

DC⁴ Digital Programming

Curriculum Scope 2020-2021 – Grades K-12



ISAFE curriculum scope is typically comprehensive and provides a unique approach to digital citizenship and e-Safety education by meaningfully integrating current research with best practices in pedagogy and instructional design. Classroom teachers, technology specialists, librarians, counselors, and community leaders use ISAFE curriculum for digital citizenship and e-Safety training. The ISAFE curriculum library of 404 lesson plans for K-12 equips educators with ample resources to customize their e-Safety and digital citizenship education program based on instructional schedules, and the needs of each school, classroom, and student. Instructional materials are cross-curricular, that is, educators can integrate ISAFE lessons with core subject matter such as Language Arts, Mathematics, Social Studies, History, Science, Health, Technology, and even Physical Education. Multimedia resources address a diverse learning styles through multiple modalities. Supporting materials and resources include teacher guides, student handouts, instructional videos, interactive lessons, informational handouts, family tip sheets, and audio recordings. Continuous updates reflect current issues and trends in social networking, educational technology, and mobile access. Outreach and Empowerment projects are embedded into the curriculum in order to provide students with real-world opportunities to exercise digital citizenship beyond classroom walls. Lessons are aligned to Common Core State Standards and ISTE/NETS standards. Instructional materials are compliant with Accessibility Standards.

Benefits of ISAFE’s DC4 Digital Instructional Programming Include:

- **Comprehensive library of 405 lessons for digital citizenship program: 157 E-Rate lesson plans; 247 e-Safety lesson plans**
- **Common Core State Standards (CCSS) and ISTE/NETS Standards alignment**
- **Materials in compliance with Accessibility Standards**
- **Multimedia resources that address a variety of learning styles, educational environments and instructional models**
- **Flexible implementation options to create customized plan**
- **Lesson plans updated each year to reflect current issues and trends**

The ISAFE curriculum library offers 404 lesson plans and multimedia resources for grades K-12. The breadth and depth of lesson plans and instructional resources provides educators with the ability to adapt instruction to their schedules, learning environments and student needs.

Educational Materials Include:

- **Lesson Plans**
- **Student Handouts**
- **Interactive Learning Objects**
- **PowerPoint Presentations**
- **HTML Webpage Activities**
- **Video Webcasts**
- **Audio Files**
- **Informational articles**
- **Family Tip Sheets**

ISAFE Curriculum Scope document provides short descriptions of units and lessons, and indicates the type of supporting materials that correlate with specific lessons or units. For more expansive descriptions, refer to **Schedule A** of your institution’s **Subscription & License Agreement**.

In most cases, the curriculum library provides more lessons for each grade level than can be taught in a given academic period (i.e. quarter, semester or year). Coordinate with other teachers to ensure that lessons taught at one grade level are not redundantly taught in the next higher grade level. Scaffold grade-level curriculum to provide deeper learning. Refer to the **Implementation Strategy** document for tips and tools to create a custom implementation plan for your classroom, school or district.

Code Key

Curriculum modules organize the elements of digital citizenship into specific topics. Lessons are arranged into modules based on the primary topic in focus. Use Code Key below to identify topic modules in this document.

Code	Module	Available for ages (grades)
DCC	Digital Communication & Citizenship	Ages 5–17 (US grades K-12)
DS	Digital Safety	Ages 5–17 (US grades K-12)
DSS	Digital Security Skills & Practices	Ages 5–17 (US grades K-12)
OCC	Online Contacts & Connections	Ages 8–17 (US grades 3-12)
OCO	Online Creativity & Ownership	Ages 6–17 (US grades 1-12)
CML	21st Century Media Literacy	Ages 5–17 (US grades K-12)
IOE	ICT Outreach & Empowerment	Ages 10–17 (US grades 5-12)
ER	E-Rate	Ages 5–17 (US grades K-12)

AOB = Appropriate Online Behavior **CB** = Cyber Bullying
SN = Social Networking and Chat Rooms

NOTE:

 - Indicates new (2020)  - Indicates updated (2020)

