

Wonders of Wireless

An Interactive Curriculum About Mobile Technology

High School Teacher's Guide





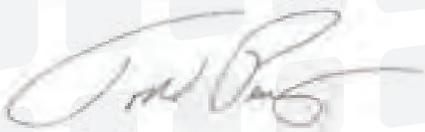
Dear Educator,

Since mobile phones first entered the market in the 1980s, our world has become an increasingly mobile one, thanks to the evolution of wireless technology. Today, smartphones and tablets are designed for much more than making a phone call, enabling us to communicate, learn, connect, explore, and be entertained, anywhere, anytime—even in the classroom. A Project Tomorrow “Speak Up 2010” survey found that almost 40 percent of middle and high school students already have access to smartphones, and this number will jump to nearly 70 percent if current trends continue. Therefore, learning in today’s classrooms is no longer limited to yesterday’s laptops and netbooks. As the world becomes more mobile, classrooms will become digital, and your students will continue to adopt these emerging tech trends for years to come.

This is why Samsung Mobile developed **Wonders of Wireless**, this free educational program designed for your high school students to explore the possibilities of mobile devices. The **Wonders of Wireless** program includes easy-to-implement, standards-based classroom activities that allow science and technology students to investigate the history of wireless technology, analyze the impact mobile devices have had on society, and examine how innovative wireless devices can revolutionize their lives today and in the future. Students will also survey friends and family about wireless technology, and examine the importance of recycling mobile devices. The activities meet national education standards, which are noted for each activity. In addition to this print program, students can access a companion website with online resources and additional learning tools created to complement their classroom lessons. Visit www.wondersofwirelesstechnology.com with your students to extend the learning.

Please share this program with your colleagues. Although these materials are protected by copyright, you may make as many copies as you need for your classes. Please complete and return the reply card to let us know your opinion of the program. We depend on your feedback to continue to provide free educational programs that make a real difference in students’ lives.

Sincerely,



Todd Pendelton
Chief Marketing Officer
Samsung Mobile

Target Audience

This program is designed for high school students as a supplement to their science and technology curriculum, with extensions in social studies and language arts.

Program Objectives

- To inform students about the history of wireless technology
- To challenge students to examine the impact of mobile technology on society
- To encourage students to explore the potential of today's communication technologies and envision how future innovations will shape their lives
- To provide students with practice in administering surveys and analyzing survey data
- To strengthen students' communication skills through classroom discussion
- To engage students in creative writing exercises

Program Components

- This teacher's guide
- Four reproducible student activities
- A classroom wall poster
- 30 copies of a parent take-home booklet
- A companion website to supplement the printed activities
- A reproducible mailing label for recycling mobile devices

How to Use This Program

Review the program materials and schedule the activities to suit your timeframe. Activities 1, 3, and 4 are designed for one class period, with additional research, writing, and follow-up lessons. Activity 2 involves interviewing or surveying family and friends, requiring time outside of class.

The Poster

Display the poster at the start of the unit and review the facts about wireless technology with your students. Encourage students to refer to the poster for Activities 3 and 4, when they evaluate how they can use digital technology in their day-to-day lives to learn, stay connected, and be informed.

The Website

A companion website has been developed to supplement this print program. Visit www.wondersofwirelesstechnology.com with your students for an interactive timeline about wireless technology, an online survey for students to voice their opinions about mobile devices, simulated apps, and a glimpse into the process of recycling mobile devices. The website also includes a guide to apps to help educators and parents choose age-appropriate learning tools for their students or children.

Parent Take-home Booklet

Send the booklets home with students to give to their parents, or distribute the take-homes at an open house or parent meeting. The booklet provides information about the capabilities of smartphones and tablets and the learning potential these devices offer for children and adults. It also includes information about recycling no longer used, outdated, or broken mobile devices.

Reproducible Recycling Label

To help recycling efforts, we've included a reproducible, postage-paid mailing label for the Samsung Mobile Take-Back program that you can copy and distribute to families to recycle old or no longer used mobile devices.

National Education Standards

This guide includes a reference to the education standards that are met for each activity.



