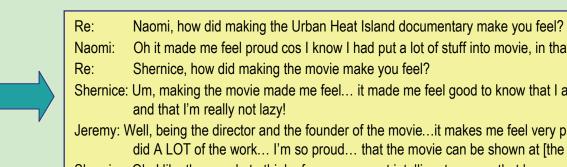


(6) Youth Leaders. 13 Cohort 1 GET City "graduates" participate as youth leaders in Cohort 2.

Being a Community Science Expert cuts against the stereotype of low-income urban youth as lazy and uninformed. Youth documentaries show an active curiosity about the green energy and a desire to help others learn about its. Powerfully, when the youth discussed their products in an interview five months after the experience, the very first words they use to describe them is how the movie made them feel important and powerful, and not lazy, in direct contrast the memes which frame urban youth in popular culture. By authoring the identity of a CSE, the youth displayed the attitudes and work ethic of experts in being strategic, persistent and meticulous over the production of their mini-documentaries



# **GET CITY - Green Energy Technology at the Boys and Girls Club of Lansing**

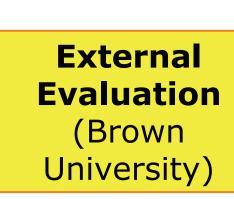
PI: Angela Calabrese Barton, PhD., Co-PI: Scott Calabrese Barton, PhD. Co-PI: Carmen Turner, Project Manager: Shari Levine Rose, PhD.



antha in the

Naomi: Oh it made me feel proud cos I know I had put a lot of stuff into movie, in that I actually made a movie, I'm going to be a star... and like, its just a great experience...

Shernice: Um, making the movie made me feel... it made me feel good to know that I am a super starrer! And I am a movie starrer! And it made me feel really good that I could do a lot of work, Jeremy: Well, being the director and the founder of the movie...it makes me feel very proud that I produced the movie with me FELLOW teammates cos they were very good too.. but you know...I did A LOT of the work... I'm so proud... that the movie can be shown at [the local university]. Shernice: Ok, I like the people to think of me as a smart intelligent person, that knows what she's talking about. And, and to think that she's very smart and intelligent.



**Research into** student growth as technology empowered scientists/ engineers (MSU)

## Who participated? <u>Cohort 1</u>: 33 students (girls, boys)

<u>Cohort 2</u>: 34 students (Girls, boys) **Reasons for participation** Many youth noted that they valued GET City for the skills they learned, for the opportunity to have "real voice" in the community, and for its social and fun value. Student web pages, accessed through the GET City website, support content covered. Students noted exposure to several GET City topics on their individual web pages.

"Get City, A Place to be. I like Get City because it is fun and you learn a lot of staff about saving energy. It is a place to meet your friends, you go for field trips. Field trips get you out of school for fun. To those kids not in Get City, please pay attention and join Get City. This is a place to be for all kids. You learn and have

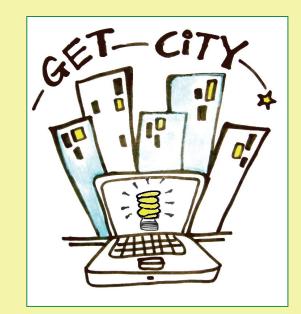
"Get City is one of the programs at the Boys and Girls Club of Lansing that shows kids about Green Energy Technology. We have used iMovie HD to make movies such as Public Service Announcements (PSAs). They also teach us about global warming. Global warming is the increase in air temperature due to large amounts of CO2. CO2 traps heat energy in the atmosphere and causes global warming. It is dangerous too, if we keep on polluting our earth. It can get too hot like in pictures

The **IT Tools** taugh to enhance deep un of science /engineeri (a) Data gathering tools and (b) Con Tools. Tables 1 and 2 indica

these IT tools played roles in the major pr created and dissemin the youth in GET City

**Key Finding #1:** The youth in GET City take up the *identity and practice of a Community Science Expert* [CSE] when given opportunities to engage in authentic IT driven activities

The youth position themselves as knowledgeable in green energy science concepts and practices. They take positions within the community that allow them to act upon this knowledge