NOTE: Curriculum modules are topical for the purpose of assisting educators in the development of an instructional program that best suits the unique needs of each school, classroom, and student. Therefore, the sequence of lessons is not critical. However, ISAFE recommends that early elementary grade level students first receive instruction from the Digital Communication & Citizenship module to provided a foundational understanding of their rights and responsibilities as participants in a digitally connected world. Also, the 157 e-Safety lessons in the E-Rate module, containing three (3) sub-topic modules, are specifically aligned with the E-Rate certification and curriculum requirements stated in the 2008 Protecting Children in the 21st Century Act and also in the FCC’s August 11, 2011 Order Updating CIPA (Children’s Internet Protection Act).

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K

indergarten

→ Module: Digital Communication and Citizenship

The Cyber Community [Age 5 (US Gr. K)] DCC

The ISAFE character i-Buddy introduces the abstract concept of an Internet community through interactive hands-on activities. Concept introduced: Students should seek adult assistance when using the Internet.

Includes: Music File .MP3
Activity pages in Spanish

Music and Movement: Know the Turf [Ages 5-7 (US Gr. K-2)] DCC

As part of ISAFE's Music and Movement series, students will have fun listening to the song, "Know the Turf" which will reinforce the message that students should know how to stay safe before going online.

Includes: Music File .MP3

Music and Movement: i-S-A-F-E [Ages 5-7 (US Gr. K-2)] DCC

As part of ISAFE's Music and Movement series of lessons, students will have fun singing the song, "i-S-A-F-E" and will gain an understanding of a basic Internet safety concept – to ask an adult to help while online.

Includes: Music File .MP3

→ Module: Digital Safety

Personal Information [Ages 5-7 (US Gr. K-2)] DS

Students become familiar with concepts of personal information and how to stay safe with an adult's help when online.

Acceptable Use Policies UNIT [Ages 5-9 (US Gr. K-5)] DS

Students become familiar with an Acceptable Use Policy and the rules associated with computer use. Lesson is designed to encourage familiarity with the school's Acceptable Use Policy.

Unit of 3 activities/lessons:

Create a Poster **DS**

Create a Brochure **DS**

Create a Pledge **DS**

Music and Movement: Ask an Adult (When You Login) [Ages 5-7 (US Gr. K-2)] DS

As part of ISAFE’s Music and Movement series of lessons, students will have fun moving to the song, “Ask an Adult (When You Login),” and will gain an understanding of a basic Internet safety concept – ask an adult to help while online. In addition, they will learn about challenges to safety online, through the use of computers, smartphones and other Internet-ready devices.

Includes: Music File .MP3
Video File .WMV

Music and Movement: You’ve Got to Follow the Plan [Ages 5-7 (US Gr. K-2)] DS

As part of ISAFE’s Music and Movement series, students will have fun listening to the song, “You’ve Got to Follow the Plan” and review basic safety concepts by conducting a mystery scavenger hunt.

Includes: Music File .MP3

Music and Movement: Safe as Can Be [Ages 5-7 (US Gr. K-2)] DS

As part of ISAFE’s Music and Movement series, students will have fun listening to the song, “Safe as Can Be” while drawing a picture of the Internet safety images in the song.

Includes: Music File .MP3

Dot and i’s Straight-Up Safety Talk UNIT [Ages 5-7 (US Gr. K-2)] DS

This series of lessons serves as a fun interactive way to introduce online safety and security to those students in the earliest elementary grades. By starting early with the basics, this series of lessons will help lay the foundation for responsible digital citizens who know how to navigate the Internet safely and securely.

Unit of 6 lessons:

Introduction and Safe Browsing DS

Personal Information DS

Usernames and Passwords DS

Communicate Safely DS

Netiquette DS

Signing Off DS



Module: Digital Security Skills & Practices

Grade K Cyber Security [Age 5 (US Gr. K)] DSS

The ISAFE character i-Buddy introduces the abstract concept of a computer virus.

