Global Citizenship e-Classroom for Students Around the World

Global Scholars is a project of Global Cities, Inc.

Global Scholars is an international digital exchange that connects students ages 10 to 13 in cities around the world. Guided by their teachers, students participate in a project-based curriculum. They engage with international peers in an interactive e-classroom as they investigate the world and develop global competency skills for the 21st century: cross-cultural and digital communication, critical thinking, and collaboration. Students broaden their perspectives by discovering common experiences and exploring issues through personal, local, and ultimately global lenses.

2016-2017 Curriculum: Digital Cities Connect!

The 2016-2017 curriculum focuses on life in the digital age—how digital technology transforms government, business, and the way individual citizens live and work. After learning about the links between technology and sustainability, students apply what they've learned to create local action projects.

Participation is free of charge.
For more information, visit globalcities.org.

Unit 1
Introduction
Sept-Oct 2016

Students are oriented to Global Scholars and the e-classroom. They introduce themselves to their peers and exchange information about their cities' geography and cultures. They learn how to write and present effectively to a diverse international audience using a variety of digital tools, and share video projects about what it means to be a Global Scholar. This communication creates excitement about global learning and a foundation for ongoing collaboration throughout the year.

Unit 2
**How We Know Things**
Nov-Dec 2016

Students explore communication in the digital age. They compare how people and city governments use social media, websites, and apps to share information, solve problems, and raise public awareness. Students are introduced to code, the behind-the-scenes language of digital communication. They create a prototype for a new website, app, or blog to help educate and inform their city about sustainability issues such as tech waste, clean energy, and climate change.

Unit 3
How We Make Things
Jan-Feb 2017

Students research physical products made in their cities and how technology is used in their making. They investigate how the digital age has changed each step in this process: invention, fabrication, distribution, recycling and reuse. They explore digital technologies such as 3D printers that allow anyone to become an inventor, and new environments like Fab Labs that encourage collaborative creation. They collaborate with their international peers to invent products that address needs at the school level.

Unit 4
How We Live and Work
Feb-Mar 2017
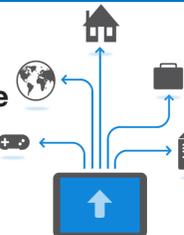
Students discover how technology supports daily life in cities around the world. They learn about the "Internet of Things," the machine-to-machine communication that is making our homes and cities smarter, and examine how this influences our schools, transportation, and environment. They research the jobs and careers of the future and reflect on their own aspirations. They pause to consider a world without technology, and think critically about its advantages and disadvantages.

Unit 5
Community Action
Apr-May 2017

Students reflect on technology's impact on communication, production, and daily life, and collaborate to create projects that address these issues locally. They might design a website to share bicycles with students at their school, produce a podcast about pollution, or write an interactive blog that collects ideas for city improvements. They will look to cities around the world for inspiration and develop ideas with potential for implementation across the globe.

Program requirements include:
Students 10 to 13 years old; English proficiency for participating students and educators; a minimum of two hours per week for program activities; educator participation in professional development; computers or tablets with Internet connection (at least one for every two students).

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