

1. Use of Google in a social science context (upper primary- 10-13 year olds)

Google Earth is a free and highly flexible tool which, with the right application can be applied to practically every aspect of the curriculum.

Focussing specifically on the New Zealand Social Sciences curriculum we have taken the 'conceptual strands' and will give examples of how Google Earth can be used to enhance the learning and teaching of these subjects:

a. Identity, Culture and Organisation

Pupils can explore their local area from their homes and gardens to streets, towns, cities and the wider contexts of country, continent and world allowing them to identify with and/or make comparisons to everything around them from a different perspective.

Places of work, recreation and worship can be explored in great detail and, when built into specific lessons can be used to encourage wider communication among peers and specifically those from diverse backgrounds, cultures and places.

Traffic, travel, town and city planning, economy, growth, geography, demographics, poverty and much more can be explored within the context of community and society as a whole giving pupils a much wider perspective of life as individuals and as part of a larger group.

Pupils can map and measure routes to and from each place, exploring such aspects as safety - how many main roads will a pupils cross to get to school and is there another way?

b. Place and Environment

Pupils can pick from thousands of ideas that relate directly to this area of Social Sciences:

- Look at the worlds electricity consumption at night - see the cities from space
- Follow trade routes like the South China Sea and explore the carbon footprint of such an industry
- Compare farmland and the rural landscape to towns and cities in any country
- Use National Geographic and Discovery Network filters to investigate the natural world and man's creeping advance
- Explore thousands of places around the world using the Gigapan and 360Cities filter - pupils can actually be there through the eyes of the photographer!

c. Continuity and Change

Using just one of the of the tools in Google Earth pupils can explore this strand in great detail:

- Watch the Aral Sea shrink throughout history as the Russians drain it for farming
- View the 2001 terrorist attack on New York before, during and after the event - see the city landscape change in hours
- Watch constructions grow like the Beijing Olympic Stadium and the Dubai Palm Developments then assess the implications of such acts
- Explore volcanic, earthquake and other similar types of activity throughout the world with historical data as well as future assessment
- Compare ancient Rome to modern Rome in epic detail

d. The Economic World

Google Earth offers a vast amount of global economic information which is kept up-to-date and accurate via the internet.

Pupils can explore economic diversity across the world before going into more detail through the filters available.

Trade, tourism, banking, agriculture and so on can be explored from within and using the links from Google Earth to other sources.

Note: The examples above are ways in which the Google Earth and the Teach-It classroom resource are used in a UK curriculum context. Google Earth allows for these examples to be simply transferred to the nature of any specific area of study. In this case the study of New Zealand in Social Studies can be applied easily and with great depth.

2. Use of online games in a social science context (upper primary lower secondary level- 10-14 year olds)

Games and Games Based Learning is not a new science in the mind of the child but is relatively new to the classroom.

We will cover Games Based Learning in a general context with strong examples of how it can be used to enhance the learning and teaching across the curriculum in general but will focus on the Social Sciences area of the New Zealand Curriculum where we can.

- 'Industry Masters' can help pupils explore industry across the world from the perspective of someone in charge of a major industry provider
- 'Change Your Generation' helps pupils to understand the challenges of powering and expanding a city while exploring the various technologies used to make that happen.

3. Use of audio tools - creating podcasts etc (general use across primary levels)

We will cover a number of ways in which the use of Audio content can add value to the learning and teaching processes in schools:

- Explore iTunes as a source of Audio content for education
- Transferring Audio files to handheld devices such as phones, MP3/4P Players etc
- Solutions to 'File Types' and access - How do teachers know what type of file to use?
- Recording and editing with 'Audacity' software and free/inexpensive hardware
- The creation of educational material for Audio format - Making the written and spoken work accessible and sustainable.

4. Use of Web2 tools to enhance learning (general use primary)

Web 2.0 tools are everywhere and on the rise daily. We will cover a collection of those we feel are best suited to the classroom:

- Aiding and enhancing literacy skills through the use of tools such as 'Wordle', 'Voki', 'Voice Thread' and 'Fodey'
- Study aids, memory aids, presentation tools, and exam support through 'Animoto', 'Prezi', 'Glogster' and more
- Literacy, Numeracy, Communication skills, Careers and the exploration of almost any subject through 'GoAnimate', 'Pixton' and more
- 'Internet Safety' and 'Responsible Use' will also be covered with tools to help.