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| **4th Grade Digital Citizenship** | | | | | |
| **Category** | **Time Frame** | **Essential Questions and Understandings** | **Lesson** | **Additional Resources** | **Other Suggestions** |
| Relationships and Communication | September-  October | How do you create a positive online community?  What's the difference between Internet friends and in-person friends? | Digital Citizenship Pledge <https://www.commonsense.org/education/lesson/digital-citizenship-pledge-3-5>  Talking Safely Online  <https://www.commonsense.org/education/lesson/talking-safely-online-3-5> | Educator Toolkit for Social Emotional Learning  <https://www.commonsense.org/education/toolkit/social-emotional-learning> | Taught by classroom teacher |
| Privacy and Security | November  -  December | How do you know if a website protects your private information? | Privacy Rules  <https://www.commonsense.org/education/lesson/privacy-rules-3-5> | Digital Passport  <https://www.commonsense.org/education/lesson-plans/digital-passport> | Taught by classroom teacher |
| Cyberbullying/Digital Drama | January  -  February | What is cyberbullying, and how do you deal with it? | What is Cyberbullying?  <https://www.commonsense.org/education/system/files/3-5-unit3-whatscyberbullying.pdf?x=1> | Anti-Cyberbullying Toolkit  <https://www.commonsense.org/education/cyberbullying-toolkit> | Taught by classroom teacher with SRO/social worker follow up. |
| Information Literacy | March  -  April | How are websites useful tools for the user and for their creators? | Exploring Websites  <https://curriculum.code.org/csd-18/unit2/1/> | How to Cite a Site?  <https://www.commonsense.org/education/lesson/how-to-cite-a-site-3-5> | Initial concept/lesson taught in library with classroom follow-up for classroom research projects. |
| Self-Image & Identity | May  -  June | How can photos be changed on the computer, and how can that affect your feelings about the way you look? | Picture Perfect  <https://www.commonsense.org/education/lesson/picture-perfect-3-5> | My Media  <https://www.commonsense.org/education/system/files/6-8-unit2-mymedia-2017.pdf?x=1> | Taught by classroom teacher |

**Additional Digital Resources** --Explore these resources as needed to follow up on the main lessons or to support Digital Citizenship teachable moments!

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| **Digital Resource** | **Description** |
| Think Before You Link-Intel Security Digital Safety Program  <http://www.discoveryeducation.com/DigitalSafety/> | Interactive curriculum resources on cybersafety, cybersecurity, and cyberethics. Lessons on stranger danger awareness, malware and malicious websites, and cyberbullying. |
| Digital Citizenship Toolkits  <https://www.commonsense.org/education/toolkits> | Social and emotional learning (SEL), News & Media Literacy, Device Free Dinner (benefits of a balanced digital lifestyle), Anti-Cyberbullying, Gender and Digital Life |
| Infographics and Teaching Posters  <https://www.commonsense.org/education/posters> | Posters also available for download in Spanish. |
| Interland  <https://beinternetawesome.withgoogle.com/en/interland> | Key lessons of digital safety transformed into hands-on practice with four challenging games |
| BrainPOP  <https://www.brainpop.com/technology/communications/cyberbullying/> | In this BrainPOP movie, with additional resources, lessons, and activities, Tim and Moby take on cyberbullies and demonstrate different strategies for keeping online experiences pleasant and safe. |
| Citizenship in the Digital Age - Sample Lesson Plans (2016)  [http://nycdoe.libguides.com/ld.php?content\_id=21081397 plans for grades 1-12](http://nycdoe.libguides.com/ld.php?content_id=21081397) | Created by New York City school librarians, for use by school librarians and teachers, these lessons offer beginning guidance to all those in the field addressing the needs of 21 century students. |
| Parent Concerns  <https://www.commonsensemedia.org/parent-concerns> | Videos addressing parent concerns like YouTube use, appropriate screen time limits, etc. Related articles, FAQs and similar videos are included. |
| #DeviceFreeDinner (Family Engagement)  <https://www.commonsensemedia.org/device-free-dinner#> | Dubbed “A Movement for Happier, Healthier Kids”, these resources encourage families to get on board with tips for a balanced digital life. |
| Checkology  <https://checkology.org/> | Using real-world examples, leading journalists and digital media experts guide students through interactive multimedia lessons. |
| Fakebook  <http://www.classtools.net/FB/home-page> | "Fakebook" allows teachers and students to create imaginary profile pages for study purposes. |
| Digital Citizenship Outdoors Guide  <http://docs.wixstatic.com/ugd/f6bccd_36fe23520a7d4733a8541d4ad89f1c97.pdf> | Quick guide on responsible technology use while exploring the outdoors. |

**Additional Literary Resources--** Ask your Library Media Specialist!

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| **Title and Author** | **Description** |
| **Nerdy Bird Tweets**  Aaron Reynolds | Spending all his time online using social media, Nerdy Birdy neglects his friend Vulture then he damages his relationship by uploading an unflattering picture of Vulture without her consent. |
| **Two Truths and a Lie**  Ammi-Joan Paquette | Ten case scenarios, each scenario contains three stories. Two are fact, one is a lie and it’s up to the reader to figure it out. |
| **Bully**  Patricia Polacco | Sixth graders Lyla and Jamie, both new to their school, stand up for each other when a clique of popular girls bullying them online. |
| **The Fabulous Friend Machine**  Nick Bland | Popcorn is an extremely positive and friendly chicken. She interacts beautifully with her real life friends, but is then engrossed in a digital device she finds, continually replying to messages while not knowing who they are from. Popcorn invites these unknown characters to her house as she thinks they are being her friend. She quickly realises that when they turn up, they are wolves that want to eat her. Popcorn is very lucky her real friends come to save her from the wolves. |
| **The Technology Tail: a Digital Footprint Story**  Julia Cook | The Technology Tail uses the analogy of a tail as a digital footprint. For each positive online interaction your tail grows stronger, but for every negative interaction, your tail receives a tear, scratch, or bruise. It reinforces the fact that everything you post on the internet is always going to be there, which means future employees will be able to view your online interactions and potentially decide to give you a job or not based on your tail. |
| **Troll Stinks!**  Jeanne Willis | Billy Goat and his best friend Cyril are messing about with the farmer's mobile phone, taking selfies and playing games... until they find the number for a troll. Their Grandpa Gruff says trolls are bad, so Billy and Cyril decide to get their own back by sending mean messages. After all, trolls really do stink! Don't they? |
| **Tek: The Modern Cave Boy**  Patrick McDonnell | Tek is a cave boy in love with tech: his tablet, videogames, phone, and TV keep him deep in his cave, glued to his devices, day in and day out. He never sees his friends or family anymore--and his ability to communicate has devolved to just one word: "UGH"! Can anyone in the village convince Tek to unplug and come outside into the big, beautiful world? |