**Unit 2.3 The Internet and The Cloud POGIL Worksheet**

Group Member Names/Roles: ([Click here to make a copy of this worksheet](https://docs.google.com/document/d/1R6u0geqIRmilERAgnlaRfo9Of5qyl0Z0w_35itx1_Qs/copy))

1.**What applications do you use throughout the day?** In your group, make a list of 4-6 apps that you use on your phone or computer. If you’re not sure if it’s an application or not, put parentheses ( ) around it so that you can find out in the whole group discussion.

|  |
| --- |
| Instagram, Snapchat, Spotify, Twitter, Hill Climb, Google Docs, Minecraft |

2. **Classify applications**: In your group, place the apps you listed in the last step in the appropriate columns below (about 2 per column). If you’re not sure, put parentheses ( ) around it.

|  |  |  |
| --- | --- | --- |
| **Applications** | | |
| Cloud Applications that happen in the browser | Cloud Applications that do not use the browser | Applications that do not require the Internet |
| Twitter\*, Instagram\* | Snapchat\*, Spotify, Amazon Music, Google Docs | Hill Climb, Minecraft |

3. **Identify Social Media:** Now in the chart from #2, put a star \* next to any of the applications that can be classified as **social media** (apps and websites that let you create and share content or participate in social networking).

**4. Social Media as a Computing Innovation:** Using this Venn Diagram and thinking about Social Media as a Computing Innovation, classify Social Media apps’ effects as harmful or beneficial. Write down whether each effect is on society, culture, or economy. Note the examples. Keep in mind that the same effect can sometimes be beneficial to some and harmful to others. 

5. If you were a developer of one of the social media apps that you listed, how would you reduce its harmful effects?

We could make settings available to turn off all tracking and public features. We could also engineer the app to be less addictive and time consuming.