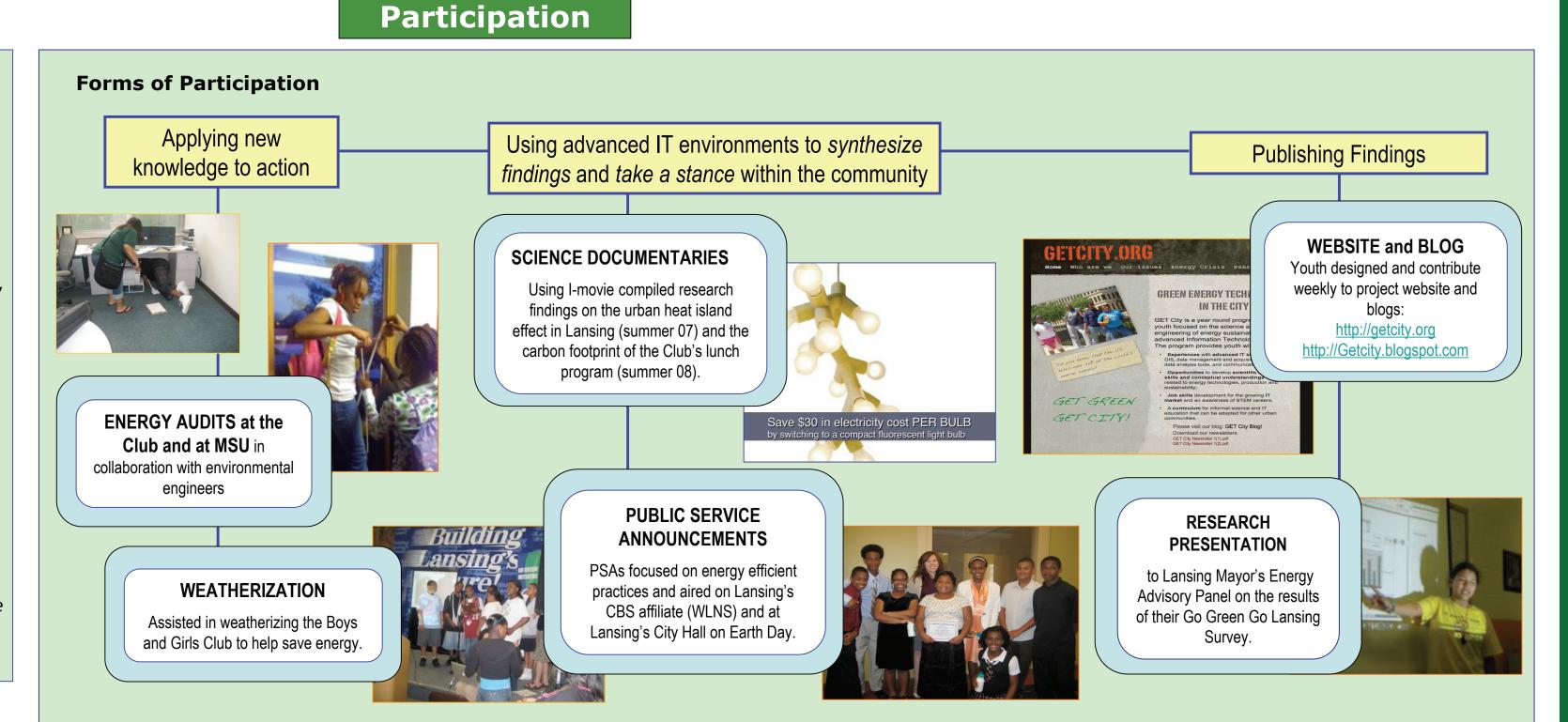
### To what extent was GC implemented successfully each year and over time? What adaptations occurred? What factors supported and impeded implementation?

- In what ways do participating students grow in their knowledge and confidence of advanced IT?
- To what extent do participating students exhibit interest in pursuing careers related to science and IT?
- What forms of knowledge, identity, discourse, and empowerment accompany youth's growth as IT empowered scientists and engineers?
- How do youth identify as and with scientists and engineers over their participation in GET City?
- What forms of engagement with science/engineering and IT do students exhibit over their experience?

# **Research Design**

Data collection instrument	Participants involved	Type of Data				
Interviews	Program Staff	Qualitative				
Surveys	Participating Students	Quantitative				
Focus Groups	Participating Students	Qualitative				
Secondary Data	Participating Students	Quantitative				
	Energy Mentors	Quantitative				
	Participants' parents	Quantitative				
	Program	Qualitative				
	Dertieinente invelved	Type of Data				
Data collection instrument	Participants involved	i ype of Data				
Program documentation	Participants involved Program Staff	Quantitative and Qualitative				
	•	Quantitative and				
Program documentation	Program Staff	Quantitative and Qualitative				
Program documentation Pre/Post test	Program Staff Participating Students	Quantitative and Qualitative Quantitative Quantitative and				