Includes: Activity pages in Spanish

Music and Movement: Cyber Germs [Ages 5-7 (US Gr. K-2)] DSS

As part of ISAFE’s Music and Movement series, students will have fun singing the song, “Cyber Germs,” and gain an understanding of cyber security issues that can affect computers. Students will recognize the vocabulary of cyber security issues: worms, viruses, malicious code. They come to understand that they need an adult for help to e-mail and browse the Web.

Includes: Music File .MP3

Build a Bulletin Board About Cyber Security [Ages 5-10 (US Gr. K-5)] DSS

As an Empowerment Activity, students create a bulletin board to reflect their knowledge of cyber security.

Gr. K-2 Dot & i's Essentials to Stay Cyber Secure UNIT [Ages 5-7 (US Gr. K-2)] DSS

This series of lessons introduces young students to the concept of online security. Students learn relevant vocabulary and understand that a computer can get infected – just like people can get sick.

Includes: Music File .MP3

Unit of 5 lessons:

Introduction to Cyber Security DSS

Passwords DSS

Computers Get Sick DSS

Malware DSS

Keep it Healthy DSS



Module: 21st Century Media Literacy

Dot & i's Introduction to the Internet UNIT [Ages 5-7 (US Gr. K-2)] CML

These short lessons are designed to introduce young students to the Internet and associated terminology while integrating online safety and security concepts. Each lesson provides coordinating online activities.

Includes: 2 Video Files .WMV

Unit of 8 lessons:

Introduction to the Internet CML

The World Wide Web CML

Web Browsers CML

Understanding the URL CML

Search Engines CML

Surfing the Net – Tips and Tricks CML

Messages on the Web CML

Safe and Secure Surfing CML

E-Rate



Module: Appropriate Online Behavior

Grade K Identity Basics [Age 5 (US Gr. K) AOB] ER

This lesson introduces the concept of identity. Students discuss their offline identity and how it is formed, and begin to develop an understanding of an online identity.

Online Behavior with Netiquette [Ages 5-7 (US Gr. K-2) AOB] ER

This lesson portrays the online world as a community, where real people interact without being able to actually see each other, and introduces the concept of netiquette.

Text Message Etiquette with Dot & i (Digital) [Ages 5-7 (US Gr. K-2) AOB] ER

Young students will enjoy the digital read-along story and interactive lesson about text message etiquette featuring Dot & i.

Includes: Coordinating Digital Story Book
 Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Computer Safety Fun: The ABC's of Digital Safety with Dot & i [Ages 5-7 (US Gr. K-2) AOB] ER

26 individual lesson/activities provide young students a positive foundation for e-Safety. ISAFE introduces the characters Dot & i to help guide students through the activities; from A to Z.

Includes: Coordinating Activity Book (Teachers)
 Coordinating Activity Book
 Music File .MP3
 Video File .WMV

Electronic Messaging Safety Basics [Ages 5-7 (US Gr. K-2) AOB] ER

Students will explore types of electronic messaging, and understand the need for an adult's help when sending and receiving electronic messages.



Module: Cyber Bullying

NEW**Good Buddies Work Together (Digital) [Ages 5-7 (US Gr. K-2) CB] ER**

When i is teased at school due to a text message shared by his friend Dash, Dot helps him to understand that even buddies make mistakes. Students learn basic conflict resolution skills to prevent bullying.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Cyber Bully Talk (Digital) [Ages 5-7(US Gr. K-2) CB] ER

Dot helps i to understand what a cyber-bully says and does. Young students will learn basic cyber bullying recognition skills through this interactive lesson featuring Dot & i.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Cyber Bully Response: What You Can Do (Digital) [Ages 5-7(US Gr. K-2) CB] ER

Dot helps i to respond to a cyber-bullying situation. Students learn basic cyber bullying recognition and response skills through this interactive lesson featuring Dot & i.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Super Cyber Buddies [Age 5-6 (US Gr. K-1) CB] ER

Students will develop an understanding of the concept of cyber bullying, and apply their knowledge of the Internet and digital citizenship. Students will learn vocabulary words associated with bullying and cyber bullying, and gain a basic awareness of how bullying can occur online. They also will learn how to disengage from cyber bullies, and recognize the value of talking with an adult if bullied online or offline.

