

Curriculum

Theme

We will mainly focus on civil rights, civil duties and democracy. Citizenship education is about enabling people to make their own decisions and to take responsibility for their own lives and their communities. It is not about trying to fit everyone into the same mould, or about creating 'model' or 'good' citizens. We want our schools and colleges not simply to teach citizenship but to demonstrate it through the way they operate.

Objective

- Students will be able to recognize a key issue regarding social and environmental concerns within a community in a rural setting and provide solutions to the issue
- Students will understand the importance of and how to properly express their own rights
- Students will become more engaging with their active participation in society and the community as a whole will be more effective

Detailed Time Line

- **With teachers and college volunteers**
 - **Week 0 (before the actual project)**
Introduction about the project as a whole and the overall of the curriculum itself to teachers and college volunteers so that they will understand the purpose of the project.
 - **With students - The Project**
Each meeting will cover 1.5 hours after school
 - **Week 1**
 - **Monday**
 - **Introduction**
 - Introduction of the projects and all people who are involves; teachers, volunteers and Ice Breaker
 - Overview of Community Service: Social Enterprise, Campaign, Fund Raising and Volunteer.
 - <http://vimeo.com/36495784#>
 - **Tuesday**
 - **Lesson 1 Overview**
 - **Objective**
 - Introduction of what is the Giving Nation
 - Know about the issue that you could address through the projects and consider why they are important. (general issue over the communities)
 - **Material**
 - Student Workbooks
 - **Activities**
 - Presentation about the project
 - Divide the class into small groups of three.
 - Brainstorm ideas for possible issue on large piece of paper
 - Select three specific issues they most likely to address and write down two reasons why they are important
 - **Wednesday**
 - **Research Time**
 - This will be a time for them to research for their issues that they are interested in. They will conduct the research by going online, searching in the library or ask experts (if applicable).

- **Thursday**
 - **Game Day**
 - **Objective**
 - To help them get to know one another better
 - To insert idea of good leadership since they will have to work as a group from now on
 - **List of Games**
 - Music Paper Bags
 - Who is the leader
- **Week 2**
 - **Monday**
 - **Lesson 2 Choosing Your Issue**
 - **Objective**
 - Know important facts about the issue
 - Be able to explain why you have chosen a particular issue
 - Explore potential obstacles to gain support for the issue and how to overcome
 - **Activities**
 - Three Vote Method to pick one topic
 - Research to gain more information
 - **information**
 - key facts (statistic, dates)
 - local group that support the issue
 - why people support the issue by online research, carry out the survey
 - the obstacle that they face
 - how to overcome these obstacle
 - **Tuesday**
 - **Research Time**
 - Since they will know which issues that they will be doing, this is another time for researching to find relevant material to the topic, such as which non-profit organization support it. (Continue from Monday)
 - **Wednesday**
 - **Game Day**
 - **Objective**
 - To help them see issues in many different perspective, so that they will be able to understand the issue more
 - **List of Game**
 - Sorting Algorithm
 - Perception Exercise
 - **Thursday**
 - **Politics Classroom**
 - **Objective**
 - To teach them the difference between democracy and communism, advantage and disadvantage for each systems and how important as a citizen to participate in political actions.
 - To tell them about popular vote and electoral vote which they will be using for the next vote
 - **Material & Form of teaching**
 - divide students as a group and ask me the advantage and disadvantage for democracy and communism.
 - compare their answers to other groups and come up with a conclusion
 - define democracy vs communism and popular vote vs electoral vote

- **Week 3**
 - **Monday**
 - **Introduction of all kinds of projects**
 - Social enterprise, Fundraising, Campaign, Volunteering
 - **Objective**
 - To introduce all types of projects to students
 - **Keywords**
 - Social Enterprise - A business where a product or service is created to benefit the community. The profits are then reinvested to build the business. (Selling cookies and keep some money to keep doing the business)
 - Fundraising: Doing an activity that raises money for a charity or organization that helps others ie create events, collect donation, talent shows, basketball competition
 - Campaigning: Where people try to make others aware of something or change their opinion ie posters, record interview of homeless people
 - Volunteering: When someone gives up their spare time to help others for free ie volunteer at the hospital
 - **Activities**
 - Tell the definition of each type
 - Students will be divided into four groups and each group will pick one type of projects
 - They will have thirty mins to prepare for a skit in order to present to other groups
 - The group which get the most popular vote (cannot vote for their own group) will get a prize
 - **Tuesday**
 - **Lesson 3 Deciding on Project**
 - **Objective**
 - Know the difference of social enterprise, fundraising, campaigning, and volunteering
 - Be able to explain how to address your teammate
 - **Activities**
 - Make sure to give the constrictions on date and time to make it realistic.
 - Ask examples for each type to make sure they understand the difference
 - Each group Identify types of activity for what they should do and present their project proposal to the rest of the class. Class feedback
 - Vote Method (Can't vote for your group) to pick one project (**using electoral vote**)
 - Get more details about the project: ie. success criteria (amount of money, number of volunteers, number of people), how to prepare for the project
 - Separate into parts for each group. (Marketing/Publicity, Budget, Research, Event planning, Media [photo, video])
 - **Wednesday**
 - **Statistic Classroom**
 - **Objective**
 - To introducing the concept of each statistic term since they will see them during their research and they have to present these numbers
 - **Material**
 - **The definition and example of each statistical term**
 - Mean, Median, Mode
 - Range, Q1, Standard Deviation
 - Bar Chart, Histogram
 - Normal Distribution, Discrete and Continuous variable