# **Major Findings**



# Knowledge and Skill Development

Table 1: Data Gathering and Analysis IT Skills for Cohort 1 Activities						Table 2: Communication										
used nding	IT Skills	UHI and Carbon Footprint Documentaries	PSA	Website	Go Green Survey	Earth Day Exhibit	Green energy & economy	Hybrid Power Plant	IT Skills	UHI and Carbon Footprint	PSA	Website	Go Green	Earth Day	Green energy &	Hybri Powe
lude:	Data gathering and analysis tools: o MS Excel									Documentaries			Survey	Exhibit	economy	Plan
lysis	O MS Excel     O Digital Probes and related								Communication Tools				,			
ation	digital equipment								<ul> <li>Power point</li> </ul>							
	<ul> <li>GIS software</li> <li>On-line survey design and data</li> </ul>								<ul> <li>Web design</li> </ul>						<u> </u>	
w	acquisition (survey monkey)								o <u>i</u> -movie							4
nent	<ul> <li>Digital Photography and editing</li> <li>Video recording and editing</li> </ul>								<ul> <li>Pod casting</li> <li>Blagging</li> </ul>							4
	<ul> <li>Electronic concept mapping</li> </ul>								<ul> <li>Blogging</li> <li>MS Word</li> </ul>							
/	<ul> <li>Google and other internet</li> </ul>															4
	<ul> <li>searching</li> <li>Accessing and making sense of national data bases</li> </ul>															

# Identity and Agency: Youth as Community Science Experts

Engaging in rigorous science content exploration

Situating rigorous science content in their community with onsite investigations, drawing upon local knowledge and experience

- Taking Up an Expert Stance:
- Supporting scientific accounts with multiple representations Detailed scientific accounts using
- hybrid discourse
- Work ethic of an expert
- Authentic audience



"This is ace reporter Ron Brown. Boys and Girls Club News. I am surprised that people don't think this is an urban heat island. Right now you can actually see the beads of heat induced sweat. Do you see it? [Ron points to his forehead where he is visibly sweating.] They are beads. Not little droplets. Beads! Í cannot believe this! The people around here are so unknowledged. We should really do something about this. Have a heat island awareness day. Yah. This is Ron Brown, from Boys and Girls Club News signing off. Catch you on the flip side!" --UHI Documentary, We're Hot! What about You?

Calabrese Barton, A. & Tan, E. (2008). We be burning: Agency, Identity and Science Learning. Presented at the International Conference of the Learning Sciences. Utretch, Netherlands. June 2008. Calabrese Barton, A. & Tan, E. (in press). The Evolution of Da Heat: Making a Case for Scientific and Technology Literacy as Robust Participation. In D. Hodson (Ed.).

International Technology Handbook. Amsterdam: Sense Publishers.



Program awareness, recruitment procedures, facilities, logistics, scheduling, training & communication Knowledge of technology use, aspirations for IT careers, level of engagement in Get city, career

Experiences in program (I.e. conflict with other scheduled activities, technology resources at home,

frequency and duration of program), parental involvement Attendance at program activities

Frequency of interaction with students

Frequency of involvement

Documents/artifacts representing program milestones or key implementation activities

### Measurement

Recruitment activities and "yield", enrolled participants, program delivery, staffing, participant attendance, program events & milestones (community events, publications/conference presentations) Knowledge of science & technology covered in Get city

Knowledge of science & technology, aspirations for SMT related careers, identity & community connections, experiences in the program

Forms of participation at program activities

Forms of participation, frequency of involvement

Documents/artifacts representing program milestones or key implementation activities

Key Findings #2: One mechanism by which the youth in GET City work to become legitimate participants in a range of science related communities (i.e., GET City, Mayor's Energy Policy *Counc*il, MSU Energy Audit Teams) is by creating "**hybrid spaces**" that integrated scientific and non-scientific discourses.

- Youth sought to create and enact a hybridized discourse that called attention to and elevated the value of their scientific findings. This point is important partly because of how this kind of hybridity allowed the youth to engage in public acts of scientific practice in the middle of a youth-centered, nonacademic social club space. Using hybrid discourses to elevate the value and visibility of science seems to move beyond earlier research claims that youth engage in hybridity in the effort to maintain personal and social status while also having to engage in academic discourses and practices.
- Youth drew on aspects as hybridization as central to their role as legitimate participants in their GET City community. In other words, hybridity became a defining and necessary feature for valued participation as defined and enacted by the youth.

Hokayem, H. & Calabrese Barton, A. (accepted). From a Hybrid Discourse towards legitimate Peripheral Participation. NARST Annual Meeting Anaheim, CA, April 2009.