



## Beautiful Nation for Classrooms

### Inspiration

The metaphor of a journey has been used since before written history to inspire and teach. Following a real-time, global journey has the power inspire students to pursue their dreams, which leads to greater self-efficacy. Beautiful Nation pairs experts in science, math, technology and engineering with artists and educators to produce rich digital media stories to meet students' academic needs and to inspire them to pursue their dreams with confidence.

### Connectivity

Social Media tools are powerful! Joining the Beautiful Nation Social Network will help your students to unlock that power as a tool for education and for networking within a global community. Students track and stay connected with the journey in real-time through private groups in the network. Posting questions, joining discussion groups and videoconferencing are just some of the digital communication tools accessible to students.

### Interactive Learning

When learning is personal and interactive students are more engaged and successful at grasping new concepts. Photos, videos and articles produced by Beautiful Nation are cataloged using Google maps and accessed in eight topic-specific groups, called HUBs. Students comment, ask questions, read, watch, listen and compare and contrast the digital content produced by the Beautiful Nation crew across regions in HUBs. Each HUB is dedicated to investigating an 'essential question' from Reach the World's global journalism curriculum in each geographic location (port stop/region).





## Beautiful Nation for Students

### Reading

Crewmembers aboard Makulu post weekly articles about the places they explore by sea and by land accompanied by rich multi-media content. Unlike free-form blogging, articles follow Reach the World's global journalism templates and investigate essential questions. Articles are written in the first person and based on the real adventures and experiences of the crew. Students can comment, ask questions and make special requests for articles.

### Social Studies

Reach the World's research shows that geography is a cognitive process enhanced by personal connections and interactive visual aids. Beautiful Nation's content is rich and varied. Articles, photos, videos and audio clips are posted by the crew weekly and linked geographically using Google maps. Each form of digital media is designed to investigate the essential question, "How does where we live affect how we live?" and to support RTW's global journalism curriculum.

### STEM (Science, Math, Technology and Engineering)

The physics of sailing, marine ecology, weather and climate change, engineering of water pumps, the technology of desalination, satellite connections, the economy of limited boat resources – these are just a few examples of the everyday science, technology, engineering and math lessons that life aboard a sailing ship offers! Following Agastya's best practices for peer-to-peer science education, the crew will model investigative research, share hypotheses and do extensive explorations into subjects such as water quality to help students share their own hypotheses, study methods and results with each other across the globe.

### Possible Student Activities:

- Chat on the BNP site with kids in Madagascar who ride elephants to school.
- Receive a tweeted "lesson challenge" on converting currency from a market in Singapore.
- Conduct water quality testing on a stream nearby and upload that data to a water quality "hub" on the BNP site, then compare results (and experiences) with students in Chennai, India.
- Be transfixed by video of sea turtle tagging in the Caribbean and follow the turtle on the web



## Beautiful Nation for Educators

### Curricular Alignment

The crew's articles can help your students meet the [Common Core State Standards for English Language Arts and Literacy](#) in a fun and meaningful way! The crew's articles are first-person accounts of real global adventures. The articles are template to follow [Reach the World's](#) global journalism program. There are three types and eight topic areas. Each article is designed to promote critical thinking around the essential question, *How does where we live affect how we live?* and has its own series of reading comprehension questions embedded throughout the text. The articles are for lower and upper literacy levels, and accompanied by colorful photos and videos.

### Customized Global Content

The [Makulu crew](#) are expert educators and adventurers ready to take your students for a virtual trip around the planet! The crew will publish weekly digital media stories and monthly webisodes that promote [Agastya's](#) hands-on learning in science, technology, engineering and mathematics on the network. Educators can customize their classroom experience by joining the Beautiful Nation social network. Content can be filtered by topic in the network and classrooms gain special access to real-time, online interactions with the crew on a specific topic of interest in a secure environment.

### Geography Teaching and Assessment Tools

Educators have access to [Reach the World's teaching and assessment tools with GeoGames](#). Geogames is a geography game designed to help students develop the cognitive skills necessary to draw an accurate map of the world. The game was developed through a partnership with Teachers College, Columbia University and the National Geographic Education Foundation following Reach the World's research on how young students learn to draw an accurate map of the world. Reach the World has pre and post assessment activities to aid educators' geographic literacy instruction.

### Professional Development

Educators can earn a badge in global competence instruction by completing [Reach the World's online mini-course "Connecting Students to their World" through the Hewlett Packard Catalyst Academy](#).