





The Silent Generation 

"Youth today is waiting for the hand of fate to fall on its shoulders, meanwhile working fairly hard and saying almost nothing. The most startling fact about the younger generation is its silence. With some rare exceptions, youth is nowhere near the rostrum. By comparison with the Flaming Youth of their mothers and fathers, today's younger generation is a still, small flame. It does not issue manifestos, make speeches or carry posters. It has been called the **Silent Generation**"


- Time Magazine article

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Who are we and why we turned out the way we have 


- 1925 - 1945** **The Silent Generation**
withdrawn, cautious, unimaginative, **indifferent**, unadventurous, silent
- 1946 - 1964** **The Baby Boomers**
nontraditional, idealized, affluent, optimistic, privileged, vocal
- 1965 - 1979** **Generation X**
reactive, nomadic, savvy, **baby bust**, cynical, hip
- 1980 - 1999** **Millennials or Generation Y**
culturally focused, educated, trophy kids, competitive, **high maintenance**, technological
- 2000 - now** **Generation Z**
digital natives, social change, multicultural, connected, **lacking interpersonal skills**


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Things that did not happen in my youth

- Soviet Union did not "crush us"
- Cuba did not launch nuclear weapons
- World War III - so far/so good
- And coffee didn't kill us!





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Things that did happen:


- American Civil Rights Movement
- Vietnam
- Assassination of a President
- Counter-culture of the 1960's
- Hippies and the feminist movement
- EPA formed in 1970's
- Free speech movement
- Attempted assassination of another president
- War on drugs











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Things affecting our youth today:

- Financial system is going bankrupt
- Housing prices are in free fall
- Manufacturing jobs continue to move overseas
- Social Security is bankrupt
- Post Office is bankrupt
- We are in two wars - Afghanistan and Iraq
- Runaway corporate greed
- Climate change
- Largest oil spill in the history of our nation
















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- 77,000,000 **baby boomers** will retire over the next two decades
- There are over 14,000,000 students involved in **community service** in the United States
- Huge opportunities for **inter-generational learning & mentoring**


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What is the true cost of allowing our youth to develop without Inter-generational Learning?

- Too many kids are **alone**
- Latchkey, **single parent families**
- Lack of role models & mentors
- A **zero-tolerance** society
- **What effect is this having on today's youth?**





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Where do we go from here?

- How do we get the older, **technologically-adverse** generations that "don't get all the fuss about the Internet" to **connect** with a generation that has no concept of a black and white television set, 45 record, or 8-track tape?
- How do we get a generation that can program **complex computer programming** in C++ to put down their gaming joysticks long enough to talk to a World War II veteran **before they lose this opportunity entirely?**

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Explore the World Inside Your Computer



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The Digital Divide

Students are **embracing technology** faster than schools can teach it.




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There are 31 Billion searches on Google every month.
- In 2006, this number was 2.7 Billion




There are 450,000,000 registered Facebook users.
- Less than 30% of them are in the United States




150,000 videos are uploaded to YouTube every day.
- 9 Billion videos are watched on YouTube each month



63 million non-SPAM emails are sent every month.




900,000 blogs are posted on the Internet each day.




The number of text messages sent each day exceeds the population of the planet.

Source: SMHiggins.Wikipaces.com

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8 Best Practices for Service Learning

SweatMonkey® meet or exceeds the Florida Learn & Serve Guidelines

1) Service is linked to curriculum
2) Service is meaningful
3) Youth develops a Voice
4) Reflection of service experiences
5) Partnerships are collaborative and address community needs
6) Promotes diversity
7) Progress monitoring
8) Sufficient duration and intensity

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Best Practice #1 Service is linked to curriculum

How SweatMonkey® meets or exceeds the Best Practice:
Instructors can create groups & post assignments that measure impact
Organizations served can be restricted to achieve specific learning goals
Creates service learning transcripts that can be synced with school record systems

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Best Practice #2 Service is Meaningful

How SweatMonkey® meets or exceeds the Best Practice:
Students search for service activities that interest them
Groups allow instructors to post assignments, which fosters greater student understanding
The Community section encourages users to talk about positive service experiences


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 **Best Practice #3**
Youth develops a Voice

How SweatMonkey® meets or exceeds the Best Practice:
SweatMonkey was created and designed by students
Provides a platform for students to engage in their communities
Blog and shout-box sections encourage student dialogue
Empowers students to take initiative in finding service opportunities
Students can journal their experiences and give feedback
Generates a service learning résumé or transcript


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 **Best Practice #4**
Reflection of Service Experiences

How SweatMonkey® meets or exceeds the Best Practice:
Feedback forms allow students to voice opinions about service
Community section allows students to share positive experiences
Students can journal their service experiences
Students can dialogue with other students about their experiences


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 **Best Practice #5**
Partnerships are collaborative and address community needs

How SweatMonkey® meets or exceeds the Best Practice:
Organizations post their needs
Students find valuable service opportunities at local organizations
Provides a platform for communication between students, instructors, schools & organizations
Recognizes students and schools that make the biggest impact in their communities


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 **Best Practice #6**
Service promotes Diversity

How SweatMonkey® meets or exceeds the Best Practice:
Gives a voice to youth of all backgrounds
Allows students to create their own affinity groups
Encourages students to learn about issues of diversity in the community
Exposes students to interactions with youth of all backgrounds


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 **Best Practice #7**
Allows Progress Monitoring

How SweatMonkey® meets or exceeds the Best Practice:
Schools can view student reports
Organizations give immediate feedback and rate student performance
Allows students to have school faculty review their résumés
Community section encourages members to share experiences


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 **Best Practice #8**
Sufficient Duration and Intensity

How SweatMonkey® meets or exceeds the Best Practice:
SweatMonkey fosters ongoing relationships between students, instructors, schools & organizations
Encourages continued involvement
Recognizes and awards students for making outstanding contributions in their communities


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SweatMonkey® - Service Learning Made Easy


Organizations post their needs and students find service learning opportunities.

- A registered 501-(c)(3) non-profit
- **Completely Verified Hour Tracking System with permission-based reporting**
 - Progress Monitoring
 - Feedback forms & performance evaluations
 - Paperless
- **Résumé / Service Learning transcript**
- **Internships**
 - 2 from each organizational partner that joins
 - Increase business partner participation




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SweatMonkey® Features




Build a Network




Students connect with organizations
Students join groups that interest them
Follow, volunteer, or work for one or more organizations

Search for Opportunities & Organizations




Find organizations
Find service opportunities
Find paying jobs
Find events
Internships, Tutoring, Mentoring & Shadowing

Hour Tracking



Paperless hour tracking
Organizations give verification
Schools give accreditation
Automatically generates reports

Résumé or Service Learning Transcript



Automatically loads verified service experiences
Customizable: add and delete sections and items

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- It's **FREE**
- **Safe:**   
- All data is exportable to faculty desktop
- Triple redundancy backed up (24/7/365)
- Completely organize your community service or Service Learning programs
- Eliminate costly paperwork
- Save, on average 3-5 hours per week per faculty member involvement

www.SweatMonkey.org

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Q & A?

www.SweatMonkey.org

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