

Lesson: Digital Citizenship #1

Grade: 4

<p>Standards:</p> <p>*Including but not limited to the following standards.</p>	<p>ISTE-Students</p> <p>2a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.</p> <p>2d. Contribute to project teams to produce original works or solve problems.</p> <p>5a. Advocate and practice safe, legal, and responsible use of information and technology.</p> <p>5b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.</p> <p>6a. Understand and use technology systems</p> <p>ISTE-Teachers</p> <p>1d. Model collaborative knowledge construction by engaging in learning with students, colleagues, and others in face-to-face and virtual environments.</p> <p>2a. Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity.</p> <p>4c. Promote and model digital etiquette and responsible social interactions related to the use of technology and information.</p> <p>Common Core GPS</p> <p>ELACC4W1: Write opinion pieces on topics or texts, supporting a point of view with reasons. b. Provide reasons that are supported by facts and details.</p> <p>ELACC4SL1b. Follow agreed upon rules for discussion and carry out assigned roles.</p> <p>ELACC4SL1c. Pose and respond to specific questions to clarify or follow up on information, and make comments that contribute to the discussion and link to the remarks of others.</p>
<p>EQ:</p>	<p>Why is it important to be a good digital citizen?</p>
<p>Hook:</p>	<p>Using prepared Padlet wall, have individual students or student groups respond to the following questions: What does DIGITAL CITIZENSHIP mean to you? Why is it important to be a good DIGITAL CITIZEN? Allow students time to discuss and answer. When complete, have student groups share their definitions. Using Wordle.net, generate a word cloud from student posts. This will determine the most commonly used terms.</p>
<p>Lesson:</p>	<p>PART ONE</p> <p>Define the term digital citizen. Discuss with students that their responsibilities include themselves, friends and family, and the larger community. Share with students that being a good digital citizen is just like being a good citizen every day, but the impact of your behavior can sometimes be even greater. ASK: What are some ways that you connect digitally with people that you're not close physically close to? Allow students time to answer (possible answers: Skype, FaceTime, iPhones, Messenger, gaming, e-mail, etc.) Discuss how great the impact of digital interaction can be.</p> <p>PART TWO</p> <p>Because of our interactions with others in a digital world, we need to establish some rules for behavior and expectations. Have students return to the Padlet page. ASK: What are the most important rules to good digital citizenship? After students have collaborated and a list is compiled, assign each group one rule. Direct students to the Google Presentation page and</p>

	<p>explain procedures for working. Assign each team one of the class-generated rules and have them add it to their designated slide. For the remainder of the slide, students will explain WHY IT IS IMPORTANT TO BE A GOOD DIGITAL CITIZEN AND FOLLOW THE RULE LISTED.</p>
Closing:	<p>The presentation will be launched and groups will share their reasons with others. Provide time to student feedback to slides.</p>
Assessment:	<p>Students will complete a Socratic Space Race in teams. The quiz assesses the basics of digital citizenship.</p>
Remediation or Enrichment:	<p>Remediation: Have a small group meet to review the class-generated rules. Relate experiences to ones students encounter on a daily basis and are more concrete for understanding. As a group, select one rule to work with and determine what positive and negative outcomes for following that rule.</p> <p>Enrichment: Students may select a different tool and use it to demonstrate the importance of being a good digital citizen. While the listing of rules is important, students should illustrate the impact of positive and negative actions.</p>
Technology Integration Matrix Level	<p>These activities take place on the ADOPTION level of the TIM.</p>