OK Tech - Digital Citizenship

Content Area: **Technology**

Course(s): **Technology Education K** Time Period: **Marking Period 3**

Length: 11 days Status: **Published**

Established Goals/Standards

Please choose the appropriate Goals/Standards from the Standards tab above.

TFCH.8.1.2.D	Digital Citizanchin: Students u	indorctand human	cultural, and societal issues related to
151.0.0.1.7.17	Digital CHIPPISHID, STUDPHIS U	muersianu numan.	cultural, and societal issues related to

technology and practice legal and ethical behavior.

TECH.8.1.2.D.1 Develop an understanding of ownership of print and nonprint information.

TECH.8.1.2.D.CS1 Advocate and practice safe, legal, and responsible use of information and technology. WORK.PK-4.9.2.4 B.1

Demonstrate an understanding of the relationship between personal behavior and self-

image.

WORK.PK-4.9.2.4 D.3 Identify ethical behaviors in the home, school, and community. Explain a person's responsibility to obey the laws and rules. WORK.PK-4.9.2.4 D.4

Essential Questions

Please add your Essential Questions by clicking on the Lists tab above.

- How is media literacy integral to digital citizenship>
- What are appropriate behaviors while working online?
- What are the ethics and responsibilities with the use of information?

Enduring Understanding

Please add your Enduring Understandings by clicking on the Lists tab above.

- Appropriate behaviors online can help you defend against cyber bullying
- Individuals have rights of ownership with respect to media.
- Media Literacy is an integral skill to digital citizenship, critical thinking, informed decision making, and active participation in our society.
- There are rights and responsibilities associated with the use of information.

Content

SWBAT:

Demonstrate proper care of materials and equipment.

Explain the need for each individual, as a member of the global community, to practice cyber safety, cyber

security, and cyber ethics when using existing and emerging technologies.

Explain the purpose of an acceptable use policy and the consequences of inappropriate use of technology.

Identify symbols of copyright and trademarks.

Explain what it means to be a "Digital Citizen."

Compare print and non-print versions of a story and describe the differences.

Explain and discuss the importance of a password.

Give credit to the owner of creative work.

Assessment

Resources

Please add your Resources by clicking on the Lists tab above.

- BrainPopJr.com
- Common Sense Media commonsense.org
- iDraw
- Microsoft Paint
- PPT of copyright and plagairism
- ReadWriteThink.org