Activity 1: Wireless and Your World

National Standards

Curriculum Standards for Social Studies: Standard 8—
Science, Technology, and Society

English Language Arts: Standards 4 & 5—
Communication Skills

Standards for Technological Literacy: Standard 7

National Educational Technology Standards (NETS):
Standard 5—Digital Citizenship

Common Core Standards

Speaking and Listening: Comprehension and
Collaboration, SL.9-12.1

Writing: Text Types and Purposes, W.9-12.3

Part A

Provide students with a brief overview of how mobilephone technology has advanced. Have them complete the timeline and then review the answers as a group. Follow with a class discussion about how students use mobile technology (mobilephones, smartphones, and tablets), and what aspects of wireless technology they find most useful—for example, texting, calling, searching the Internet, taking pictures, connecting with friends, scheduling with the calendar, etc.

Answers

1983 – G. The first commercial cellular system begins operating in Chicago.

1984 – C. The “brick” is introduced. It’s the first commercially available mobile radiotelephone with a price tag of almost \$4,000.

1992 – A. The first commercial text message is sent.

2000 – B. The first Bluetooth® headset for mobilephones is released. And Samsung Mobile introduces the first mobilephone with an MP3 player to the U.S.

2002 – E. Camera phones are introduced to the U.S. market.

2003 – H. Samsung Mobile launches the first touchscreen phone, the SPH-i700, with Verizon Wireless.

2008 – D. The first “app” stores open.

2010 – F. Tablet computers and 4G handsets become available. (4G means “4th generation” and refers to the latest wireless technologies.)

Students can visit www.wondersofwirelesstechnology.com to further explore the history of wireless technology with an interactive timeline.



Part B

Students will explore the impact of wireless communication on their everyday lives. They are also challenged to consider the social, political, economic, and environmental impact of wireless communication on society. Have students complete Part B, and then reconvene to review and discuss their answers. Use the prompts below to spark discussion:

- What kind of social impact has wireless communication had on today's society? (Encourage students to explore the positive and negative implications the technology has had on society. Students might recognize the ability to keep in touch with people and the instant access to information as positives, and the issue of cyber-bullying as negative.)
- How has the inability to "unplug" affected students and families? Do you think the effects have been mostly negative or mostly positive? What can be done to counteract the negative effects?
- What role do you think mobile devices have played in shaping the world? (For example, think about the role of wireless as a tool for social change in the Middle East, for social development in emerging nations, and for global awareness through video and photos.)

- What impact do you think wireless technology has had on the economy? (For example, think about new jobs associated with the industry, as well as elements like app design, mobile shopping, and QR [Quick Response] codes.)
- How has mobile technology impacted the environment? (Students might discuss the concept of recycling.)
- How might breakthroughs in wireless technology change society in the future? (This topic also comes up in Activity 4.)

Extended Activity

Ask students how mobile technology might have been useful in the past. Have each student select an historic event that occurred before the invention of mobilephones and consider how the event or its outcome may have differed if modern mobile technology had been available. Students should rewrite the historic event, or create a news report or documentary storyboard to demonstrate the impact mobile technology might have had on this event and society.

Activity 2: Wireless in Your Community

National Standards

English Language Arts: Standards 4 & 5—
Communication Skills

Part A

To help students better understand the impact of wireless technology, they will survey relatives and friends to assess attitudes and knowledge about wireless devices. Encourage each student to survey at least three people they know, and to include peers as well as adults.

Part B

Once they've collected their data, assign students to work in small groups to create charts and graphs analyzing survey results. If possible, students should separate the data by age group (denoted in question 1) so that they can assess similarities and differences based on demographics. Provide students with guidelines for their presentations, and then have them present their findings to the class.

Common Core Standards

Science & Technical Studies: Integration of
Knowledge and Ideas, RST. 9-10.7 and RST.11-12.7

Extended Activity

Were students and their survey participants aware that mobile devices and accessories are recyclable? Have your students embark on a wireless recycling campaign. See the "Additional Activities" section for ideas on how your class can help.

