

(International Education and Resource Network)

To effectively tap the power of the Internet as an interactive discovery tool, students must have a compelling reason for communicating with others and for searching out new information. iEARN (the International Education and Resource Network, <<http://www.earn.org>>) presents a framework in which students work collaboratively to find solutions to common problems shared by others in their communities both locally and globally. Through action-based project work, iEARN creates global learning communities for collaborative problem solving. The combination of iEARN's global human infrastructure and flexible technological requirements has proven to have a dramatic impact in

iEARN

addressing problems such as teacher isolation and access to rich and substantive resources, and has demonstrated significant impact on literacy skills, critical thinking and problem-solving in areas such as science and social studies, citizenship and global education, language acquisition, research skills, and cultural awareness. Because of its size and

CONNECTING YOUTH
Making a Difference in the World

reach as the largest, most experienced online K-12 network in the world, iEARN will serve as a backdrop for much of the material in this edition of *Issues in Global Education*.

Launched in 1988 as a pioneering online program among schools in the US and former Soviet Union, iEARN currently serves nearly 100 countries. An estimated 400,000 participants interact in 29 languages through iEARN's unique project-based learning network.

iEARN-USA (International Education and Resource Network)
475 Riverside Drive, Suite 540
New York, NY 10115
212-870-2693; Fax: 212-870-2672;
URL: <<http://www.earn.org>>

Global Online Projects Across the Curriculum

■ FOREIGN/SECOND LANGUAGE

The Monster Exchange Project <<http://www.monsterexchange.org>>

Monster Exchange is designed to encourage the development of reading and writing skills while integrating Internet technology into the classroom curriculum. Students try to communicate an original monster image into another child's mind by using writing skills and technology. In turn, their peers are challenged to use reading comprehension skills to read the descriptions and translate them into a monster picture.

■ GRAPHIC ARTS

First Peoples' Project <<http://www.earn.org.au/fp>>

This project links indigenous students around the world with an exchange of ideas, culture and art. Students from indigenous groups in Argentina, Australia, Canada, Guatemala, Hungary, Mexico, Thailand, and the US are currently involved.

■ LANGUAGE ARTS

Laws of Life <<http://www.earn.org/projects/lawsoflife.html>>

An essay project in which students write about their personal values. Participants submit and respond to essays about their "laws of life" in which they describe the rules, ideals, and princi-

ples by which they live, and explain the sources of their laws of life (reading, life experience, religion, culture, role models etc.).

■ SCIENCE/ENVIRONMENT

GLOBE: Global Learning and Observation to Benefit the Environment <<http://www.globe.gov>>

GLOBE is a worldwide network of students, teachers and scientists working together to study and understand the global environment. Students share environmental science data worldwide with one another through the GLOBE website and by doing so develop awareness, respect and appreciation for one another's cultures and environmental habitats.

Journey North: A Global Study of Wildlife Migration <<http://www.learner.org/jnorth>>

As the spring season sweeps across the hemisphere, students share field observations on changes in daylight, temperature and all living things as the food chain comes back to life. The journeys of a dozen migratory species are tracked each spring.

■ MATH

Connecting Math to Our Lives <<http://equity4.clmer.csulb.edu/net-share/gdeklrk/ConnectingMathto>>

This project helps students see how they can use math to analyze issues of importance to society and take action to promote greater equity in their school or community.

■ SOCIAL STUDIES

Peace Corps World Wise Schools Program <<http://www.peacecorps.gov/wws>>

World Wise Schools (WWS) engages learners in an inquiry about the world, themselves and others in order to broaden perspectives, promote cultural awareness, promote global connections, and encourage service.

The Holocaust/Genocide Project <<http://www.earn.org/hgp>>

The Holocaust/Genocide Project offers an interdisciplinary project encompassing history, language arts, fine art, music, modern and classical languages and critical thinking.

GLOBAL SCIENCE AND TECHNOLOGY WEEK • MAY 6-12, 2001 <http://www.ostp.gov/html/gstw.html>

Global Science and Technology Week will highlight the international nature of science and underscore the importance of math and science education in today's era of globalization.