Grade 8 Computers: Everfi-Ignition Course
2 weeks

Targeted Standards

8.1.8.A.1   Demonstrate knowledge of a real world problem using digital tools.
8.1.8.D.1   Understand and model appropriate online behaviors related to cyber safety, cyber bullying, cyber security, and cyber ethics including appropriate use of social media.
8.1.8.D.4   Assess the credibility and accuracy of digital content.
8.1.8.D.5   Understand appropriate uses for social media and the negative consequences of misuse.
8.1.12.D.4   Research and understand the positive and negative impact of one's digital footprint.
8.1.12.D.5   Analyze the capabilities and limitations of current and emerging technology resources and assess their potential to address personal, social, lifelong learning, and career needs.
8.2.12.E.1   Demonstrate an understanding of the problem-solving capacity of computers in our world.

Rationale and Transfer Goals :
This unit is designed to provide students with a foundational understanding of how technology works and an introduction to STEM careers. Embedded in the unit are situations that address relevant technology issues: privacy, security, cyberbullying, digital relationships, and the viral nature of the Internet.

Enduring Understandings: What are the most essential conclusions that students should be guided towards throughout this unit?

A variety of networked environments are public places that are governed by codes of behavior.

Emerging technologies awareness is necessary to further personal, lifelong learning and workplace needs.

Essential Questions:

What are my responsibilities for using technology?

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How does technology impact your life?			
Content/Objectives		**Instructional Actions**	
Content *What students will know*	**Skills** *What students will be able to do*	**Activities/Strategies** *How we teach content and skills*	**Evidence (Assessments)** *How we know students have learned*
Choosing a computer -Identify and prioritize software and hardware features -Demonstrate understanding of key technologies such as open source software and cloud computing	-Make informed computer purchasing decisions	Learning modules (Everfi) Hands-on activities (Everfi)	Pre- and post-assessments Embedded surveys
Wireless communication -Identify smart phone features, applications, and capabilities -Recognize dangers and consequences of using cell phones irresponsibly	-select the right cell phone and plan for a variety of scenarios -role-play the most effective approach when faced with friends who text and drive		
The Viral World -Describe the damaging effects of computer viruses and explain how to protect oneself -Develop awareness of digital addictions	-practice creating secure profile and password -name ways to keep technology use in check		

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-Recognize the dangers of sharing too much personal information on-line **Internet Resources and Credibility** -Identify differences between primary and secondary research -Verify source credibility when gathering information -Understand the consequences of plagiarism and how to cite information appropriately -Understand how to use school technology appropriately **Creating Multimedia Products** -Identify different multimedia programs -Recognize and compare different tools for creating and sharing media -Recognize and avoid piracy, copyright infringement, and intellectual property violation **Digital Relationships and Respect** -Identify forms of cyberbullying	-Practice discerning credibility and sourcing web materials -Practice setting up and designing a blog		

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-Pinpoint strategies for preventing cyberbullying -Detect the warning signs of cyberbullying **The Future of Technology** Discuss the role of technology in new careers -Recognize how different life and academic paths may lead to certain opportunities **Gaming Simulation** -Create and grow a blog -Establish social networking site -Advise other on digital issues -Resolve cyberbullying situation	-Practice intervening and stopping a friend from cyberbullying -Practice assisting friends who are being cyberbullied -Explore how technology and STEM have opened new career opportunities. -Complete a simulation in which students sell tickets by successfully completing tasks aligned with previous modules.		

Spiraling for Mastery		
Where does this unit spiral back to other units from this or previous years in order to ensure that students retain mastery of what they've learned?		
Content or Skill for this Unit	**Spiral Focus from Previous Unit**	**Instructional Activity**
Identifying components of technology—computers and cell phones Creating multimedia projects	Introduction to computers—identify hardware and software MS Office Suite—Power Point & Word	Demonstration and modeling Student application and practice GCF lessons

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21ˢᵗ Century Skills: What are the 21ˢᵗ Century Skills that are a part of this unit, and where are they experienced?

This unit focuses primarily on Information, Media, and Technology Skills. As student progress through the instructional modules, they explore topics and themes related to the characteristics of technology, legal and ethical issues of media, and critical evaluation of information. Additionally, students will complete simulations that address communication and collaboration with peers.

Key resources: What are the resources that are essential for this unit (may also be listed in "Activities/Strategies")?

Computers with internet access

Everfi course access

GCF modules (as necessary for spiraling)

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