

Module R2 Quiz: Social Media and Electronics

Question 1: In your own words, define Social Media.

Question 2: Describe the difference between social media and traditional media.

Question 3: What are some possible positive consequences of using social media?

Question 4: What are some possible negative consequences of using social media?

Question 5: Make a case for why using a group chat or group gaming is a good thing, and also list some challenges that might arise and how you could handle the problem.

Question 6: What will you remember most from this lesson?

Module R2 Quiz Answer Key

Question 1:
Online, user generated, interactive, sharing information via many online applications and electronic platforms where people hang out and communicate in various ways.
Accept student interpretations of these concepts.
Question 2:
Traditional media is one-way communication with a verifiable source.
Social media has multiple communicators chiming in, and it's difficult to verify information.
Question 3:
Post things and get feedback, communicate with people can't meet in real life, never bored.
Explore areas of interest easily, lots to engage with, get introduced to new ideas and subjects.
Question 4:
Easy to get pulled in, people don't always tell the truth, can't see who someone really is.
Can get flooded with too much, too fast, or too soon. Pulls you away from other "in real life" activities
Question 5:
Accept all relevant student thoughts.
Question 6:
Accept all relevant student thoughts.