Encourage students to visit www.wondersofwirelesstechnology.com, and take the online survey and give their opinions on mobile devices and apps.

Activity 3: Living the Wireless Life

National Standards

National Educational Technology Standards (NETS):
Standard 3—Research and Information Fluency

National Science Education Standards: Science and
technology, Understanding about science and technology

Standards for Technological Literacy: Standards 4 & 17

Common Core Standards

Speaking and Listening: Comprehension and
Collaboration, SL.9-12.1

Part A

This activity asks students how and when they might use a smartphone's wireless technology in their own lives—as a learning tool in their academic lives, a communication tool in their social lives, a media tool for entertainment and information, and a creative tool for their future.

Introduce the activity by reminding students of mobilephone policy in your school and whether your school allows mobilephone use during the school day. This could lead to a discussion about responsible use of mobilephones and the need for rules—for example, to prohibit texting while driving, or as a means of bullying. As you progress through the activity, ask students how they will make sure they use new technologies responsibly.

To help students understand how they might use mobile devices as learning tools, share the feedback from high school students surveyed in the Project Tomorrow "Speak Up 2010" National Findings report (see Resources—Facts and Stats). These students indicated that that they would use their mobile devices at school to check grades, take

notes, use the calendar, access online textbooks, and learn about school activities. The devices would also enable students to do Internet research, collaborate with peers and teachers on schoolwork using instant messaging or text messaging, create and share documents or media files, and record lectures and experiments to review at a later time. Be sure to discuss both the pros and cons of some of these ideas.



Part B

The "app" market has skyrocketed since it began in 2008. One report suggests that approximately 30 million apps are downloaded each day worldwide. Apps offer a variety of functions, from informative and educational, to social and entertaining. Some are free, and some have a fee. Be sure to tell students that there are inappropriate apps, and students should be careful about what they download and install, just as they are on the Internet.

In this part of the activity, students explore apps, then create a "wish-list" of apps they would like, or that they think are the most useful. Introduce this part of the activity by asking students with smartphones to demonstrate their favorite, most useful, and/or most unusual apps. Then have them go on to create their lists. Encourage students to create a diverse list and not just include social and entertainment apps. They should also list apps that they would recommend to their parents. Have students share their lists when they are done so that the class can see the variety of apps available.

Extended Activity

Have students brainstorm apps that they would create if they were charged with developing a new learning tool.

Students can check out simulated apps at www.wondersofwirelesstechnology.com to better understand how they work.

Activity 4: More Mobile

National Standards

Curriculum Standards for Social Studies: Standard 9—Global Connections

English Language Arts: Standards 4 & 5

Common Core Standards

Writing: Production and Distribution of Writing, W.9-12.4

Part A

In this activity, students move from mobilephones and smartphones into the newest mobile technology—tablets. They learn about the features of tablets and compare them to the features of conventional laptops and desktops. After students research tablets to complete the three-circle Venn diagram—one for desktops, one for laptops, and one for tablets—on the activity sheet, have them present their findings and discuss them as a class. As a follow-up, have a group discussion about wireless technology and where students think it may go in the future. For example, ask:

- What are the benefits of laptops and desktops? What are the benefits of tablets?
- Because they are mobile, tablets have the ability to bring a digital element to everything we do in a day. How could this digital infusion impact our lives?
- Which device would you prefer to use for everyday learning—a desktop, laptop, or a tablet?
- Where do you think wireless or mobile technology will go from here?



Part B

Students are asked to imagine what wireless technology might be like in the year 2025—how mobile technology will affect their personal and professional lives, and if some of the current technology will become obsolete. You may wish to make this a creative writing exercise. When done, students should share their responses and discuss the similarities and differences in their expectations. Students might even create visuals to represent their beliefs about the future of technology.

Additional Activities

Get Smart about Recycling

With technology changing so quickly and the constant demand for the latest and greatest gadgets, what happens to the outdated and unused mobile devices? They can be recycled. Students should research facts about recycling and collection programs, then create mini-flyers to raise awareness about the importance of recycling mobile devices and accessories. See the "References & Resources" list for websites students can visit for information.

