EVOLUTION OF THE MODEL: LIST OF ECELL PROJECTS

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ECELL 1997

Over 100 students in grades four through eight enrolled at Dole Middle School and Ma'ema'e Elementary School.

Mindspace
http://kalama.doe.hawaii.edu/~mspace/
A class, a place, a way of mind–innovative and filled with exhilaration.

Fun with World Languages
http://www.doleint.k12.hi.us/fwl/dole.html
Students were introduced to many languages and cultures.

C.I.A. Community in Action
http://www.hern.hawaii.edu/hern97/cia/cia.html
Students used the WWW, email, CD-ROMs, Hyperstudio, and CUSee Me to develop an understanding of their community and themselves, in the past, present and future.

Fantasy Baseball
Students used the WWW, word processing, spreadsheet, email, Hyperstudio, Kidpix , and PageMill to study the history of baseball, invention of baseball games, marketing strategies and the overall operations of the baseball organization.

Create a Webzine
http://kalama.doe.hawaii.edu/~webzine/
A place to explore various media – movies, books, advertising, the world wide web, and television. Students designed, wrote and edited a web-based magazine featuring their findings and thoughts.

ECELL Video
Alt.edu, the "live" television show produced by the ECELL video class showcased ECELL projects and interviewed teachers, students and guests. This live program was aired on the DOE's educational access channel and allowed viewers to call in questions to those being interviewed.

ECELL 1998

Bigger and more ambitious–classes expanded to sites at Aiea Elementary, Salt Lake Elementary, and Moanalua Middle School. Eleven projects developed for 250 students in grades 3-8.

Aiea Time Capsule
http://kalama.doe.hawaii.edu/ecell/TC/AieaTimecapsule/
In this historical journey, students compared Aiea of 'yesteryear' to 'present day Aiea' and created proposals for the preservation of Aiea's history.

Around the World in 20 Days
http://kalama.doe.hawaii.edu/ecell/20/
Traveling via email and CUSee Me provided an invaluable experience to teach students about unique people and places around the world.

Cool, Phat, Da Bomb!
http://kalama.doe.hawaii.edu/ecell/CP/
Investigating the "in" things pre-teens and teens want to do as a way of being "grown up", students researched and surveyed others on topics such as smoking, drinking, body piercing and getting tattoos.

ECELL Video
Alt.edu showcased the different styles of teaching and learning while giving students in the video class responsibilities of a production crew. Three live programs which students scripted, produced, and directed were broadcast from UH Mānoa's Webster studio.

History in the Making
http://www.pixi.com/~sharond/HIM.html
Developing web pages to serve as a resource for students competing in the National History Day competition. Students explored "science in history".

Lost in Paradise
Acting as tour guides, students invited visitors to Hawaii by designing itineraries, tour packages and commercials. Collaborative activities included using email and electronic discussion boards and role playing to develop imagination and higher-level thinking skills.

Mindspace II
http://kalama.doe.hawaii.edu/~mspace/ecell98/
The quest continues as students used books, the web, email surveys and interviews to develop an insight into themselves and the world.

Mission Mathematics
http://kalama.doe.hawaii.edu/ecell/MM/
Working on an aerospace theme, students used math, science and technology skills to develop space missions. Aeronautics, Human Exploration and the Development of Space, Space Science and Mission to Planet Earth.

Real Lives of Hawaii Middle School Students
http://kalama.doe.hawaii.edu/ecell/RL/welcome.htm
Middle school students produced video-based projects to help them make connections to better understand their motivations and important factors in their lives.

Turning Ideas Into Profits
Students investigated e-commerce through the web and email, by learning about successful entrepreneurs and turning ideas into profits.

World Wide Sports
Based on the history day theme, "Inventions, Discoveries, and Technology in History," students researched sports inventions or discoveries and analyzed how they have affected people.

ECELL 1999
The third year of ECELL put two to four teachers and up to eight computers in each classroom. Class sizes was no more than 25 and 10 projects were designed for students in grades 2-8. Classes held at Moanalua Elementary, Salt Lake Elementary, Moanalua Middle and Moanalua High School.

Cultural Game Quest
Working in cooperative learning communities to develop their own inquiries, students explored traditional games in various cultures and created their own games on the web.

Got Water? H20 – Help to Obtain
Students explored different ways drinking water is collected in the United States and other countries and proposed possible solutions for future drinking water sources in Hawai'i.

Mindspace III: A Technological Journey into Your Imagination
http://kalama.doe.hawaii.edu/~mspace/sim99/index.html
Investigated online simulations, students learned about cause and effect, decision-making, research and validation as they created their own web sites.

Paint a Book
Paint a Book immersed students in the writing and illustrating processes involved in creating a book using Eric Carle and Chris Van Allsburg's styles as models.

