

# Fort Payne Middle School Digital Citizenship Plan for 2017-18

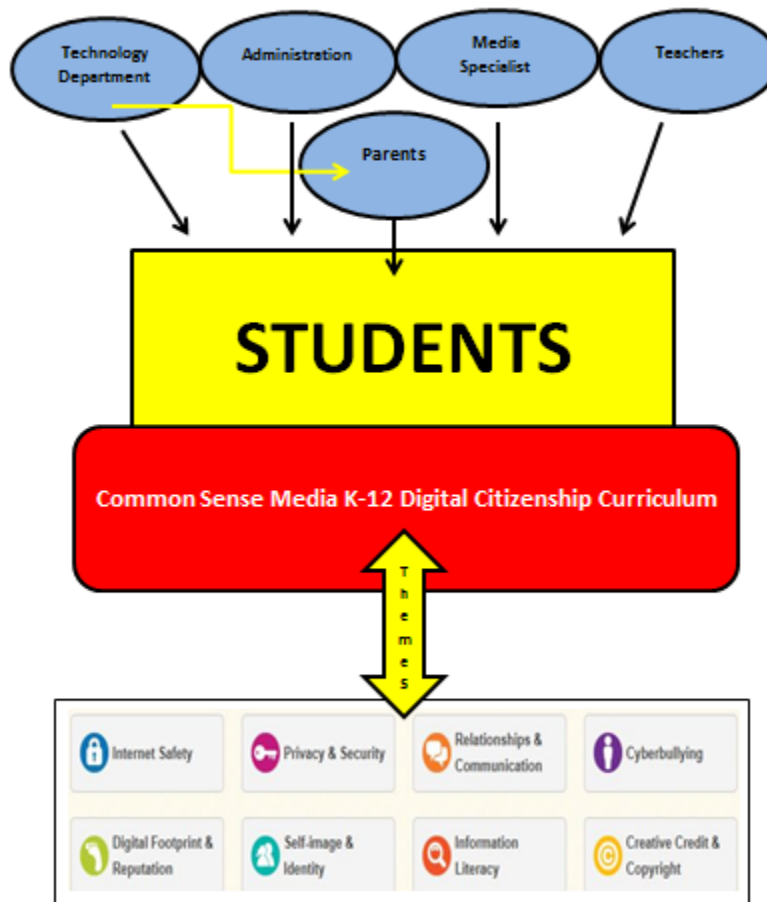
## VISION

It is the vision of Fort Payne Middle School to promote and model digital citizenship and responsibility in our evolving digital culture, and produce students who can connect, collaborate, and communicate digitally in a safe, respectful, and responsible way.

(ISTE Standards - <http://www.iste.org/standards> and CommonSense Media Curriculum - [link](#))

## FRAMEWORK

### FPCS Digital Citizenship FRAMEWORK



**FIGURE 1: Framework of Digital Citizenship Curriculum**

- A district-wide shared vision
- Common Sense Media K-12 Curriculum delivered through Nearpod Platform
- Instructional Technology Specialist (ITS) as the Project Leader
- Librarian/Media Specialist as a Project Co-leader
- Technology Department for tech support
- Administrator involvement/support

- Training/PD for teachers on delivery instructional lessons
- Parent education/involvement through website and Parent Tech Academy
- Student Population Involvement through lesson completion

### Summary of Curriculum

Lessons will be delivered by homeroom teachers and the librarian once per nine weeks during elective time (Life Skills section on schedule). The curriculum is divided into 5 thematic units that contain grade-appropriate lessons. The lessons are part of the Common Sense Media Digital Citizenship Curriculum found at this [link](#) with a summary of the curriculum found at this [link](#). Eight recurring themes are incorporated within the unit lessons each year. See **Figure 2** below showing these themes with their associated icons. Also listed below are the summaries for each unit of the curriculum.

**FIGURE 2: Eight Digital Citizenship Themes**



### Summary of the Lessons

#### Grade 3-5 Units

#### Unit 3 - 5th Grade

**Lesson 1: Talking Safely Online** - Students learn that the Internet is a great place to develop rewarding relationships. But they also learn not to reveal private information to a person they know only online.

