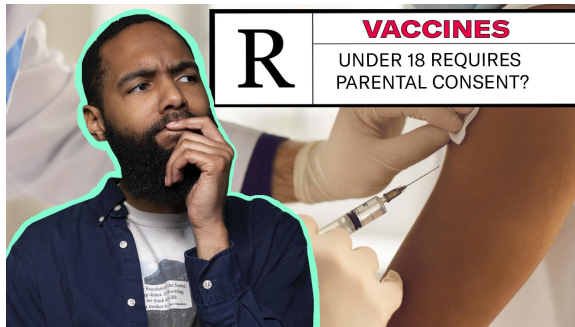


Educator Guide: Should Teens Be Able To Get A Vaccine Without Parental Approval?



Use our modifiable [Student Viewing Guide](#), which includes:

- Quickwrite prompt
- Video comprehension questions
- CER graphic organizer

This guide is designed to support your students with these learning objectives:

1. Students will analyze and evaluate evidence related to whether teens should be able to get a vaccine without parents' permission.
2. Students will write arguments and present research on [KQED Learn](#).
3. Students will create a meme that describes how they feel about teenagers being able to get vaccines without parental permission.

Need support bringing current or controversial issues into your classroom?

Start with these resources from [Facing History and Ourselves](#) and [Learning for Justice](#)

[Decades of evidence](#) show that students benefit when we bring the world into our classrooms and make space to discuss current issues. Before launching into a potentially controversial topic:

1. [Make a plan](#)
2. [Set expectations](#) or reinforce community norms around civil discussion and respectful interaction
3. Make space for all voices. [The student viewing guide](#) is designed to help students reflect, gather evidence and articulate their views before joining a class discussion or posting on KQED Learn. Some students enjoy in-class debates while others prefer to post online or share with a small group.
4. Intentionally discuss the ongoing problem of [political polarization](#) and [“us/them” thinking](#), and how they affect your community.



Watch video



Join this Discussion



Make & Share

<p>Use this student viewing guide with:</p> <ul style="list-style-type: none"> • Quick-write prompt • Comprehension questions about the video • Student note catcher <p>More student supports the Discussion page:</p> <ul style="list-style-type: none"> • Glossary with vocabulary used in the video • Annotated source list • Video transcripts in English and Spanish 	<p>Students sign into KQED Learn and click the “Join the Discussion” button to respond to the Discussion question.</p> <p>Responses should be supported by evidence from the Above the Noise video or other research on the topic.</p> <p>Supports for joining the discussion KQED Learn:</p> <ul style="list-style-type: none"> • Sentence frames • Discussions rubric • Response analysis activity <p>Please refer to our Code of Conduct as well as your school’s behavioral expectations before joining.</p>	<p>Make a meme to share how you feel about teenagers being able to get vaccines without parental permission.</p> <p>Here are some meme generators to get you started: imgflip, Make a Meme, iloveimg, or Google Draw template.</p> <p>Post your media creation in the Make & Share tab.</p> <p>Teachers: Learn more about making media for the classroom on KQED Teach.</p>
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Standards

<p>CCSS.ELA-Literacy.CCRA.R.1</p>	<p>Read closely to determine what the text says explicitly and to make logical inferences from it; cite specific textual evidence when writing or speaking to support conclusions drawn from the text</p>
<p>CCSS.ELA-Literacy.CCRA.R.7</p>	<p>Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words</p>
<p>CCSS.ELA-Literacy.W1</p>	<p>Write arguments to support claims with clear reasons and relevant evidence</p>
<p>CCSS.ELA-Literacy.W6</p>	<p>Use technology, including the Internet, to produce and publish writing and to interact and collaborate with</p>

	others
NGSS. Connections to Engineering, Technology, and Applications of Science	Influence of Engineering, Technology, and Science on Society and the Natural World
NGSS.SEP.7	Engaging in argument from evidence
NGSS.SEP.8	Obtaining, evaluating and communicating information
ISTE Digital Citizen	Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.

***KQED's Media Tool Policy:** In KQED Education's media literacy work, we take an approach to platforms and tools that focuses on developing media-making competencies that are transferable to an individual's specific technology context. When we recommend software for specific mediamaking activities, our factors for consideration include ease of use, whether the tool is open-source, whether it works across platforms and whether it offers the necessary functionality for the task free of cost. If there are no free tools appropriate for the task, we prioritize the lowest-cost solution able to produce high-quality media.