

Twenty-Five More Ways For Students To Share Information

1. Collect oral history information about (a) relatives who live in other places; (b) local business entrepreneurs; (c) a senior citizen; (d) someone who fought in a war; (e) someone who volunteers; (f) survivors of a natural disaster; (g) an immigrant who values life in the United States; (h) a religious or political leader in the community.
2. Read an account of a current event and also watch a news account of the same event. With your team members, create a Venn diagram of how the two accounts are similar and different. Each you should then individually write a summary of your understanding of what actually occurred. For an extra challenge, observe news coverage of the same event as reported by two different countries. Great resources are at www.newseum.org—where newspapers from around the world are online everyday (Spencer, 2008, p. 31).
3. Artistically interpret a song, dance, movie, television show, period of history, poem, mathematical formula or theory, scientific discovery, archeological dig, or wonder of the world. Perform or share it with others.
4. Draw a detailed picture of a tree, storm, sunset, rain forest, desert, political rally, battle, piece of architecture, snowflake, myth, tall tale, legend, chemical reaction, life cycle, experiment, historical event, museum exhibit, or act of kindness.
5. Volunteer your services to a library, museum, hospital, senior friendship center, school, community agency, daycare center, church, the Humane Society, or the Red Cross.
6. Make a booklet of riddles, stories, quotations, recipes, fads and fashions, ideas, unusual words, symmetry in nature, architectural features, history-in-the-making, environmental problems, happy moments, people, scenes from city or country life, unsung heroes, or favorite places.
7. Construct photo files of cut-out magazine pictures that are pasted onto 5" x 8" index cards. Use these to play memory games, sorting/classifying games, what comes before and after games, imagination games, or role-playing games.
8. Use a digital camera to take photos of three examples of symmetry around your home; take portrait photos and write character descriptions based on them; take photos of interesting sites and write real-life math problems based on them; or find historical sites in your area to create a photo essay related to the content you are studying (Spencer, 2008, p. 60).
9. Make a book of lists based on a common theme such as vocabulary, grammar, literature, numbers, geometry, history, geography, human body, oceanography, stars and planets, weather, rocks and minerals, music, art, or sports.

10. Design a sign advertising a story you have read, promoting tourism in your community, publicizing a national monument in another country, promoting health and fitness, promoting the artwork of Renoir or the music of Mozart. Design a sign that could have been useful to Julius Caesar, angered Abraham Lincoln, carried by a protestor of the Stamp Act of 1765, helped preserve a specific endangered species, placed on a spacecraft to Mars, located only at the South Pole.
11. Create a flow chart that shows how to use the Internet, how to prepare for a job interview, how a bill becomes a law, how to make a bar or line graph, how to solve a word problem, how sedimentary rocks are formed, how to test for acids and bases, how to elect a president, how to study for a test, the sequence of events in a novel, or the major events that led up to the Revolutionary War.
12. Design a set of fact cards, trading cards, or Who Am I cards based on a theme or topic such as world leaders, famous artists or musicians, interesting math facts, geographical features, historical events, important inventions, sports, heroes, unsolved mysteries, unpopular villains, or national monuments/symbols.
13. Organize a collection of rocks, shells, buttons, autographs, model airplanes, calendars, masks, coins, stamps, pencils, napkins/match book covers, postcards, business cards, photographs, posters, record album covers, or paper dolls. Organize a hobby fair to show your collection and encourage sharing of other collectibles.
14. Use a computer to write a story or play, create a newsletter, make personal stationery and labels, design a car, catalog your books, set up a dictionary, compile a bibliography of kid-centered websites, review software, or play a game.
15. Prepare and give a speech to celebrate, inform, persuade, narrate, criticize, debate, or promote something.
16. Redesign and/or improve an umbrella, tent, bicycle, broom, camera, snow shovel, yo-yo, room you stay or work in, cereal, book cover, shopping mall, or video game.
17. Design a set of cut-outs or paper dolls that depict book characters, historical periods, tall tale figures, monsters, legendary heroes, movie or television stars, Walt Disney characters, or comic book people.
18. Design a series of science or physics experiments using children's toys as the focus of each one. For example, what could you teach kids about physics or science using a yo-yo, kite, a bicycle, a skateboard, a set of blocks, a toy boat, a Frisbee, or a rubber ball?
19. Create a personal exhibit of your original art, original writing, original science experiments, original research, original puzzle designs, or original musical compositions/ collages/tapes. Produce a brochure that gives information about the exhibit.
20. Plan a mini-conference for students in your classroom or school. Decide on a topic or theme of interest to kids. Then develop plans for publicity, speakers, panels, debates, presentations, exhibits, demonstrations, hand-outs, decorations, and food/snacks.

21. Present a mock trial or panel discussion to share information orally. Mock trials that include key courtroom roles and procedures can be staged to interpret fairy tales, myths, legends, or historical events. Panel discussions are popular formats for discussing current events, hot topics, controversial issues, or problem scenarios. Crime rates, limited terms/funds for elected officials, organ transplants, or computer ethics are good topics for coverage in this manner.
22. Build a construction model or invention to apply knowledge and skills while making visual representations and replicas of key concepts combined with your personal interpretations. Plan an invention parade or trade fair to exhibit the models for widespread viewing by spectators.
23. Design a how-to manual and do a hands-on demonstration to communicate technical know-how to others. Computers and other electronic tools are practical springboards for teaching new skills and concepts to those who have not yet mastered them. "Learning by doing" is most effective when it is accompanied by written directions, diagrams, charts, graphs, drawings, or sketches that further explain what is being shown manually.
24. Research how to make many different types of puppets (finger puppets, paper bag/plate puppets, sock puppets, papier-mâché puppets, stick puppets, marionettes, etc.). Make a number of these puppets, and use them to put on a puppet show to teach or tell about something.
25. With a partner, create a chart based on a question or problem based on major concepts you have been studying. For example: Create a chart that compares one of the reform movements of the mid-1800s (abolition, temperance, women's rights, education) with a contemporary issue (abortion rights, undocumented immigrants, smoking, environment). Think about people involved, tactics, or points of view. With your partner discuss the issues, create the chart, and then post it. As partners, share your ideas as the class discusses the chart. (Spencer, 2008, p. 60).

References

Elliott, L. (2011). *Teach like a techie: 20 tools for reaching the digital generation*. Peterborough, NH: Crystal Springs Books.

Spencer, J. (2008). *Everyone's invited! Interactive strategies that engage young adolescents*. Westerville, OH: National Middle School Association.