Have students visit www.wondersofwirelesstechnology.com for an interactive depiction of the recycling process.

Take the campaign one step further...offer to collect broken and outdated phones and mail them to Samsung Mobile using the reproducible label provided in this program. *For details and requirements for mailing old mobilephones—including non-Samsung phones—go to <https://mobile.samsung.com/recycling/index2.jsp>.*

Create a Lesson

Challenge students to work in small groups to create a lesson plan that features a mobilephone or smartphone's capabilities. Assign each group a specific subject area, or let them choose. Provide students with guidelines so they present the goal, objective, and details on how to implement the lesson.

Text It

One study found that teens send and receive a lot more text messages than phone calls on their mobilephones. Challenge students to convey facts about important historic events, current events, or fictional plots as text messages, using only 160 characters to deliver the messages.

Disconnect for a Day

Challenge students to go for a day without texting or using social networking sites to really connect—voice to voice or even face to face—with family and friends. As a class, have them discuss how these social interactions were different than when they connect by texting.

For a Cause

In 2005, the national wireless industry and the American Red Cross developed the Text 2 Help Initiative, enabling customers to donate \$5 via text message in the event of a major disaster. Have students brainstorm ways they think texting or using another mobilephone or smartphone capability could be used to support a cause.

It's Business

According to CTIA-The Wireless Association, the wireless industry directly or indirectly employs more than 2.4 million Americans. Brainstorm with students the type of jobs they think are involved in wireless technology, and then have them research these jobs to better understand what goes into making mobilephones, smartphones, and tablets and all of their functions and features.



References & Resources

History of Wireless

Samsung's Wonders of Wireless –
www.wondersofwirelesstechnology.com

CTIA-The Wireless Association, "Wireless History" –
<http://ctia.org/advocacy/research/index.cfm/AID/11508>

Facts & Stats

CTIA-The Wireless Association, "Wireless in America" – http://files.ctia.org/pdf/HowWirelessWorks_jan2011.pdf

How Stuff Works: Wi-Fi –
www.howstuffworks.com/wireless-network.htm

Pew Research Center, "Teens, Cell Phones and Texting" –
<http://pewresearch.org/pubs/1572/teens-cell-phones-text-messages>

Project Tomorrow, Speak Up 2010 –
www.tomorrow.org/speakup/

Smartphones, Tablets, and Apps

"What Makes Smart Phones Smart" –
www.samsung.com/us/article/what-makes-smart-phones-smart/

"10 Tab Tips for Teens" –
www.samsung.com/us/article/10-tab-tips-for-teens

Galaxy S™ Smartphone and Tab™ –
www.samsung.com/us/guide-page/galaxy-s/

Android™ Market (for Apps) – <https://market.android.com>

Recycling

CTIA-The Wireless Association, "Go Wireless, Go Green" –
www.gowirelessgogreen.org

Samsung's Mobile Take-Back Program –
<https://mobile.samsung.com/recycling/index2.jsp>

Samsung's Recycling Direct –
www.samsung.com/us/aboutsamsung/citizenship/usactivities_environment_samsungrecyclingdirect.html

United States Environmental Protection Agency –
www.epa.gov/epawaste/partnerships/plugin/cellphone/index.htm

