

USING TECHNOLOGY TO GET KIDS OUTDOORS

By Sue Palmer

Agenda

- Introduction of Get to Know program
- Stem or Steam
- Research results
- Get to Know your wild neighbours software
- Agents of Discovery Mobile devices
- Contests Art, Music, Video, Dance
- Aboriginal link to spiritual guardians and totems
- Ipods and using photo journals
- Centres in the library



Get to Know and Robert Bateman

- www.get-to-know.org/
- About the Get to Know Program
- The Get to Know Program is a project of the Wild Neighbours Society and has been inspiring connections between children and nature in the outdoors for over a decade. The program was founded in 1999 by renowned naturalist and painter Robert Bateman and Mary Clark in Kelowna, BC, with the dream that children would have opportunities to get to know the names of their wild neighbours.
- The motto of the Get to Know Program is "Connect. Create. Celebrate." These
 words articulate our mission to foster connections to nature through the creative
 arts-and to celebrate the fantastic work being done by youth in response to the
 environment and the need to understand and value nature.
- Through the annual Get to Know Contest, we work to ensure that young people are provided with opportunities to spend more time out of doors. This is particularly important in this day and age, as children continue to abandon outdoor experiences.



GET TO KNOW & STEAM

The Get to Know Program is a great example of utilizing the arts to effectively educate the next generation. The program encourages youth to get outside, learn more about the plants and animal species that surround them, and creatively interact with nature through their talents of song writing, painting, poetry, photography, etc. By promoting genuine engagements with nature, young people are given a more powerful environmental education than they might by reading textbooks in a classroom. When people know more about their wild neighbours, they are much more likely to care about their protection and sustainability.

Research results

 Research shows that time spent outdoors offers a wide variety of physical, emotional, cognitive, social, and scholastic benefits for youth. Here you will find information about how art, technology, and outdoor activity intersect and affect the next generation.

"We've lost our respect for other species partly because we don't even know their names. Names matter. Any teacher knows how students value being recognized by name. Hunter-gatherer peoples in the tropical world can identify thousands of species of plants and animals, but the average North American can manage only about ten. Yet the average North American can recognize about a thousand corporate logos." - Robert Bateman, from Thinking Like a Mountain, p. 26-27





WILD NEIGHBOURS SOCIETY

Get to Know your wild neighbours software Agents of Discovery Mobile devices

Using the software

 Students take virtual hikes through Canadian parks. By exploring species through the binocular lens they can learn about the animals and plants, create reports using the observers notebook and draw pictures using the close up photography.

Using the app

- Agents of Discovery
- Agents of Culture
- The apps are get outside and find locations to learn. Although Calgary is included Toronto sites are works in progress stay tuned...

Contests Art, Music, Video, Dance



Contest runs from May 1st - November 1st

The Contest invites you to get outside and create original works of art, writing, photography, videography and music inspired by nature. Get Outdoors and "Get to Know Your Wild Neighbours".

The goal is to be as creative as possible. For inspiration, check out some of the amazing programs offered by our partners. Then, get outdoors and get to know! Submit your work for a chance to win cool prizes. **Get started today!**



Ipods and using photo journals

Kids use ipods to walk and capture images in nature.

Tech media through the lpod lens.

Birdseye view, Panning

Extreme close up, Close up, portrait, medium shot, and long shot



Centres in the library

Create a science centre using microscopes, magnifying lens, seeds, beans, plants,

Create a writing centre using animal booklets





