

# Grade 4 – Unit 1 – Digital Citizenship

## Unit Focus

As students mature, they need to learn how to get the most out of the Internet and technology while being savvy and avoiding the risks and downsides of the online world. This unit is designed to teach kids skills they will need to be safe and smart online as they continue to work with technology more and more independently. Technology can be used in effective, efficient manners to complete tasks, communicate, and access information. This unit that focuses on digital citizenship will make students aware of best practices when using technology. The PBA will have students share their understandings of digital citizenship by writing and producing public service announcement videos that will be shared and stored in a digital library.

## Stage 1: Desired Results - Key Understandings

Standard(s)	Transfer	
<p><b>CSTA: Computer Science Standards (2017- )</b>  <i>CSTA: 3-5</i></p> <ul style="list-style-type: none"> <li>Discuss real-world cybersecurity problems and how personal information can be protected. <i>1B-NI-05</i></li> <li>Use public domain or creative commons media, and refrain from copying or using material created by others without permission. <i>1B-IC-21</i></li> </ul> <p><b>ISTE Standards</b>  <i>ISTE Standards: 1</i></p> <ul style="list-style-type: none"> <li>Create original works as a means of personal or group expression <i>ISTE.1.1.b</i></li> <li>Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media <i>ISTE.2.1.a</i></li> <li>Communicate information and ideas effectively to multiple audiences using a variety of media and formats <i>ISTE.2.1.b</i></li> <li>Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media <i>ISTE.3.1.b</i></li> <li>Evaluate and select information sources and digital tools based on the appropriateness to specific tasks <i>ISTE.3.1.c</i></li> <li>Advocate and practice safe, legal, and responsible use of information and technology <i>ISTE.5.1.a</i></li> </ul>	<p><b>T1</b> Develop a product/solution that adheres to key parameters (e.g., cost, timeline, restrictions, available resources and audience).</p> <p><b>T2</b> Communicate effectively based on purpose, task, and audience using appropriate vocabulary.</p>	
	Meaning	
	Understanding(s)	Essential Question(s)
	<p><b>U1</b> Digital citizens need to make wise decisions regarding online safety and security.</p> <p><b>U2</b> A digital footprint never goes away. Digital citizenship is about making good choices and being aware of the consequences of making bad choices.</p> <p><b>U3</b> When using other people's ideas or words, you need to give them credit by citing their works.</p>	<p><b>Q1</b> What safe practices will you implement and use in social media environments?</p> <p><b>Q2</b> How can I safely share my interests and skills with others using technology?</p> <p><b>Q3</b> What can we do to stand up against and protect ourselves and others from cyberbullying?</p> <p><b>Q4</b> How can you source and use content for multimedia projects safely and ethically?</p>
	Acquisition of Knowledge and Skill	
	Knowledge	Skill(s)
<p><b>K1</b> Vocabulary: Digital citizenship, profile, phishing, bystanders, upstanders, digital footprint, reputation, oversharing, bot, scam, authentic, deceptive, fraudulent, catfishing, malicious, clickbait, privacy, two-step verification, encryption, hacker, cyberbullying, block, trolling, compromised account, student agency</p>	<p><b>S1</b> Think critically and evaluate websites, emails, and other content. Determine if a website is credible and worthy of using as a resource. Identify phishing scams and implement steps on how to avoid them.</p> <p><b>S2</b> Implement safe practices when sharing by considering: what is being shared, when it is being shared, how it is</p>	

## Stage 1: Desired Results - Key Understandings

- Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity *ISTE.5.1.b*
- Demonstrate personal responsibility for lifelong learning *ISTE.5.1.c*

**Student Growth and Development 21st Century Capacities Matrix**

*Collaboration/Communication*

- Product Creation: Students will be able to effectively use a medium to communicate important information (findings, ideas, feelings, issues, etc.) for a given purpose. *MM.3.2*

*Global Thinking*

- Citizenship: Students will be able to identify and contribute to critical issues in society in an ethical and responsible manner. *MM.5.3*

- being shared, and with whom it is being shared.
- S3** Demonstrate proper etiquette when working in a digital collaborative environment.
- S4** Identify situations that call for getting help or talking things out with a trusted adult.
- S5** Apply strategies in organizing digital files and resources.
- S6** Cite website content when used as a resource.