Robots, Rockets, and Space
By understanding what it takes to live in space and how space travel affects humans, students built a model of a futuristic city on Mars.

Rollercoaster Physics
Students researched, designed, and presented attractions for a new theme park on Oahu. Basic physics were incorporated in the design and concept.

Silly Putty, Slinkies & More K.I.D.S. (Kooky Inventions Devised by Students)
http://www2.hawaii.edu/~jvergara/
Silly Putty, Slinkies and More K.I.D.S. engaged students in collaboration and problem-solving skills.

Studying Poetry & Music
The different components of poetry, music and technology, use4d to create a poetry book that included haiku and sonnets. Students also used software to compose music to accompany their poems.

TV 2000: A Teen View on the Millennium
Students created public service announcements, commercials and animations and explored cultural trends and safety and the environment. Sought answers to what issues affect youth as the millenium approaches?

WWW.LOCALHANGOUTS.HOTS!
By publishing an electronic magazine, students took a closer look at Oahu's favorite local hangouts and learned to appreciate the cultural diversity of the island.

ECELL 2000
http://ecell.k12.hi.us
With standards and cultural diversity as a theme, ECELL 2000 provided teachers with training on how to integrate technology tools into a standards-based classroom and offer quality instruction for diverse learners.

Summer school was held at Salt Lake Elementary, Moanalua Middle and expanded to the Leeward Coast – Kapolei , Ewa Beach , and Waikele Elementary Schools.

@ Ewa Beach
Claymation Collaboration
Clay animation videos and an online magazine enabled Students to compare and explore the diversity of cultures that surround and influence them.

@ Kapolei Elementary School
Constructing a Community
How did our community become what it is today? Students became city planners, decision makers, architects, engineers and builders.

Listen to Your Culture
Students shared knowledge and experiences in cultural diversity of music. Students also composed their own short melody.

Our Friends Around the World
Students used email and video conferencing with students in Argentina, England and Australia to learn about children around the world.

Our Island Home
Students studied the cultures of Samoa, Tonga, Tahiti and Hawaii and used hands-on learning, Total Quality Learning, problem-solving methods, and technology to share their findings.

We Are YOUnique
Sharing and learning about stories, foods, languages, and animals, students learned to appreciate the various cultures found in Hawai'i.

@ Moanalua Middle School
Baseball 2000
Using email, web, video and spreadsheets, students learned to own manage and play their own baseball team. Students drafted and traded players, designed a stadium and team logo, kept daily statistics and simu-lated a baseball tournament.

Island Roots
Students explored various cultures and produced children storybooks that taught them how to breakdown negative stereotypes. They published a web version of their books.

Sci-Fi Xplorers
By reviewing literature, movies and building web pages, students looked at characters, plot, and graphics of science fiction to see how they affect our society.

@ Salt lake Elementary
AAA Video – Art, Animation & Acting on Video
Students expressed cultural diversity through art skills, computer animation and video.

Talkstory.com
Students interviewed parents and grandparents to get a peek into history and see what it was like growing up in another time.

What's Cooking?
Why does Jell-O become hard? How does cream become butter? Why does bread rise? Applying scientific methods of inquiry to answer questions about food.

Where in the World is Your Community?
By understanding the components that make up a community, students created a fictitious community based on information gathered about communities in various countries.

@ Waikele Elementary
Building Space Around Me
What makes a building stand? How does culture influence the design of buildings and structures? Using project-based learning, architectural structures were compared to determine cultural influences.

Comparing Cultures to Discover Unity
Using KidPix, Appleworks, digital and video cameras, art, the Internet and our experiences, cultures were compared and worldwide appreciation and respect for cultures developed.

Creating a Virtual Zoo
Which animals would you choose to be part of your zoo? How are animals affected when they are taken out of the wild and place into a zoo? How would you design their new habitat?

Discover the Rainforests of the World
Discover the diverse community of animals and their dependence on one another. Students created and shared Hyperstudio presentations on interdependence of these special animals.

Exploring Animal Habitats
Virtual explorations of different animals in their habitats satisfied inquiring minds. KidPix slideshows demon-strated what we found out.

Fantasy Island
Fantasy Island gave children the opportunity to design and create their own civilization.

Video Journalism
Students created a story around a community issue, researched it on the Internet, designed a storyboard around it, set up tripods for cameras and created Public Service announcements.

ECELL 2001
Standards-based projects were designed for students in grades 2-12, including ESLL students. Classes were held at Salt Lake Elementary, Moanalua Middle School and ex-panded to include Moanalua High School. For the first time, ECELL courses offered credits to high school students.

> View most recent projects at: <ecell2.k12.hi.us>

Kathy Yamashiroya is one of the founding members of ECELL. She now works in supporting teacher professional development.