

# Unit 3: Digital Citizenship

Content Area: **Library**  
Course(s): **Library 4**  
Time Period: **Marking Period 2**  
Length: **MP2**  
Status: **Published**

## Essential Questions

---

- How can I create a positive online footprint?

## Big Ideas

---

- Creating a positive online community
- Securing your online information
- Citing different types of online sources
- What is spam and what can you do about it?

## CRLKS- 21st Century

---

Core Idea: Intellectual property rights exist to protect the original works of individuals. It is allowable to use other people's ideas in one's own work provided that proper credit is given to the original source.

Connection: NJSL Standard/s: 9.4.5.DC.1: Explain the need for and use of copyrights.

9.4.5. IML. 4- Determine the impact of implicit explicit media messages on individuals, groups and society as a whole.

9.4.5. IML.5- Distinguish how media are used by individuals, groups, and organizations for varying purposed.

Activity: After viewing Common Sense Media's copyright and social media presentation students will take a quiz.

## CSDT Technology Integration

---

8.1.5.NI.2 : Describe how the Internet enables individuals to connect with others worldwide.

Activity:

Students reflect on the importance of citing all sources when they do research. Students learn how to write citations for two different types of online sources in Modern Language Association (MLA) style, and practice doing so.

### **CSDT Technology Connection**

---

8.1.5.CS.2: Model how computer software and hardware work together as a system to accomplish tasks

### **Enduring Understandings**

---

NJSLA-

W.AW.4.1. Write opinion pieces on topics or texts, supporting a point of view with reasons and information.

AASL-

VI-Engage-Demonstrate safe, legal, and ethical creating and sharing of knowledge projects independently while engaging in a community of practice and interconnected world.

II-Include-Demonstrate an understanding of and commitment to inclusiveness and respect for diversity in the learning community

ITSE-

Digital Citizen- Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.