



## **GLOBAL VIRTUAL CALSSROOM (GVC) PROGRAMS**

The Global Virtual Classroom (GVC) at [www.VirtualClassroom.org](http://www.VirtualClassroom.org) is a project of the non-profit educational Give Something Back International Foundation (GSBI) at: [www.GSBI.org](http://www.GSBI.org)

### **PROGRAM DESCRIPTION: WHAT IS GVC?**

The GVC is a free online Internet educational program for primary and secondary school students from around the world. Since its inception by AT&T in 1996, more than 25,000 students and teachers from 65 countries have participated in the GVC Contest and many more in the GVC Clubhouse.

### **FUNDING**

We are seeking funding to continue sponsoring this free online global educational program for students from around the world. In the past, we have had funding from several organizations including a three year grant from the AT&T Foundation. As an all volunteer organization, we are seeking an annual grant of \$25,000 to sponsor the GVC program. Expenses include: cash prizes, award plaques, and certificates to the schools of the winning websites; certificates of participation to each program participant; postage, customs and handling expenses; internet server rental and expenses; marketing and promotional materials; and communications and internet connections. 100 % of the grant money will be used only for the benefit of the GVC programs.

It is our plan to continue promoting and expanding the program to include additional schools around the world.

### **HOW DO THE GVC PROGRAMS WORK?**

Currently, there are two programs offered by the Global Virtual Classroom: (1) the GVC CONTEST and (2) the GVC CLUBHOUSE.

The **GVC CONTEST** is a global team cooperation and website-building activity for students from 7 to 18 years of age. Using internet technologies to communicate, teams of three schools from different countries build websites on topics of their choosing. Team websites are judged by a panel of internet savvy VIP judges.

A supplement to the centerpiece GVC Contest, the **GVC CLUBHOUSE** is a flexible, non-competitive program offering virtual facilities and secured chat areas where students and classes can meet and work together to create internet projects of their choice. These

have ranged from language class exchanges; to ongoing discussions of a specific topic; to collaborative research on a specific topic; to collaboration to create stories, picture books or musical compositions. Classes can commit to a single project or all projects during the year.

The Global Virtual Classroom's goal is to empower, enable and connect young people around the world using Internet technologies. It creates a stimulating environment where students can learn essential "21<sup>st</sup> century" information technology and globalized socialization skills such as:

- collaboration
- teamwork
- creativity
- cross-cultural communication
- caring for and giving back to others
- project planning
- internet and information technology skills
- website design skills

The Global Virtual Classroom's success in making learning both fun and relevant has earned the program support from education departments and leading IT teachers all over the world. The GVC programs are conducted completely online and are available free of charge to any school with an interested teacher, computers and internet access. It has successfully demonstrated the ability to integrate cultural understanding and technology into classrooms and curriculum.

### **HOW THE GVC CONTEST WORKS**

The GVC Contest is an annual website design contest for primary and secondary school children. Schools apply online to participate in the program. After applying, a school is matched with two partner schools from different countries and registered as a team. We separate the teams into primary schools and secondary school categories. We provide various internet technologies for the teams to be able to communicate, plan, and work together. Each GVC team has an assigned secured private internet chat room for students and teachers to collaborate together. We also offer a secured online voice conferencing system for students and teachers to communicate live with each other.

### **GVC PROJECT MANAGEMENT**

The GVC Project Manager provides overall management of the GVC program. The responsibilities of the Project Manager includes: publicizing the program and recruiting schools and teachers; managing the online registration process; selecting and establishing the GVC teams; assigning the teams their secured internet web space; monitoring the activities of the students and teachers through the chat rooms; reviewing the weekly teacher reports; providing ongoing assistance and feedback to the teachers and students. The Project Manager provides the judges with the guidelines, scoring templates, and websites to judge; notifies and provides the judges' feedback to the winning teams; and, supports the GSBI Foundation in the development of the plaques and presentation of the awards.



## **GVC CONTEST JUDGING AND AWARDS**

The judging criteria are comprised of four key elements: (1) Content, (2) Presentation, (3) Collaboration, and (4) Social Responsibility. We recently added this fourth criteria in order to help focus on service to others with the intent to teach and reinforce the importance and value of giving back to others.

All students who participate in GVC receive a certificate of participation. Cash awards are given to the winning primary and secondary school teams. The Grand Prize award is \$3,000 for the winning primary school team and \$3000 for the winning secondary school team. The second place award is \$1,500 for each winning team; and, the third place award is \$750 for the third place teams. Customized Plaques are mailed to all the winning teams. Certificates are also provided to teams who have won the distinction of special merit for creativity or academic merit. In recent years, virtual teleconferenced award ceremonies have been held to recognize the award winners.

It is our plan to work closely with our sponsors and, where appropriate, ensure these events properly involve their staffs and acknowledge the company's involvement as well as its leadership in technology and support of education.

## **GVC JUDGES**

Many distinguished professionals and former student participants have lent their time and expertise to the judging process. A few of the previous judges include: Jerry Yang , Founder of Yahoo; Joseph Timko, Chief Architect, Bell Laboratories; Dr. Ram Matta, Former GE Executive and Engineering Professor; Dr. Gary Godfrey, Physicist, Stanford Linear Accelerator Center; Earl Gee, President of an award-winning multi-disciplinary global web design firm; Carol Knauff, a retired AT&T officer who led many innovative consumer and business initiatives for the company. The VIP judges last year were Dr. Ann Lambert, Lena Chung, Carol Knauff, Katy Hutchinson, Dr. Raymond Young and JoAnn Patrick-Ezzell.