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## 10 Most Wanted ICT KS3 Teachers' Notes

*These notes are specifically aimed at ICT Key Stage 3 classes (ages 11- 14) but can be adapted for other subject areas. If you would like teaching notes for a different subject area we would like to work with you to create them. Please contact: modip@aub.ac.uk.*

Inspired by the FBI's Ten Most Wanted website, [10 Most Wanted](#) is a research project to develop an online game that encourages the crowdsourcing of information required by museums about their objects. Teachers can decide the extent to which they want to present it as a detective game or as an ICT or research exercise.

### ***What is crowdsourcing?***

The basic idea of crowdsourcing is to break down a complex problem into small and simple tasks that can be distributed to a large group of people.

### ***Contributions from your students sought***

This project provides the opportunity for your students to contribute to the sum of knowledge held by museums while developing their understanding of the internet as a research tool and of crowdsourcing as a research methodology.

### ***Learning outcomes***

Undertaking this assignment will contribute to your students' understanding of:

- The range of different sorts of sites that can contribute to fact finding.
- How to use contents, indexes and keywords to find required information.
- How to skim through large amounts of information and assess its relevance.
- How information may be biased or incorrect.
- How some material often appears on different sites and how to track down its originator and how who that is can inform opinions on its validity.
- How to reference websites and authors.
- The importance of documenting search / research processes.

## *Before the class*

Make sure you:

- Understand the project's purpose, what crowdsourcing is, and how it can benefit your students.
- Are familiar with the project website: [www.10most.org](http://www.10most.org).
- Have looked at a few '[solved cases](#)' so you can provide your students with examples of where and what kind of information they may look for.
- Have a clear time frame for your students to contribute to the project. For example would that be until the same time next week?
- Have printed out the relevant number of Students' assignments and provided them also to their email addresses.

## *During the class*

- Explain the broader context of the project and how their work can contribute to knowledge that will be kept for generations.
- Go through the tasks they are asked to do and make sure each student has selected an object and is clear about the information for which they are looking: their piece of 'Wanted' information.
- Encourage discussion about the different ways of searching on the internet.
- Discuss with them what the record they keep of their searches could look like.
- Make it clear that extensive searching and a good record of the search process is more important than finding the 'Wanted' information.
- Make sure they understand the time frame for their searches and when the record of their searches has to be complete.
- Ask them to prepare a presentation about their research trail. If they have already learnt to use power point, you may suggest they each do a power point consisting of, say, three slides each.

## *End of the assignment*

Ask the students to:

- Make their presentations.
- Record the contribution of the crowd.
- Discuss as a group how their searches have gone and what the 'crowd' has been able to contribute.

## *After the assignment*

MoDiP would like to present your students' presentations on its website: [www.modip.ac.uk](http://www.modip.ac.uk). If you would like that, please send them to [modip@aub.ac.uk](mailto:modip@aub.ac.uk).