



# Digital life 101

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## Essential Question

*What is the place of digital media in our lives?*

# Warm up

- *What are examples of things you do with one-way media, such as TVs or radios?*
- *What are some of the ways that people communicate with or share with others over digital media?*

# Learning Objectives

- *Students will be able to ...*
- learn about the 24/7, social nature of digital media.
- explore their digital lives.
- learn that it is important to act responsibly when carrying out relationships over digital media.



# Key Vocabulary –

- **media:**  
communication, including television, radio, and newspapers, that often reaches and impacts a large audience
- **digital media:**  
electronic devices and media platforms such as computers, cell phones, the Internet, digital video, social networking sites, video games, and virtual worlds that allow users to create, communicate, and interact with one another or with the device or application itself

# Video

- Digital Life 101
- *What are some things you learned from the video?*

# my digital life

- *Brainstorm-*
- What are some of the types of digital media you use?
- What do you do with them?
- What are your parents' feelings about digital media?
- What are your feelings about them?



**Q1. In 2009, kids ages 11 to 14 spent the most time with this type of media:**

- **A. Computers**
- **B. Music**
- **C. TV**
- **D. Video games**
- **Answer: C** (followed by music, computers, and video games, in that order) Kaiser, 2010:
- [www.kff.org/entmedia/upload/8010.pdf](http://www.kff.org/entmedia/upload/8010.pdf)

. Q2- Who spends more time browsing the Internet, teens (ages 12 to 17) or adults?

- A. Teens
- B. Adults
- Answer: A

(Pew, 299:  
[www.slideshare.net/Pewinternet/social-media-and-young-adults](http://www.slideshare.net/Pewinternet/social-media-and-young-adults))



# Q3. What is a mash-up?

- **A.** A glitch on a computer caused by a virus
- **B.** A techno remix of a song
- **C.** Slang for when a computer crashes and is beyond repair
- **D.** A digital collage containing text, graphics, music, video, or animation from already created digital works combined to create a new work
- **Answer: D**

**Q4. How many texts on average do teens (ages 13 to 17) send and receive each month?**

- **A. 2,000**
- **B. 2,500**
- **C. 3,000**
- **D. 3,500**
- **Answer: D** (adults send about 500) Nielsen, 2010:  
<http://blog.nielsen.com/nielsenwire/online>

# Q5. In Internet slang, what is a “troll” ?“

- **A.** A multiplayer game that can be embedded in a website
- **B.** Someone who posts spam on online message boards
- **C.** A website that takes too long to load
- **D.** Someone who has an ugly profile picture
- **Answer: B**



# Q6. What is an “avatar”?

- **A.** An email address that forwards your email to a different address (alias)
- **B.** A graphic image used to represent a real person online
- **C.** Someone who tries to get you to give them personal information online
- **D.** The fastest jet on many online flight-simulator games
- **Answer: B**

**Q7. According to the privacy policies of Facebook, how old must you be to register for an account?**

- **A. 10**
- **B. 12**
- **C. 13**
- **D. 16**
- **Answer: C** facebook.com:  
[www.facebook.com/terms.php?ref=pf](http://www.facebook.com/terms.php?ref=pf)

## Q8. Who can edit articles on Wikipedia, the free, online encyclopedia?

- **A.** Registered users older than 13
- **B.** Employees of Wikipedia
- **C.** College professors and students
- **D.** All of the above
- **Answer: D** wikipedia.org:  
<http://en.wikipedia.org/wiki/Wikipedia:About>



**Q9. If someone responds to your instant message by saying, “rofl,” what do they mean?**

- **A.** My mom is reading over my shoulder, watch out.
- **B.** That was really funny.
- **C.** Really? I don't believe you.
- **D.** Hold on a minute, I'll be right back.
- **Answer: B**

# Q10. What is an MMOG?

- **A.** Movie Making Online Generator, an online tool that helps people create mashups of videos posted on the web
- **B.** The Million Mothers Organizing Group, an online social networking site popular for parents of teenagers
- **C.** A Massive Multiplayer Online Game, usually an online world multiple players navigate and play in together
- **D.** IM shorthand to say My Mom's On Guard, a signal to quickly start censoring the conversation
- **Answer: C**

# Q11. What was the first home video game console sold in the United States?

- A. Atari 2600
- B. Nintendo NES
- C. Sega Genesis
- D. Nintendo Game Boy
- Answer: A



**Q12. How many characters (letters, punctuation marks, and spaces) can you send in a regular text message?**

- **A. 100**
- **B. 160**
- **C. 200**
- **D. 260**
- **Answer: B**

# Q13. What percentage of tweens (ages 8 to 12) use a cell phone?

- A. 37%
- B. 60%
- C. 71%
- D. 85%
- **Answer: C** Pew, 2009:  
<http://pewresearch.org/pubs/1315/teens-use-of-cell-phones>

**Q14. With which of the following can young people not only listen to but also create music?**

- **A. Rhapsody**
- **B. GarageBand**
- **C. Pandora**
- **D. iTunes**
- **Answer: B**



**Q15. As of late 2009, approximately how many views did YouTube get each day?**

- **A.** 500,000
- **B.** Over 1 billion
- **C.** Over 2 billion
- **D.** Over 3 billion
- **Answer: B** YouTube: [http://youtube-  
global.blogspot.com/2009/10/yoooooooooooooutu  
be.html](http://youtube-global.blogspot.com/2009/10/yoooooooooooooutu<br/>be.html)

# My Media life is like. . .

- **simile:**

a literary device for comparing two unlike things

Create and Illustrate a simile about your digital life.

# Wrap up

- *What are digital media?*
- *What are two important characteristics of digital media?*
- *Why might people feel differently about their digital lives?*