mention of noteworthy features like our portfolio development system and resume builder, as well as our new employment guide and job search tool, which are particularly helpful for library patrons who are looking for employment or to make a career move.

Shortly after receiving the Editor's Choice Award, we learned that **Library Journal**, has selected the database as a **Best Reference Pick for 2010** in their April 15 issue. Only 9 reference materials received this designation, and Career Cruising is the only careers resource to be included. LJ originally awarded Career

Award Announcement (press release)


Copy - wrote regular product announcements & other news items

Career Cruising Overview for

Date: Tuesday, February 14, 2012
Time: 4:00 PM - 5:00 PM
Register: [Register Now](#)

Session Description
 This session will introduce you to all of the features available in Career Cruising: Matchmaker interest inventory, our Careers database, our database of post-secondary options. We will also highlight our Employment Guide, and provide a detailed Portfolio tool including the Resume Builder.

Intended Audience
 Library Staff

Presenter Profile
 Yvonne Morgan

[Service Commitment](#) | [Training Schedule](#) | [Support Documents](#) | [Data Integration](#)

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Live Training
Training Videos
Product Demos

Timezone
Eastern Standard (GMT -5:00)

Date	Time	Session Title	
February 14, 2012	6:00 PM - 7:00 PM	Career Advisor Management System Overview	Register
February 14, 2012	4:00 PM - 5:00 PM	Career Cruising Overview for Libraries	Register
February 15, 2012	6:00 PM - 7:00 PM	Career Advisor Management System Overview	Register
February 15, 2012	10:00 AM - 11:00 AM	Survot de Career Cruising	Register
February 21, 2012	2:00 PM - 3:00 PM	Survot de l'Outil administratif du conseiller	Register
February 7, 2012	6:00 PM - 7:00 PM	Career Cruising Overview	Register
February 7, 2012	8:30 AM - 9:30 AM	Career Cruising Overview for Career Centres	Register
February 7, 2012	1:00 PM - 2:00 PM	Career Cruising Overview for Schools	Register

CareerCruising CoursePlanner



The Course Planner module is a powerful set of tools to help students plan courses that reflect their career aspirations and graduation requirements. Integrated with your student information system, Course Planner brings together critical information, such as past credit history, diploma requirement tracking, prerequisites, and course recommendations.

Online Course Selection

Save time and increase accuracy with online course selection, configured at the school level.

Customized Advisory Alerts

Advisory alerts inform students about everything from prerequisite gaps to the cost of supplies for a given course.

Diploma & Certificate Tracking

Track course selections against multiple diploma options and certification programs.

Data Integration

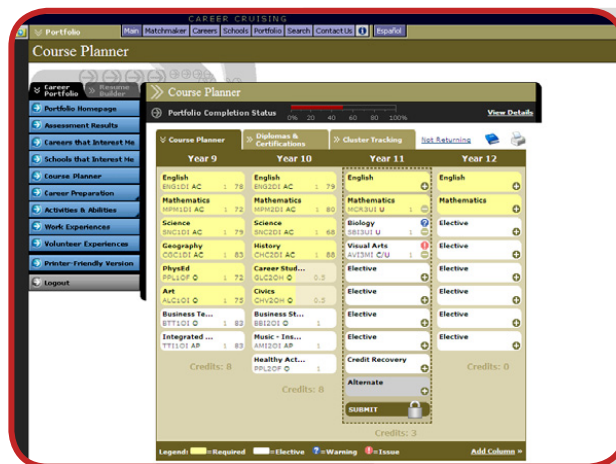
Student data and course history are managed through integration with your student information system.

Export Course Selections

Easily export students' course selections for integration with your scheduling system.

On-Demand Reporting

Quickly access reports with real-time data on student course selections and completion.

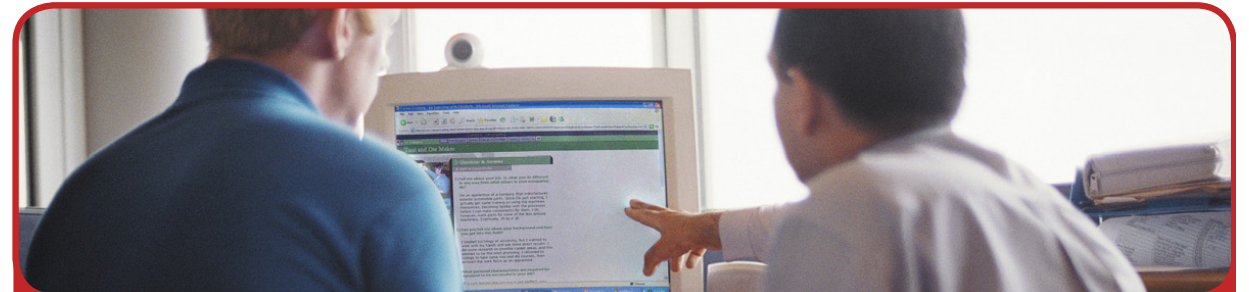


The Course Planner provides tremendous value to both students and counselors in the course selection process.

Key features:

- » Import students' course history, including grades received, from the student information system
- » Easy-to-edit online course calendar, which can be printed or exported
- » Parent sign-off sheets, with course history, course selections, and advisory alerts
- » Ability to identify and track CTE courses

Course Planner is fully integrated with the Career Cruising Portfolio Development System, bringing together students' career and education exploration activities and course selections in a seamless process.



Course Planner Module

Validated Course Selections

Validated course selections help to ensure that students are choosing the right courses for their post-secondary goals.

- » Students can view detailed course information when making their selections
- » Prerequisite and successor relationships are clearly displayed
- » Custom advisory alerts relay important information such as teacher recommendations, prerequisite issues, and extra fees as part of the selection process
- » Course selections are exported back into your student information system for scheduling

Career Cluster Integration

Career clusters can be directly incorporated into the course planning process.

- » Schools can link their course offerings to career clusters. Each course can be associated with more than one cluster
- » Students can search for courses by cluster or discipline
- » Students can track how their course selections match up with their cluster interests

Graduation Requirement Tracking

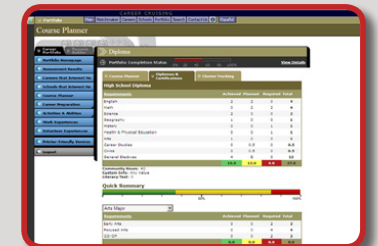
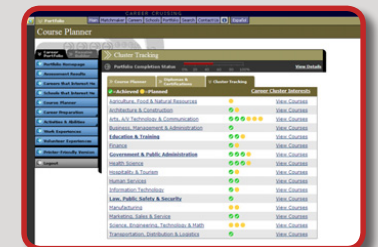
Course Planner helps ensure that student plans fulfill graduation requirements.

- » An easy-to-read graphical interface provides students with a simple view of the courses they have completed and planned, as well as those that are still required
- » Schools can enter an unlimited number of graduation pathways and special certification options

Greater Efficiency & Accuracy

Course Planner makes the course selection process easier and more accurate, saving time and money.

- » Course selections are pre-verified and transferred directly to the scheduling system, ensuring that students select the right courses and eliminating data entry time
- » Advisory alerts save staff time, reduce course changes after the initial selection process, and ensure that parents sign off on important notices
- » The online course handbook reduces or eliminates the need for a costly printed version



To contact Career Cruising

For more information please contact us:

phone: 1-800-965-8541

email: sales@careercruising.com

web: www.careercruising.com