Data Analysis and Research Questions

Topic 1: School Safety and Bullying

File: schoolSafety_dataset .csv

Introductory Resources:

- Bullying facts from the National Assoc. of School Psychologists: http://www.nasponline.org/resources/factsheets/bullying_fs.aspx

- More facts about bullying: http://facts.randomhistory.com/facts-about-bullying.html

- Youth Online: View state data. Select a state, click "GO". Filter the data by selecting the Health Topic "Unintentional Injuries and Violence." View the Table or Graph by selecting the appropriate tab: http://apps.nccd.cdc.gov/YouthOnline/App/Default.aspx . Focus on the questions related to bullying.

- See the state-by-state grades for anti-bullying laws: http://www.bullypolice.org/

- YouTube video: You Are You http://www.youtube.com/watch?v=l8ovOA7VhFo
  CAUTION: Preview before showing to evaluate suitability for your classroom.

Data analysis	Possible research questions
See **DataSet_Quest-Ans_Codes**.doc for survey questions and answer codes.	1. How does experiencing bullying impact one's willingness to help others being bullied?
1. What percentage of students has been bullied at school? Electronically?	2. What support strategies could be used to help victims of bullying?
2. What is the range of days that students felt threatened at school? What is the mean?	3. How does intervening with bullies impact the bullies' behavior?
3. How many students who have felt unsafe at school have talked to a teacher about it?	4. Does the number of close friends a person have, impact the likelihood of being a victim?
4. Who (age, gender) is most likely to get help with bullying?	5. What strategies defuse bullying?
	6. What motivates bullies? Are there "trigger events?"

Topic 2: Exercise and Health

File: exerciseHealth_dataset.

Introductory Resources:

- FitWebMD: http://fit.webmd.com/teen/move/article/exercise-personality

  - Play Bubble Rubble with Chicken Dawg

  - What's your Exercise Personality?

  - Go From Couch to 5K in just 8 Weeks

- Physical activity recommendations:

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http://www.cdc.gov/physicalactivity/everyone/guidelines/children.html

- Youth Online: View state data. Select a state, click "GO". Filter the data by selecting the Health Topic "Physical Activity." View the Table or Graph by selecting the appropriate tab. http://nccd.cdc.gov/YouthOnline/
- Rewards and benefits of exercise: http://kidshealth.org/teen/food_fitness/exercise/exercise_wise.html#cat20133

Data analysis	Possible research questions
See **DataSet_Quest-Ans_Codes**.doc for survey questions and answer codes.	1. Does getting more sleep improve students' activity levels?
1. How many students report being active for 60 minutes on 5 or more of the past 7 days?	2. What exercise activities do teenagers engage in that are likely to be continued for more than 1 year?
2. Which students (age, gender) are most likely to get 8+ hours of sleep?	3. How does a family's activity level impact the student's activity level?
3. How is eating breakfast related to one's description of their weight?	4. What role do friends have in maintaining consistent activity levels?
4. Rank the popularity/frequency of the various physical activities?	5. How does participation in a sports team impact diet?
5. Compare the frequency of playing video games with being active 60 minutes or more on 5+ of the past 7 days.	6. Are active students healthier than inactive students? Are they happier?

Topic 3: Teens, Social Media, and Online Behavior

File: Mobilize_MediaBehavior_2011.csv

Introductory Resources:

- Video Social Media Helps Teens See Other's Needs: http://www.webpronews.com/social-media-teens-others-needs-2012-02
- Social Media, Social Life – What Do Teens Think About Twitter And Facebook? [INFOGRAPHIC] http://www.mediabistro.com/alltwitter/social-media-teens_b24749
- Video Tagged (cyber bullying) Teens and Social Media http://planningwithkids.com/2011/09/30/teens-and-social-media/ Includes teaching resources: http://www.cybersmart.gov.au/tagged/teenagers.htm
- An Analytical Take on Youth, Social Networking, and Web 2.0: A Few Moments with Amanda Lenhart http://dmlcentral.net/newsletter/05/2012/analytical-take-youth-social-networking-and-web-20-few-moments-amanda-lenhart
- Teens, kindness and cruelty on social network sites: http://www.pewinternet.org/2011/11/09/teens-kindness-and-cruelty-on-social-network-sites/

Data analysis	Possible research questions
See **DataSet_Quest-Ans_Codes**.doc for survey questions and answer codes. 1. Which privacy setting is most common? 2. What percentage of students has posted something they thought might reflect badly in the future? 3. What is the average number of text messages students send and receive? 4. Which gender has the most positive view of the kindness of others online? 5. How many students have been treated cruelly online?	1. What is the relationship between students who are most careful with their online presence and their kindness factor? 2. Are students who spend lots of time online more or less likely to join other organizations? 3. What is the relationship between the time spent online in social settings and time spent socializing offline? 4. What is the relationship between time spent on social media and academic success? 5. Which is more enduring, online relationships or physical relationships? 6. How important is honesty in online relationships? Are some online relationships more prone to honesty than others?

Topic 4: Teens, Video Games, and Civic Engagement

File: Mobilize_GamesCivic_2008_xformed.csv

Introductory Resources:

- 22 Charts & Graphs on Video Games & Youth Violence
  http://videogames.procon.org/view.resource.php?resourceID=003627
- How much do you know about video games http://www.esrb.org/about/video-game-industry-statistics.jsp
- Video game stats http://www.onlineeducation.net/videogame
- Video: Do video games cause violence in kids? Interesting facts and data
- http://www.youtube.com/watch?v=vVjUr2zXtb4

Data analysis	Possible research questions
See **DataSet_Quest-Ans_Codes**.doc for survey questions and answer codes. 1 How many engage in civic activities? 2. What percentage of students believe it is important to be involved in improving their community? 3. What is the most popular game type (fighting, puzzles, races, etc.)? 4. Create a word cloud of favorite games. Which names appear most	1. Are social-media-using students more or less socially aware of the needs of others? 2. Which social media venues foster the greatest tendency to get involved in charitable activities? 3. What types of games seem to promote more civic engagement? 4. How does parental involvement in the students' game playing influence the choice of games students play? 5. What is the relationship between accepting people from different backgrounds and playing video games? 6. What is the relationship between playing video games and crime or other anti-social behavior at school or in the

often?	community?
5. What is the relationship between the frequency someone plays games and how often he/she help or guide others?	