Wonders of Wireless

High School Activity

Reproducible Master

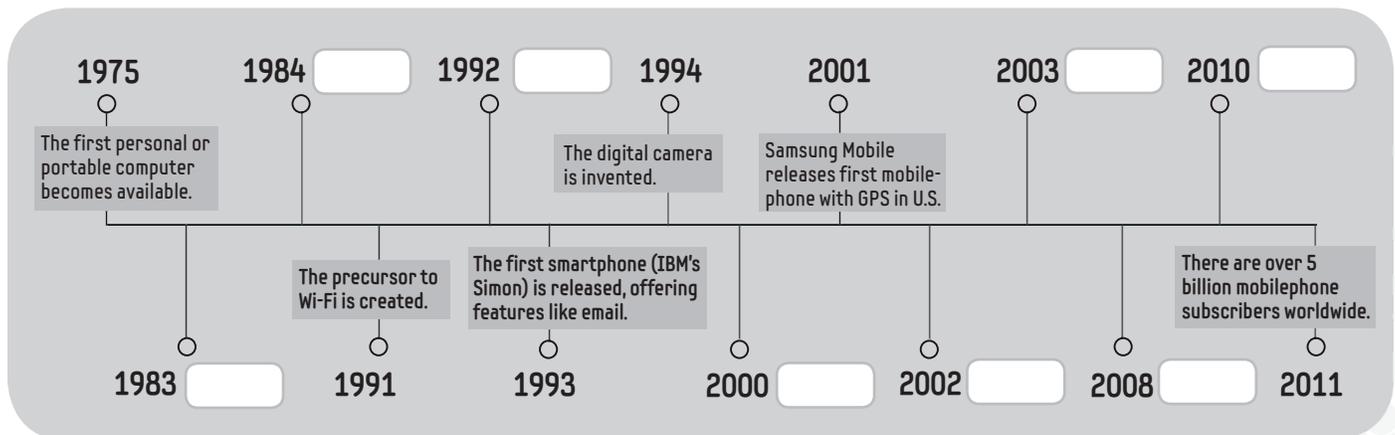
Activity 1

Wireless and Your World

Starting as tools to make calls on the go, mobilephones have evolved into communication and entertainment devices we can hold in our hands to text, email, take and send pictures or videos, search the Internet, listen to music, play games, and more. Mobile devices trace their beginnings back to the invention of radio waves. How has wireless technology progressed over time?

Part A: Landmarks in the History of Wireless

Most of the history of wireless has happened in your parents' lifetimes, and the most exciting parts have happened in YOUR lifetime. Match each event in mobile communication history to the year it happened. Write the letter of the event on the correct line by its year. We've given you a few other facts related to other kinds of technology, too.



- A. The first commercial text message is sent.
- B. The first Bluetooth® headset for mobilephones is released. And Samsung Mobile introduces the first mobilephone with an MP3 player to the U.S.
- C. The "brick" is introduced. It's the first commercially mobile radiotelephone, with a price tag of almost \$4,000.
- D. The first "app" stores open.
- E. Camera phones are introduced to the U.S. market.
- F. Tablet computers and 4G handsets become available. (4G means "4th generation" and refers to the latest wireless technologies.)
- G. The first commercial cellular system begins operating in Chicago.
- H. Samsung Mobile launches the first touchscreen phone, the SPH-i700, with Verizon Wireless.



Part B: Mobile Evolution

Mobile technology enables us to connect or communicate with others instantly and access information on the go. How does this communication technology impact your life? How has wireless or mobile technology impacted society over time? To answer, think about the following four categories and describe, on the back of this sheet, how mobile technology has affected each one:

- **Social relationships**
- **Political decisions**
- **Economic prosperity**
- **The environment**

What's next for mobile communication? How will wireless technology impact society in the future?



Ask your parents how mobile devices have changed in their lifetime and how this has impacted them. Then check out www.wondersofwirelesstechnology.com to learn more about wireless history and technology and take the Samsung Teen Survey. We want your opinions on the future of wireless!



Wonders of Wireless

High School Activity

Wireless in Your Community

In the U.S., there were about 303 million wireless connections as of December 2010. So, what do people think about their mobilephones or mobile devices?

Part A: What's Your Opinion?

Survey your parents, siblings, and friends about wireless technology using the following questions. Record their answers on this form.

