



Technology-Connected Lesson Plan

Title:	Join a Smart Cyber Community
Grade Levels:	3 rd - 6 th
Curriculum Areas:	Technology & Social Studies
Measurable Objectives:	<ul style="list-style-type: none"> 🖥️ TLW define cyber citizens as members of a globally-connected community 🖥️ TLW describe some responsibilities and privileges of cyber citizens. 🖥️ TLW will develop an understanding of the concept of community and apply it to knowledge of the Internet.
LA Content Standards:	<ul style="list-style-type: none"> 🖥️ C-1D-E2 - describing the rights and responsibilities of citizenship in a democratic society; 🖥️ C-1D-E4 - describing the many ways that citizens can participate in and contribute to their communities and to American society; 🖥️ C-1D-E5 - discussing issues related to citizenship and public service.
Grade Level Expectations (GLE)	<ul style="list-style-type: none"> 🖥️ Identify the rights and responsibilities of citizenship in making the nation a better place to live (C-1D-E2)
K12 Educational Technology Standards:	<ul style="list-style-type: none"> 🖥️ Discuss common uses of technology in daily life and the advantages and disadvantages those uses provide. 🖥️ Discuss basic issues related to responsible use of technology and information and describe personal consequences of inappropriate use.
Technology Connection:	<ul style="list-style-type: none"> 🖥️ Computer with Internet Access Disney's Adventures in Internet Safety http://disney.go.com/surfswell/ CyberNetiquette Comix http://disney.go.com/cybersafety/ NetSmartzKids.org http://www.netsmartzkids.org/activities/nsrules/nswhat2do.htm Internet Safety Games http://www.gamequarium.com/internetsafety.html

Procedures:	<ul style="list-style-type: none"> ☞ Have volunteers describe some privileges and responsibilities they have gained now that they are older. Guide students to understand that responsibilities include following rules and that they follow rules in exchange for certain privileges. ☞ Compare the physical community to the cyber community by providing open-ended questions to prompt discussion. "What is a community?" "How do we get from place to place in our community?" "What does the word Cyberspace mean?" "How do people get around in the Cyberspace?" ☞ Discuss how places in a community are identified by addresses and a URL is the address for Internet sites. ☞ Discuss how you can get lost in Cyberspace just like you could in a community. You should ask an adult for help if you get lost in a community, you should do the same in Cyberspace. ☞ Compare community rules and laws with Cyberspace rules and laws. ☞ Discuss the terms, appropriate and inappropriate. ☞ Discuss how inappropriate places are in the community and on the Internet. (Inappropriate = Unsafe) ☞ Allow students to explain what they would do if they came across an inappropriate place in the community and on the Internet. ☞ Allow students to visit the following Internet safety sites: Disney's Adventures in Internet Safety http://disney.go.com/surfswell/ CyberNetiquette Comix http://disney.go.com/cybersafety/ NetSmartzKids.org http://www.netsmartzkids.org/activities/nsrules/nswhat2do.htm Internet Safety Games http://www.gamequarium.com/internetsafety.html
Materials:	☞ Computer with Internet Access
Assessment:	☞ Observation & Participation
Teacher's Name:	☞ Kathy E. Prine
School:	☞ D.C. Reeves ES/Martha Vinyard ES