**Growing Up Online Video Questions**

**Directions: Fill in the following questions as you watch the video. If needed, write down notes along the way and then go back and completely answer the questions.**

**Living Their Lives Essentially Online**

What characteristics of a COMPUTER make it different from other media in the home such as TV, videogames, stereo/radio, magazines, and books?

**A Revolution in Classrooms**

What elements would you include in your definition of cheating? Does the Internet make it easier for students to cheat? Why or why not?

One student claims he “never reads books” but relies on summaries and annotated notes he finds on Web sites. He confesses that he feels guilty about this, stating “I feel like I kind of cheated it”. Should he feel guilty? Or is this just a “perk” of new types of technology?

As shown in the program, social networking sites can be used as a way to insult others or hash out conflicts. Is fighting online a relatively safe way to express negative emotions in responding to others (without having to deal with them face to face)? Do you think it is okay to hash out conflicts online – since it is not in person?

If an online fight escalates to a physical fight and a video of the incident is placed on YouTube, what function would the video play for each of the following groups? (PICK THREE AND REFLECT ON HOW IT WOULD EFFECT THEM)

* 1. The girls who were fighting
	2. The person who filmed it and uploaded it
	3. Other students in the school
	4. Teachers and administrators at the school
	5. Parents of the girls who were fighting
	6. Parents of students who were in the cafeteria at the time
	7. Teens who viewed the video online—but are from a different school or area (even a prospective exchange student)
	8. YouTube’s advertising sales department

**The Child Predator Fear, Private Worlds Outside Parents’ Reach, Cyberbullying**

How can parents monitor their child’s Internet use – what are the most effective ways? Do your parents monitor your use? If so, how?

Teasing, lying, gossiping, threatening, spreading rumors and harassing are all forms of bullying…if these things occur online, are they perceived as less “harming”? Do you agree or disagree with this perception.

**Digital Nation Video Questions**

**Directions: Please answer the following questions below according to the video. The questions are in order.**

1. What was each member of the FRONTLINE producer’s family doing at the table while she’s cooking dinner?

2. Students can bring laptops to class only at the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

3. Are students capable/successful at multitasking?

4. How many hours a week are kids with digital media? \_\_\_\_\_\_\_\_\_\_

5. Is Google good for the brain?

6. Drivers who text are \_\_\_\_x greater than other drivers to get into an accident.

7. What is the purpose of the free internet rescue schools?

8. Around the same time kids in Korea learn to \_\_\_\_\_\_\_\_\_, they also begin to learn how to go online.

9. What are the most important things to learn about the internet for a young kid?

10. Why does the producer’s son go to a school where use of a laptop is a requirement in class?

11. What is instant gratification education?

12. Only \_\_\_\_ of Professors think college students are prepared in writing when entering college.

13. Instead of writing a full, coherent, lengthy essay, students are writing in \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

14. The amount of time (on avg.) people spend on World of War Craft is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

15. How many female players have met a romantic partner through the online game mentioned above?

16. What is Second Life?

17. What is the swimming with whales experiment?

18. The Military is using computer simulation to treat soldiers’ with\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

19. The Army closed recruiting centers and turned the space into \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

20. People use technology to express\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.