- Which category describes you?
 - Elementary school student
 - Middle school student
 - High school student
 - Parent/Adult
- Do you have a mobilephone or smartphone?
 - Mobilephone
 - Smartphone
 - Neither
- Do you have a mobile tablet?
 - Yes
 - No
- How often do you use your mobilephone/smartphone?
 - Daily
 - Almost Every Day
 - A Few Times a Week
 - Less Often
- What is the most important reason for having a mobilephone/smartphone?
 - For emergencies/safety
 - Portability
 - Convenience (Reach me anytime/use anywhere)
 - To stay in touch with family and friends
 - For business/travel
 - Free or inexpensive long distance
 - To access information quickly
- Which of the following mobile features is the most important to you?
 - Making or receiving voice calls
 - Texting
 - Internet access
 - Access to email
 - Taking or viewing pictures or video
 - Apps
- Do you use "apps" on your mobilephone or other wireless device?
 - Yes
 - No
- What "apps" do you or would you use most often? (Check all that apply.)
 - GPS/navigation
 - Social networking
 - News
 - Weather
 - Entertainment
 - Sports
 - Games
 - Educational/homework help
 - Other (name them): _____
 - None
- Are you aware that your mobilephone or wireless device and accessories are recyclable?
 - Yes, aware
 - No, unaware
- Do you know if your wireless carrier or phone manufacturer has a recycling program for your used wireless products?
 - Yes, they do.
 - No, they don't.
 - Don't know.
- Have you ever recycled or donated an old wireless device or any device accessories?
 - Yes
 - No

Part B: What They're Saying

Once you've collected your data, separate the survey responses by group (see question 1), and create a chart or graph to present the results.



Spread the Word!

According to the EPA, recycling one million mobilephones saves enough energy to provide electricity to more than 185 U.S. households for a year. At the end of the survey, remind your family and friends that outdated and broken wireless devices and accessories should be recycled. Encourage them to check with <https://mobile.samsung.com/recycling/index2.jsp> to learn more.



Visit www.wondersofwirelesstechnology.com to take a survey and voice your own opinions about wireless technology.



Wonders of Wireless

High School Activity

Activity 3

Reproducible Master

Living the Wireless Life

Mobile technology started with a large, heavy mobilephone just for making calls. Today's smartphone is smaller, lighter, and can do a lot more. It's like a pocket-sized personal computer, camera, MP3 player, game console, and phone all in one. The Samsung Galaxy S™ and Samsung Galaxy S™ II smartphones have all these features and also offer a memo pad, diary, calendar, clock, and calculator, along with video chat and social networking capabilities, and a Media Hub app for watching movies and TV shows anywhere.

Apps are extra downloadable tools and resources that can be added to smartphones and tablets, giving the wireless handset additional features or functions. The Samsung Galaxy S™ and Samsung Galaxy S™ II smartphones use Android™ apps—and there are apps for just about everything! You can keep up on current events, read an e-book, learn math tricks, test your grammar skills, follow your favorite sports, draw, play chess, find directions, get homework help, and more. What apps would you use?

Part A: All in a Day

How might you use a smartphone in your daily life? Complete the chart below indicating when and how you would use smartphone technology and apps for each of the five listed functions in a typical day. Feel free to list multiple ideas for each time slot.

Function/ Time of Day	Learning Tool for Schoolwork	Communication Tool for Socializing	Media Tool for Entertainment	Media Tool for Information	Creative Tool for the Future
A.M.					
P.M.					

As a class, discuss the responsibilities inherent in mobilephone use. What actions should be avoided? Postponed? Reported to an adult?

Part B: Your Custom Smartphone

Go to www.samsung.com/global/microsite/galaxys2/html/ to explore some of the apps available for the Samsung Galaxy S™ and Samsung Galaxy S™ II smartphones. Then, create an apps wish-list describing what you would like your smartphone to do, or which apps would be on your ideal smartphone and why. Remember, there are malicious apps. So be careful what you download and install.

See an app at work. Check out www.wondersofwirelesstechnology.com and take the Samsung Teen Survey. We want your opinions on the future of wireless!

Wonders of Wireless

High School Activity

Activity 4
Reproducible Master

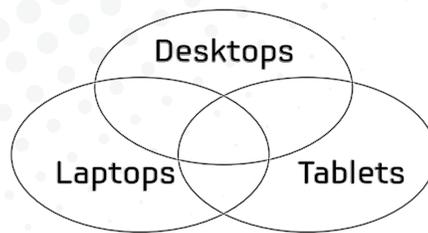
More Mobile

First came the mobilephone and then the smartphone. Now enter tablets, like the Samsung Galaxy Tab™. They're mobile compact communication and entertainment devices. They're small and light enough to carry around, and they have a larger screen than a smartphone (7.0, 8.9, or 10.1 inches), which makes reading e-books and surfing the Internet easier. The Samsung Galaxy Tab™ offers the same capabilities as a smartphone (text, email, camera, video, calendar, clock, Internet), along with video chat, lots of apps, better video quality, and a variety of multi-tasking applications.

