

### **Take What You Learned Into the Classroom**

Now, take what you have learned about Mary and her shopping strategies into your own classroom and ask students how they use technology to socialize and research meaningful items in their own lives. Music is a topic danah and I think will elicit rich responses from students. (You could also include other topics such as movies or television shows.) Try asking these questions:

1. Who are your favorite musical inspirations, e.g. singers, bands, DJs, producers, or American Idol winners?
2. Where did you first hear about them?
3. How do you learn more about them?
4. What are some of the things you do if you are a fan of particular performer?
5. How do you listen to your music? What kinds of technology allow you to listen to music?
6. How do you purchase music? Or if there is a way to get music without paying for it, describe this process.
7. How do you share music?
8. How do you know when new music is going to be released?
9. Describe ways to include your favorites songs or performers in your daily life, e.g. ring tones or MySpace page.

By bringing these questions into the classroom, you have taken on the role of teacher-researcher and now have an opportunity to understand how your students' practices concerning popular culture compare to your own experiences when you were their age. Being a teacher-researcher in this area can assist you in understanding your students' relationship to technology and can arm you with insight into their out-of-school lives and interests.

We also feel your students should engage in some of their own research regarding music—with their parents, guardians, older family members, older friends, or even other teachers. Why should you always be the one researching their behavior? After you and your students have discussed their responses to the questions, have your students ask their elders the same questions you asked them, making sure students question them about their musical experiences as kids.

When students return to class with these responses, have a discussion concerning the similarities and differences between the students' own answers and those they collected. Both danah and I think there will be interesting parallels between *then* and *now*, and here are just some similarities that might appear across age groups:

<b>THEN</b>	<b>NOW</b>
Making a “mixed tape”	Making a “play list”
Recording music off the radio	Downloading music off the Internet
Using a synthesizer to make songs	Using software to make beats
Learning The Electric Slide, the Macarena or The Running Man from friends or music videos	Learning Crank Dat from YouTube or playing the video game Dance Dance Revolution
Listening to a Sony Walkman	Listening to an iPod or MP3 player
Having air guitar contests	Playing the video game Guitar Hero
Putting posters of favorite artists on your bedroom wall	Using a favorite song as a ring tone or as one's MySpace song

This portion of the activity should hopefully give you and your students some common ground for strengthening your intergenerational relationships around new media.