**Lesson 2: Super Digital Citizen** - Students explore Spider-Man’s motto, “with great power comes great responsibility” through the lens of digital citizenship. They create comic strips show a digital superhero who witnesses an act of poor digital citizenship, and then helps resolve it.

**Lesson 3: Privacy Rules** - Students learn that children’s websites must protect their private information. They learn to identify these secure sites by looking for their privacy policies and privacy seals of approval.

**Lesson 4: What’s Cyberbullying?** - Students explore how it feels to be cyberbullied, how cyberbullying is similar to or different than in-person bullying, and learn strategies for handling cyberbullying when it arises.

**Lesson 5: Selling Stereotypes** - Students explore how the media can play a powerful role in shaping our ideas about girls and boys. They practice identifying messages about gender roles in two online activity zones for kids.

## Grade 6- 8 Units

### UNIT 1 - 6th Grade

**Lesson 1: Digital Life 101** - Students are introduced to the 24/7, social nature of digital media and technologies, and gain basic vocabulary and knowledge for discussing the media landscape.

**Lesson 2: Strategic Searching** - Students learn that to conduct effective and efficient online searches, they must use a variety of searching strategies.

**Lesson 3: Scams & Schemes** - Students learn strategies for guarding against identity theft and scams that try to access their private information online.

**Lesson 4: Cyberbullying: Be Upstanding** - Students learn about the difference between being a passive bystander versus a brave upstander in cyberbullying situations.

**Lesson 5: A Creator's Rights** - Students are introduced to copyright, fair use, and the rights they have as creators.

### Unit 2 - 7th Grade

**Lesson 1: My Media** - Students review their media habits and the array of media they use on a weekly basis, and reflect on the role of digital media in their lives.

**Lesson 2: A Creator's Responsibilities** - Students reflect on their responsibilities as creators and users of creative work.

**Lesson 3: Safe Online Talk While acknowledging the benefits of online talk and messaging** - Students learn how to handle situations or online behavior which may make them feel uncomfortable.

**Lesson 4: Which Me Should I Be?** - Students learn that presenting themselves in different ways online carries both benefits and risks.

**Lesson 5: Gender Stereotypes Online** - Students analyze a "Dress Up Your Avatar" feature of a virtual world for kids for evidence of stereotypes about boys and girls.

### Unit 3 - 8th Grade

**Lesson 1: Trillion Dollar Footprint** - Students learn that they have a digital footprint and that this information can be searched, copied and passed on, but that they can take some control based on what they post online.

**Lesson 2: Identifying High-Quality Sites** - Students learn that anyone can publish on the Web, so not all sites are equally trustworthy.

**Lesson 3: Reality of Digital Drama** - Students draw connections between young teens' perceptions of digital drama and stereotypes of men and women on reality TV.

**Lesson 4: Cyberbullying: Crossing the Line** - Students learn to distinguish good-natured teasing from cyberbullying.

**Lesson 5: Rework, Reuse, Remix** - Students expand their understanding of fair use, apply it to case studies, and create an original work of fair use.

## Implementation Schedule

Below is the schedule for implementation of the digital citizenship curriculum. Students will complete the Pretest and Lesson 1 of their grade-specific unit on the second day of school. The remaining lessons will be taught by the librarian one time per each nine-week period during elective time periods. Below is a table followed by the elective schedule for digital citizenship lesson implementation.