To learn more about the Samsung Galaxy Tab™ and how it works, check out www.samsung.com/us/mobile/galaxy-tab.

Part A: From Desktop to Pocket

Tablets offer lots of capabilities and functions. How does a tablet compare to a conventional desktop or laptop computer? Compare and contrast computers and tablets using the Venn diagram below.



Think about it: What are the pros and cons of laptops and desktops? What are the pros and cons of tablets? Which would you prefer to use on a daily basis—a laptop, desktop, or a tablet?

Part B: What's Next for Mobile Technology?

Imagine that it's the year 2025. You are out of school and in the workforce full-time. What does mobile technology look like? Have smartphones and tablets been replaced by some other mobile wireless device? Are desktops and landlines obsolete? How do you use wireless technology in your day-to-day life? Do you use it on the job? Describe what you think mobile technology will look like and do in 2025.

Go to www.wondersofwirelesstechnology.com and take the Samsung Teen Survey. We want your opinions on the future of wireless!





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Wonders of Wireless

An Interactive Curriculum About Mobile Technology



Dear Parent/Guardian,

Your child is participating in an education program about the innovations of wireless communications, made possible by Samsung and created by Young Minds Inspired.

This booklet is a tool designed to help you assess wireless technology and what devices might be right for your family. It includes an overview of the capabilities of smartphones and tablets and the learning potential built into these devices—for you and your child. It also provides information about recycling outdated mobile devices.



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What's New in Wireless

Are you considering a new mobile device? Has your child been asking for a smartphone or tablet? Are you trying to decide what's right for you or your child? Take a look at some of the features of smartphones and tablets:

- A smartphone is like a pocket-sized personal computer, camera, MP3 player, game console, and phone all in one. The Samsung Galaxy S™ and Samsung Galaxy S™ II smartphones also offer a memo pad, diary, calendar, clock, and calculator, along with video chat and social networking capabilities, and a Media Hub app for watching movies and TV shows anywhere. It has a touch screen, a full keyboard, wi-fi connectivity, and more.



- A tablet is like a mini-computer with wi-fi and lots of features. The Samsung Galaxy Tab™ comes in three sizes—7.0, 8.9, and 10.1 inches. They're small and light enough to carry around, and their larger screens make things like reading e-books, searching the Internet, and watching videos easier than with a smartphone. The Samsung Galaxy Tab™ has text, email, camera, video, calendar, clock, and Internet capabilities, along with video chat, lots of apps, better video quality, and, for the Tab 10.1, the ability to view up to five screens at the same time. Its SWYPE™ keyboard makes typing even easier.



For more information about the Samsung Galaxy S™, Samsung Galaxy S™ II, and Samsung Galaxy Tab™, check out www.samsung.com/us/guide-page/galaxy-s.



Understanding Apps

Apps are extra downloadable tools and resources that can be added to smartphones and tablets, giving the wireless handset additional features or functions. Some apps are free, and some have a fee. The Samsung Galaxy S™, Samsung Galaxy S™ II, and Samsung Galaxy Tab™ use Android apps—and there are apps for just about everything! Your child might use apps to stay up with the latest news, read an e-book, learn math tricks, test grammar skills, get homework help, play chess, and more. There are apps for you, too.



Go online to www.wondersofwirelesstechnology.com to learn more about apps for you and your child.

The Learning Potential

In Project Tomorrow's "Speak Up 2010" survey, high school students said they would use their mobile devices at school to check grades, take notes, use the calendar, access online textbooks, send email, and learn about school activities. They can also use mobile devices to do Internet research, collaborate with peers and teachers on schoolwork using instant messaging or text messaging, create and share files, and record lectures and experiments to review later.

