Collect, Construct, Change (C3) Learning Goals

What do we want participants to know?

1. To understand the health of the air in the urban environment and its impact on their neighborhoods by examining historical narratives and real-time science data.

2. To understand themselves as agents for change and the role of citizen advocacy in a democracy.

What do we want participants to be able to do?

3. To identify and investigate environmental issues in NYC neighborhoods

4. To learn methodologies of journalistic and scientific inquiry

5. To develop the skills required for data acquisition, production and synthesis.

6. To build narrative skills to communicate findings

7. To design and implement solutions to problems based on data collection findings

In what ways will youth participants demonstrate their knowledge and skills?

8. Youth participants will design, curate and produce digital learning artifacts and games to be hosted on NYCLN Remix World site.

9. Youth participants will utilize acquired skills, gathered data and design possibilities to enact a plan addressing identified issues by raising public awareness and advocating positive change and action

10. Youth participants will demonstrate the toolkit of digital probes and represent their findings, learning and teaching artifacts at the 2010 New York City Maker Faire.