Lesson Plan involving Foursquare

High School Technology Class Lesson Plan Requiring the use of Foursquare

Objective:	To introduce student's in your high school technology class to Web 2.0 applications, focusing mostly on the application Foursquare, and comparing Web 1.0 applications to Web 2.0 applications, the differences of the generation gap between these sorts of applications.
Time allotted for Lesson Plan: **1 day of class**, with a homework assignment to bring back the following day.	
Procedure:	**1.)** Firstly you should talk about what a Web 1.0 application is. You need to explain that Web 1.0 is an application in which only one person creates a website/application, and internet surfers are able to use it, but no able to change what the actual substance of the website has to offer.
	2.) Then compare the Web 1.0 application to the Web 2.0 application. Tell your students how the Web 2.0 application is in essence a group website/application, where anyone who is involved can go in and change the substance of the website and what is written in the website. The Web 2.0 applications are a new breed of applications, such as Wikipedia, one of the largest, where anyone can go and change the written text in the website.
	3.) Give examples of Web 2.0 applications, such as Facebook, Twitter, and Wikipedia, some of the most popular Web 2.0 applications with teenagers.
	4.) Talk about how Web 2.0 applications have advantages over other applications by saving time not having to E-mail a whole group of people and then have them reply one at a time. Instead of E-mailing someone you can create a Wiki where a group of people are given a password and anyone is able to change it and put information in the website which saves a lot of time.
	5.) Allow students to take time and play with some Web2.0 applications. Have them discuss as a class how they believe that these applications could be useful. Also have the students discuss some of the possible negative aspects of individual Web2.0 applications.
	6.) Finally, talk about Foursquare and how it is a Web 2.0 application and that many users are able to change the outcome of a situation instead of one person who runs the whole thing, it's a group effort.
Evaluation:	Direct your students to https://wiki.itap.purdue.edu/display/INSITE/Web+2.0+Tools and have them research one of the Web 2.0 applications in the list on the website, and write

	a small essay on a way that a Web2.0 application could make everyday life easier. Then also have the students discuss any way they would change a specific application to make it more viable.