What's Right for You?

Think about how you or your child will use a mobile device. Will you be using it instead of a desktop or laptop? Be sure to explore the different devices and speak to your service provider to understand your plan options and costs.



Recycle Your Outdated Mobile Devices

If you have old or broken cell phones, or if you've upgraded to the latest and greatest, recycle your old mobile devices and accessories. According to the EPA, recycling one million cell phones saves enough energy to provide electricity to more than 185 U.S. households for a year...and it keeps lots of waste out of landfills.

For more details about where and how to recycle mobile devices and accessories, visit one of the following sites:

- Samsung Mobile Take-back Program <https://mobile.samsung.com/recycling/index2.jsp>
- Samsung Recycling Direct www.samsung.com/recyclingdirect
- CTIA-The Wireless Association, Go Wireless, Go Green www.gowirelessgogreen.org
- EPA Plug-In to e-Cycling www.epa.gov/cellphones



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Wonders of Wireless

Help Our Environment
Recycle your family's old mobile devices



Use This Reproducible Recycling Label

With technology changing so quickly and the constant demand for the latest and greatest gadgets, what happens to the outdated and unused mobile devices? They can be recycled.

To help recycling efforts, we've included this reproducible, postage-paid mailing label for the Samsung Mobile Take-Back program that you can copy and distribute to families to recycle old or no longer used mobile devices.



For details and requirements for mailing old mobilephones—including non-Samsung phones—go to <https://mobile.samsung.com/recycling/index2.jsp>.

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FROM:

POSTAGE DUE COMPUTED BY DELIVERY UNIT

POSTAGE _____

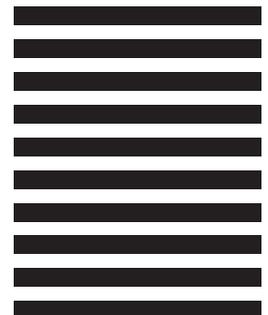
TOTAL POSTAGE DUE _____

THE PACKAGE CONTAINS LITHIUM ION
CELL OR BATTERIES.

The package must be handled with care as a flammability hazard exists if the package is damaged. Special procedures should be followed in the event the package is damaged, including inspection and repackaging if necessary. For more information, call 1-888-987-4357.

PRIORITY MAIL

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



MERCHANDISE RETURN LABEL

PERMIT NO. 9
SAMSUNG TELECOMMUNICATIONS AMERICA
ATTN: MOBILE RECYCLING CENTER

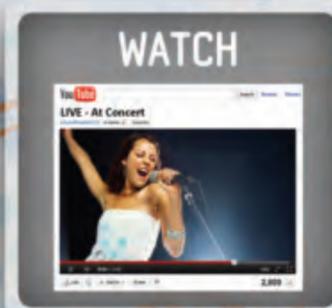
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Wonders of Wireless

An Interactive Curriculum About Mobile Technology

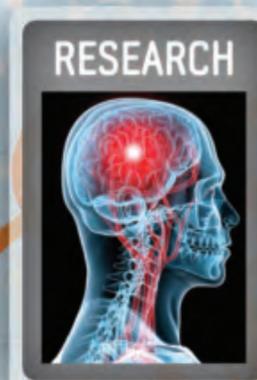
6.1 trillion SMS (text) messages were sent throughout the world in 2010. That's more than 16 billion per day!



U.S. wireless consumers used more than 6 billion minutes per day in 2010. That's more than 2.2 trillion minutes a year.



In 1985, there were about 340,000 mobilephone subscribers. As of December 2010, there were about 303 million wireless subscriber connections in the U.S. That's more than 890 times more!



Worldwide, about 30,000,000 apps are downloaded each day.

There are more than 78 million smartphones or wireless-enabled PDAs being used in the U.S.



Recycling 1,000,000 mobilephones saves enough energy to provide electricity to power the average U.S. home for more than 1.6 million hours.



The first "mobile" telephone weighed about 1 lb. Current wireless devices weigh about 3 oz. Now, that's more mobile!

