

Video Games and Social Media

- “Are Social Networking Sites Good for Our Society?”

<http://socialnetworking.procon.org/>

- “The Impact of Video Games”

<http://www.pamf.org/parenting-teens/general/media-web/videogames.html>

Robots and Drones

- “Attention Gamers: They Have Arrived. Robots that blend Technology, Combat”

<https://newsela.com/articles/robot-wars/id/11848/>

- “More Farmers are Using Drones to Help Tend to the Crops”

<https://newsela.com/articles/drones-agriculture/id/12183/>

- “Small Drones Causing Big Problems for Firefighting Planes”

<https://newsela.com/articles/drones-wildfires/id/11555/>

Healthcare

- IBM Watson Health introductory video:

<http://www.ibm.com/smarterplanet/us/en/ibmwatson/health/>

- “Big Hero 6: The Science behind Baymax, Disney’s Big, Soft Robot”

<http://www.nbcnews.com/tech/gadgets/big-hero-6-science-behind-baymax-disneys-big-soft-robot-n240241>

Transportation

- “Tesla Runs Ahead of Competitors with First Car to Change Lanes by Itself”

<https://newsela.com/articles/tesla-autopilot/id/12517/>

- “Could the Futuristic Travelling Tube Become a Reality?”

<http://www.readworks.org/passages/could-futuristic-traveling-tube-become-reality>

- “Charged Cars that Would Charge”

http://connect.readingandwritingproject.org/file/download?google_drive_document_id=0ByeScxUIdhQNzZzVZQjUwTHotcEU

Energy & the Environment

- Disney’s XPrize Challenge page has a series of interesting questions on this “Idea Portal”, mostly related to solving problems about energy and the environment.

<http://xprizechallenge.org/need-ideas/>

- “How Technology Brings Us Closer Than Ever to Wildlife”

<http://www.treehugger.com/clean-technology/how-technology-brings-us-closer-than-ever-to-wildlife.html>

Space Exploration

- “Be an Astronaut: NASA Seeks Explorers for Future Space Missions”

<http://www.nasa.gov/press-release/be-an-astronaut-nasa-seeks-explorers-for-future-space-missions>

- “NASA Says Future Astronauts to Mars Will Likely Have Drinking Water There”

<https://newsela.com/articles/mars-liquidwater/id/12172/>

Cities and Communities

- IBM Smarter Cities:

http://www.ibm.com/smarterplanet/us/en/smarter_cities/overview/

Communication and Education

- “Negative Effects of Technology on Society”

<http://www.teenink.com/nonfiction/academic/article/482544/Negative-Effects-of-Technology-on-Society/>

- “The Four Negative Sides of Technology”

<http://www.edudemic.com/the-4-negative-side-effects-of-technology/>

- “The Reading Brain in the Digital Age: The Science of Paper Versus Screens”

<http://www.scientificamerican.com/article/reading-paper-screens/>

- Text Set on Cell Phone Radiation and Brain Research from Columbia University Teachers College:

http://connect.readingandwritingproject.org/file/download?google_drive_document_id=0B7PXj8NvHO5ZQlduZngtNEQ5a0E

Engineering & the Maker Movement

- Design Squad by PBS: Hands-on Engineering, Science, and Technology Activities

<http://pbskids.org/designsquad/>

- “Why the Maker Movement is Important to America’s Future”

<http://time.com/104210/maker-faire-maker-movement/>

STEM Education and Innovation in General

- The Exploratorium

<http://www.exploratorium.edu/>

- STEM Works

<http://stem-works.com/>