

# UNIT 1 DIGITAL CITIZENSHIP

Content Area: **Technology**  
Course(s):  
Time Period: **September**  
Length: **4 Days**  
Status: **Published**

## Unit Overview

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While digital citizenship principles are threaded throughout lessons in all grade levels, this unit focuses directly on the topic. Aspects addressed include personal information security, anti-bullying, polite online communication, and reporting and blocking tools. In addition, we will discuss other aspects of online behavior, such as "hacking" (as opposed to advanced computer use) and managing students' online footprint, particularly with regard to social media.

## Standards

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CS.6-8.8.1.8.DA.3 Identify the appropriate tool to access data based on its file format.

## Materials

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- Laptops

## Assessment

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### Formative Assessment

- Teacher Observation
- Checks for Understanding
- Exit Tickets

### Summative Assessment

- Performance Tasks & Projects

## Accommodations & Modifications

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### Special Education

- Follow IEP Plan which may contain some of the following examples...
- In class/pull out support with special ed teacher or assistant
- Preferred seating

- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

## 504

- In class/pull out support with special ed teacher or assistant
- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

## ELL

- Translation device/dictionary
- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

## At-risk of Failure

- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

## Gifted & Talented

- Independent projects
- Online games
- Extension activities

## Interdisciplinary Connections

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## 21st Century Life Literacies & Key Skills

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TECH.9.4.8.DC.3

Describe tradeoffs between allowing information to be public (e.g., within online games) versus keeping information private and secure.

TECH.9.4.8.DC.4

Explain how information shared digitally is public and can be searched, copied, and potentially seen by public audiences.

TECH.9.4.8.DC.5	Manage digital identity and practice positive online behavior to avoid inappropriate forms of self-disclosure.
TECH.9.4.8.DC.6	Analyze online information to distinguish whether it is helpful or harmful to reputation.
TECH.9.4.8.IML.6	Identify subtle and overt messages based on the method of communication.
TECH.9.4.8.IML.9	Distinguish between ethical and unethical uses of information and media (e.g., 1.5.8.CR3b, 8.2.8.EC.2).
TECH.9.4.8.IML.10	Examine the consequences of the uses of media (e.g., RI.8.7).
TECH.9.4.8.IML.11	Predict the personal and community impact of online and social media activities.
TECH.9.4.8.IML.13	Identify the impact of the creator on the content, production, and delivery of information (e.g., 8.2.8.ED.1).
TECH.9.4.8.IML.14	Analyze the role of media in delivering cultural, political, and other societal messages.
TECH.9.4.8.IML.15	Explain ways that individuals may experience the same media message differently.