e-commerce: Future or Failure: The Effects on Citizenship.

WebQuest Description: This lesson will help students to understand e-commerce, whether it has a future or not in modern society and its effects, both positive and negative, on citizenship.

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Introduction

Humans have traded for hundreds of years, initially swapping goods and services or bartering. This progressed to money, which in turn advanced to credit cards and direct deposits. Humans can now transact from their homes via the web. In the following WebQuest, you will use the power of teamwork to learn all about e-commerce. Each person on your team will become an expert on some aspect of e-commerce. You will come together at the end to share and get a better understanding of e-commerce. It is here the fun begins where you will discuss and then create and manipulate data using excel to track e-commerce and its effects on citizenship.

The sites below are important because they will provide basic information about the topic as a whole. Everyone should explore these sites before starting your Task.

Watch the You Tube video link below to give you an introduction to e-commerce.

All students then need to read the Definitions of Citizenship which will enable you to think critically about e-commerce and its role in citizenship. It may be a good idea to take notes in your work book or copy this information and paste it into a word document for future reference.

Tasks

After becoming individual experts in specific areas your team will work together to produce an excel spreadsheet in order to manipulate the data and consider whether e-commerce promotes citizenship, committing to community good, or fosters greed? Each spreadsheet will more than likely differ in conclusions from other groups. This is not a problem, it simply demonstrates different ideas on the topic which will promote healthy debate when considering all the groups different answers at the end of the WebQuest. The results will be combined to produce a 'super spreadsheet' from which broader conclusions can be drawn given the larger sample size.

Process

Students will be put into teams of three. Each member of the team will be given one of these tasks: 1) what is e-commerce? What are its benefits and drawbacks? (using resources 1 to 3) 2) does e-commerce have a future or not? (using resources 4 to 6) 3) which sites are good for shopping, why or why not? (using resources 7 to 9) Regardless of which task you are assigned, when answering the questions and taking notes in your work books keep in mind the effects of e-commerce on citizenship. Re-read your notes on citizenship before proceeding. What was citizenship again? Does e-commerce have detrimental or positive influences on citizenship? Will people be more involved in communities or likely to stay indoors, having everything delivered and not contributing to open democracies? Will e-commerce free up peoples time to be more involved in their local communities? What do you think? These are all a few ideas you can discuss amongst your group after you have used the assigned links to become experts in your area of e-commerce. Your team together with the rest of the class will now go on an excursion to the local shopping mall and then to several strip shopping areas to collect data and work together to create a spreadsheet which will help answer the question ‘Does e-commerce promote citizenship, committing to community good, or foster greed?’

Evaluation
Congratulations, you have completed your activity on e-commerce. By completing this WebQuest you will have achieved the following goals: 1) develop an interest in the study of e-commerce; 2) learn information about key aspects of e-commerce; 3) realize that complex topics can be looked at from various perspectives; 4) formulate and support an opinion based on your roles; 5) work with teammates to create an excel spreadsheet to help in determining whether 'e-commerce promotes citizenship, committing to community good, or does it foster greed?'

Now you have successfully completed the assignment on the effects of e-commerce on citizenship, how do you think e-commerce will effect you when you become young adults and enter the workforce? Will it help in forging relationships with others, both socially and commercially? Can you see yourself using spreadsheets in the future for home or work requirements? The future is indeed an interesting one to ponder. Any work submitted up to one page in length will be considered for bonus marks which will be added to your WebQuest assignment results.

Thank you for looking at and considering my WebQuest as a possible teaching aid. The topic was aimed at year 9 - 12 high school students studying Economics and or Business Studies. The beauty of the WebQuest is it's simple questions which are easy to understand for the students. However the question set requires higher order thinking and cross-curricular investigations on a current and controversial topic where e-commerce has positive and negative influences on citizenship. Whilst this is a macro view of the topic, it can be adjusted for students with questions asked about their local area and how e-commerce has affected citizenship. Shopping malls and strip shops along main roads could be studied. Are they all tenanted and thriving or quiet and struggling? Has e-commerce had any effect on local citizenship? Why or why not? I hope this helps in being able to use this WebQuest and adapt it accordingly to your specific requirements. Thanks needs to be extended to Google Images for the use of their clip art in this WebQuest. Cheers!

Dave