



<b>Unit</b>	Social Media
<b>Sub-unit</b>	The essence of social media
<b>Title</b>	Net-generation
<b>Short summary</b>	This exercise enables students to elaborate the characteristics of Net-generation and to reflect on own attitudes towards computer-dominated society.
<b>Learning Objectives</b>	The student is able: *to characterise the Net-generation; *to reflect on own attitudes towards internet-minded youth; *to elaborate own behaviour in the internet and discuss it with other students.
<b>Method</b>	<b>“Get to know Bingo”</b>  Design a Bingo card on a blank sheet of paper by outlining a 3 x 3 grid with 9 squares included. Within each of the 9 squares, write a term or statement which is related to the topic of your classroom teaching.
<b>Material</b>	See attachment 1
<b>Target group</b>	Students 15+
<b>Duration</b>	30 min
<b>Introduction</b>	Every student gets a copy of the "Get to know Bingo" sheet and goes around the classroom with it. Each student tries to find someone who fits the description in one of the boxes. If the student finds someone who fits the description in one of the boxes, he/she write his/her name in the corresponding box.

## Disclaimer

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information.





<b>Development</b>	Anyone who has three boxes filled in a row - vertically, horizontally or diagonally - has a bingo and calls "Bingo". The game then continues until the teacher ends it after 10-15 minutes.
<b>Assessment of learning outcomes</b>	Afterwards, everyone can briefly say what they found particularly interesting about the other students when playing Bingo. Finally, based on the statements in the Bingo sheet, the teacher asks students in the plenum about the pros and cons/benefit and challenges/ of the particular statements.

## Disclaimer

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information.



Attribution NonCommercial 4.0 International (CC BY-NC 4.0), unless marked otherwise.



**“Get to know Bingo”**

<p><b>“I prefer flat hierarchy and cooperation on equal footing at my future employer.”</b></p>	<p><b>“I am a great media multitasker! I am browsing the Web, listening to music and talking on the phone in the same time.”</b></p>	<p><b>“I am regularly listening podcasts.”</b></p>
<p><b>“I rather watch NETFLIX than the regular TV programme.”</b></p>	<p><b>“I use TikTok.”</b></p>	<p><b>“I think it is important to have also a professional profile at LinkedIn.”</b></p>
<p><b>“I was already part of a LAN party event (Local Area Network, LAN).”</b></p>	<p><b>“I mostly shop online.”</b></p>	<p><b>“I post every day on Instagram.”</b></p>

**Disclaimer**

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information.



Attribution NonCommercial 4.0 International (CC BY-NC 4.0), unless marked otherwise.