- **Activities**
 - After the definitions are presented, they will have a small group assignments to present these concepts from easy-to-gather information
 - such as the height of each students, date of birth
- **Thursday**
 - **Field Trip**
 - **Objective**
 - To see an actual local organization who deals with specific issues
 - To find any possible obstacles that they might have to face during their project
 - To get the sense of communities and how students can involve in the community
 - To inspire students to want to work more on the projects
 - **Activities**
 - Taking a bus to a local organization in the town
 - Learning about the issue from the experts in the organization
 - Asking questions that they have while doing some research
- **Week 4**
 - **Monday**
 - **Lesson 4 Planing Project**
 - **Objective**
 - Develop planing and teamwork skills by making project plan
 - Be able to explain to others what your team is responsible for.
 - **Keywords**
 - Budget - Planning how to use money
 - Marketing - Telling people that project is taking place
 - Event Planning - Organize the event
 - Volunteer - Someone who give up to helps
 - Research - Finding more information
 - Media - Video/Photo/Presentation
 - **Activities**
 - Review the plan and give explanation for each group's duty
 - Working in their group
 - Ask for feedback of what they did and what have to be done
 - **Tuesday**
 - **Work Day**
 - Time for students to work on the project
 - **Details**
 - **Budget Team**
 - start organizing the money that they get for \$100
 - make a list of how to spend money and keep track of every spending
 - **Marketing Team**
 - start planning of how to market the project to the communities
 - identify the group targets and how to inform them
 - **Event Planning Team**
 - list of the materials that are need to buy for the project
 - finding location for the project on the Event Day
 - **Volunteer Team**
 - start recruiting more people to help with the project if necessary
 - **Research Team**
 - continue gather more information about the issue
 - make all relevant data in easy-to-understand forms
 - **Media Team**
 - learning how to use cameras and video
 - start taking video of other teams while they are working

- **Wednesday**
 - **Work Day**
 - Continue working from the first day.
 - If they need to go some where else to do something like buying stuff or finding good location, they will inform college volunteers to go with them.
- **Thursday**
 - **Sport Day**
 - **Objective**
 - To keep students healthy and help them from away stress that they might have during the work days
 - To encourage them to work as a team to compete with other groups
 - **List of Sport Game**
 - Relay Running
 - Basketball/Volleyball (if applicable)
- **Week 5**
 - **Monday**
 - **Work Day**
 - Continue working on the project from last week
 - Help other teams if they already finish their own work
 - **Tuesday**
 - **Advertisement classroom**
 - **Objective**
 - To emphasize the importance to advertisement
 - To teach them how to be a good advertiser and how to present their events to others
 - **Material**
 - What is advertisement?
 - The difference between different kinds of advertisements such as broadcasting (TV, Radio), posters, booths, mass emails, social media (facebook, twitter)
 - What to put and not to put on the advertisement
 - **Wednesday**
 - **Work Day**
 - Since the event day is only three days from this day, students will focus their works on advertisement to make community excited about the project and to inform our intention about it
 - This could take place in both inside the classroom (like social media) or outside in the communities (like poster, booth)
 - **Thursday**
 - **Last Day of Work**
 - Finish up all necessary works. Help each other to finish the works.
 - Final check for all parts of the project: equipment, location
 - Review each person's role during the Event Day to avoid confusion
 - **Saturday**
 - **EVENT DAY**
 - all the detail depends on the students ideas. location and time are flexible.
- **Week 6**
 - **Monday**
 - **Lesson 5 Evaluating your project**
 - **Objective**
 - Reflect on what you have learnt and skills you have developed
 - What went well and thing that you would do differently
 - **Activities**
 - Look back at your success criteria (meet all of them or not, why?)

- Ask for feedback (most important thing they learned, skills, went well, differently)
- Celebration at the end after completing the project
- **Evaluation Method**
 - Written Report - combining as a complete report
 - Presentation in groups - give presentation to the whole school
- **Tuesday**
 - **Individual Report**
 - **Objective**
 - Allow students to reflect their work as an individual, what they have learn during the project, what they want to learn more, what did well in the project and what they want to do differently for the next time
 - **Activities**
 - students will write their reflection report individually and finish up them for Wednesday sharing time
 - I will give them my written evaluation for each student to encourage and improve them
- **Wednesday**
 - **Sharing Time**
 - **Objective**
 - To encourage them to share their own thought to other people.
 - To learn more from other people since we cannot see in every part of the projects
 - **Activities**
 - Starting by I will share my experience of the project from just as an idea to an application then to a project, my experience during the project, dealing with all sorts of people, living in different place
 - College volunteers/Teacher sharing time
 - Student sharing time
- **Thursday**
 - **Celebration Day**
 - **Objective**
 - To recognize and celebrate all the hard works that they are doing for the last six weeks
 - To encourage students to work more on other projects
 - To help teachers prepare the curriculum so that they can do some similar activities with other students
 - **Activities**
 - Eat and dance to celebrate for everyone