📷 Mouse (http://mouse.org)

Web Literacy Competencies

Credibility (https://webmaker.org/en-US/resources/literacy/weblit-Credibility) Search (https://webmaker.org/en-US/resources/literacy/weblit-Search)

Audience

- 8+
- beginning critical thinkers

Materials

- Papers and pens
- Web browser
- Printed Legit-o-Meter worksheet (https://docs.google.com/a/zythepsary.com/file/d/0B1vyNnSVEMIDbDVLX1E4ZXRmclE/edit)

Learning Objectives

- Locate relevant information by using search engines
- Compare and contrast information found using multiple searches
- Compare information from a number of sources to judge their trustworthiness
- Decide on the trustworthiness of information by identifying key indicators
- Document the authorship of a website and their content

How learners become mentors

- Shadow a student or less experienced facilitator so they can practice leading this activity.
- If some students move faster or are more confident in the activity, ask them to peer mentor another group.
- Conclude by prompting students to teach this activity to their friends and family.

See community remixes

Check out the ways educators and activists have modified this activity for their specific audiences in our

Discussion Forum (http://discourse.webmaker.org/t/testing-1-reading-for-the-web/1149/22).

Section 1. Reading the Web (http://mozilla.github.io/webmaker-curriculum /WebLiteracyBasics-I/)

Kraken the Code

Made by MOUSE (http://mouse.org/) and remixed for Clubs by Mozilla (https://webmaker.org /mentor).

Learners will use the Internet to solve the mystery of The Kraken, a legendary sea creature, while also **learning about search terms, keywords, and how to assess the validity and relevance of web sources.**

🕐 45 minutes to an hour

- ## Preparation

   Complete the pre-activity questionnaire.
   Next **do the activity on your own** to become familiar with it.

   Print out the Legit-O-Meter Worksheets (https://docs.google.com/a/zythepsary.com /file/d/0B1vyNnSVEMIDbDVLX1E4ZXRmclE/edit).

   Label three pieces of paper with *"Real," "Imaginary"* and *"Something In-between,"* and hang them on different sides of the room.

- 10
   min

   ## Introduction

   Have a **brief conversation with your learners about web sources.**

   - Is everything you read or watch online true?
   - How do you know when information on the internet is reliable?
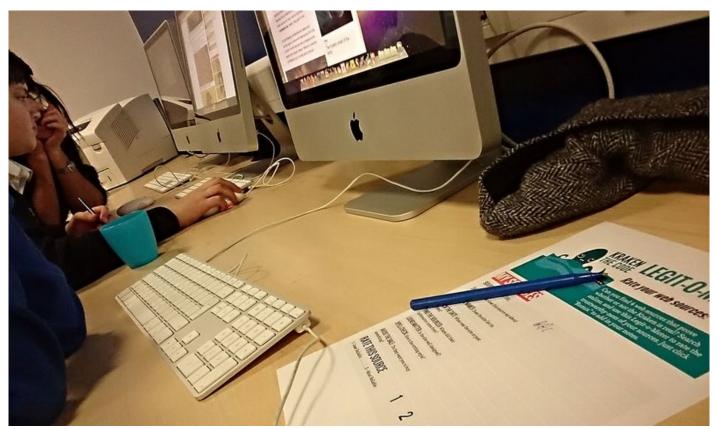   - How can you tell when it isn't reliable?

   Then review the Legit-o-Meter Tip Sheet (legit-o-meter.html) to discuss some general rules for determining the credibility of a website.

- 25
   min

   ## Kraken the Code: Hunt

Split learners into **groups of 2 or 3** and explain that each group's challenge is to **prove whether or not the legendary monster, The Kraken, is real or a myth.**

Groups start by **spending 20 minutes researching.** Using the guidelines from the Tip Sheet (legit-o-meter.html), groups should **evaluate 2 internet sources,** documenting their findings on the Legit-o-Meter (either by writing on the handout (https://docs.google.com /a/zythepsary.com/file/d/0B1vyNnSVEMIDbDVLX1E4ZXRmclE/edit) or editing the online template (https://laura.makes.org/thimble/Mjg1NjA2NDAw/kraken-the-code-legit-o-meter)).

(https://www.flickr.com/photos/dougbelshaw/16498752272)
Photo by Doug Belshaw (http://twitter.com/dajbelshaw)

Consider guiding their research with the following prompts:

- Ask learners to individually talk through the process of searching for credible information.
- Do a sample search together and ask the group what to do next.
- Pair-up learners and ask them to create a screencast explaining their decisions.

MY CONCLUSION

Is the Kraken REAL, IMAGINARY or Something INBETWEEN? I would say that the kraken is something in between. The kraken is just probably seeings of giant squids in the sea. As in every legend there is exageration and that is how the legend of the kraken became to be known. However there is no way to be cartain if the kraken is real or no that is why its an inbetween.

(https://juanandresrosero.makes.org/thimble/LTEwMTA0MzM3OTI=/kraken-the-code-legit-o-meter)

A finished Kraken worksheet by a Mouse (http://mousesquad.org/) learner

- 10
  min

Kraken the Code: Defense

At the end of the research period, **groups will stand under one of the signs:** "Real," "Imaginary," or "Something In-between".

Ask each group what they found out about the Kraken and to **defend their opinions** using the Legit-o-Meter worksheets they filled out. Participants can **change position** if they hear convincing arguments.

Conclude by asking the group to reflect on what they found.

Complete the **post-activity questionnaire**.

Reading the Web: Ping Kong (http://mozilla.github.io/webmaker-curriculum/WebLiteracyBasics-I/session01-pingkong.html)