### Schedule for Digital Citizenship Curriculum Implementation

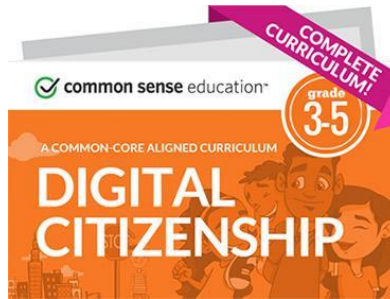
DATE	GRADE	LESSON
<b>Week of 8/7</b> (Pretest 2 <sup>nd</sup> day of school before first lesson)  First lesson delivered by homeroom teachers.	5	1 <u>Talking Safely Online</u> - Students learn that the Internet is a great place to develop rewarding relationships. But they also learn not to reveal private information to a person they know only online.
	6	1 <u>Digital Life 101</u> - Students are introduced to the 24/7, social nature of digital media and technologies, and gain basic vocabulary and knowledge for discussing the media landscape.
	7	1 <u>My Media</u> - Students review their media habits and the array of media they use on a weekly basis, and reflect on the role of digital media in their lives.
	8	1 <u>Trillion Dollar Footprint</u> - Students learn that they have a digital footprint and that this information can be searched, copied and passed on, but that they can take some control based on what they post online.
<b>Week of 9/25</b>	5	2 <u>Super Digital Citizen</u> - Students explore Spider-Man's motto, "with great power comes great responsibility" through the lens of digital citizenship. They create comic strips show a digital superhero who witnesses an act of poor digital citizenship, and then helps resolve it.
	6	2 <u>Strategic Searching</u> - Students learn that to conduct effective and efficient online searches, they must use a variety of searching strategies.
	7	2 <u>A Creator's Responsibilities</u> - Students reflect on their responsibilities as creators and users of creative work.
	8	2 <u>Identifying High-Quality Sites</u> - Students learn that anyone can publish on the Web, so not all sites are equally trustworthy.
<b>Week of 10/23</b>	5	3 <u>Privacy Rules</u> - Students learn that children's websites must protect their private information. They learn to identify these secure sites by looking for their privacy policies and privacy seals of approval.
	6	3 <u>Scams &amp; Schemes</u> - Students learn strategies for guarding against identity theft and scams that try to access their private information online.
	7	3 <u>Safe Online Talk While acknowledging the benefits of online talk and messaging</u> - Students learn how to handle situations or online behavior which may make them feel uncomfortable.

	8	3 <i>Reality of Digital Drama</i> - Students draw connections between young teens' perceptions of digital drama and stereotypes of men and women on reality TV.
<b>Week of 1/22</b>	5	4 <i>What's Cyberbullying?</i> - Students explore how it feels to be cyberbullied, how cyberbullying is similar to or different than in-person bullying, and learn strategies for handling cyberbullying when it arises.
	6	4 <i>Cyberbullying: Be Upstanding</i> - Students learn about the difference between being a passive bystander versus a brave upstander in cyberbullying situations.
	7	4 <i>Which Me Should I Be?</i> - Students learn that presenting themselves in different ways online carries both benefits and risks.
	8	4 <i>Cyberbullying: Crossing the Line</i> - Students learn to distinguish good-natured teasing from cyberbullying.
<b>Week of 2/19</b>	5	5 <i>Selling Stereotypes</i> - Students explore how the media can play a powerful role in shaping our ideas about girls and boys. They practice identifying messages about gender roles in two online activity zones for kids.
	6	5 <i>A Creator's Rights</i> - Students are introduced to copyright, fair use, and the rights they have as creators.
	7	5 <i>Gender Stereotypes Online</i> - Students analyze a "Dress Up Your Avatar" feature of a virtual world for kids for evidence of stereotypes about boys and girls.
	8	5 <i>Rework, Reuse, Remix</i> - Students expand their understanding of fair use, apply it to case studies, and create an original work of fair use.
<b>Week of 3/21</b>	<b>All grades</b>	<b>Make-Up missed lessons</b>
<b>Week of 4/9 Post Test</b>	<b>All Grades</b>	<b>Posttest</b>

## Lesson Delivery Format

The delivery format of the lessons for the digital citizenship curriculum will be managed through the Nearpod platform. **Figures 3 and 4** show an image of the Nearpod bundle of lessons to be used.

**3-5**



**6-8**



These lessons involve interaction, videos, discussion, activities, and quizzes. Response data will be recorded within the Nearpod platform and can be accessed for data assessment. Students will complete post lesson quizzes that will require a passing score. Students will be allowed to retake the quizzes until a passing score is earned.

## Completion and Data Management

Student data will be managed through the Nearpod platform tool and Google Sheets. It will be the responsibility of the librarian to follow-up on any student who has not completed the lessons or who has not earned a passing quiz score. These lessons can be assigned through the Edmodo classroom management system as homework, if needed.

The school-wide results will be compiled and maintained in Google Sheets by the instructional technology specialist.