Music and Movement: Cyber Bully [Ages 5-7 (US Gr. K-2) CB] ER

As part of ISAFE's Music and Movement series, students will have fun singing the song, "Cyber Bully," and will gain an understanding of the concept of bullying. They will also be encouraged to brainstorm some basic topics for being kind online.

Includes: Music File .MP3
Video File .WMV



Module: Social Networking & Chat Rooms

Social Media and Privacy with Dot & i (Digital) [Ages 5-7 (US Gr. K-2) SN] ER

Dot helps i to understand responsible use of social media while attending their friend's birthday party. Students learn how to respect others' privacy and practice safe social networking through this interactive lesson featuring Dot & i.

Includes: Coordinating Interactive Lesson
Printable Activity Pages
Teacher Guide

Safe Social Networking Strategies: TWITTER as a Learning Tool for the K-8 Classroom [Ages 5-13 (US Gr. K-8) SN] ER

When used as an integral part of the classroom protocol and routine, Twitter can offer unique and meaningful learning opportunities that model responsible use of social media, and improve communication between teacher, parents and students.

Music and Movement: I've Got a Buddy [Ages 5-7 (US Gr. K-2) SN] ER

As part of ISAFE's Music and Movement series, students will have fun making i-Buddy puppets, and use them to "dance" to the music while reviewing how to make good decisions when online.

Includes: Music File .MP3

1st Grade

Library of 79 Lessons



Module: Digital Communication & Citizenship

Our Cyber Community [Age 6 (US Gr. 1)] DCC

The ISAFE character i-Buddy introduces the abstract concept of a community on the Internet, and reinforces the concept that students should seek adult assistance when using the Internet. The online world is described as a community that contains places to visit, just like the places in physical communities. Parents are identified as the primary educators who make rules to keep their children safe when in the physical community, and when using the Internet.

Includes: Activity pages in Spanish

Music and Movement: Know the Turf [Ages 5-7 (US Gr. K-2)] DCC

As part of ISAFE's Music and Movement series, students will have fun listening to the song, "Know the Turf" which will reinforce the message that students should know how to stay safe before going online.

Includes: Music File .MP3

Music and Movement: i-S-A-F-E [Ages 5-7 (US Gr. K-2)] DCC

As part of ISAFE's Music and Movement series of lessons, students will have fun singing the song, "i-S-A-F-E" and will gain an understanding of a basic Internet safety concept – to ask an adult to help while online.

Includes: Music File .MP3

Activity to Reinforce a Positive Digital-Age Culture [Ages 6-10 (US Gr. 1-5)] DCC

This activity-based lesson reinforces understanding of a wide variety of e-Safety topics. Students demonstrate their knowledge by developing statements that communicate a safe response to online issues.



Module: Digital Safety

Personal Information [Ages 5-7 (US Gr. K-2)] DS

Students become familiar with concepts of personal information and how to stay safe with an adult's help when online.

Acceptable Use Policies UNIT [Ages 5-9 (US Gr. K-5)] DS

Students become familiar with an Acceptable Use Policy and the rules associated with computer use. Lesson is designed to encourage familiarity with the school's Acceptable Use Policy.

Unit of 3 activities/lessons:

Create a Poster **DS**

Create a Brochure **DS**

Create a Pledge **DS**

Music and Movement: Ask an Adult (When You Login) [Ages 5-7 (US Gr. K-2)] DS

As part of ISAFE’s Music and Movement series of lessons, students will have fun moving to the song, “Ask an Adult (When You... Login),” and will gain an understanding of a basic Internet safety concept – ask an adult to help while online. In addition, they will learn about challenges to safety online, through the use of computers, smartphones and other Internet-ready devices.

Includes: Music File .MP3
Video File. WMV

Music and Movement: You’ve Got to Follow the Plan [Ages 5-7 (US Gr. K-2)] DS

As part of ISAFE’s Music and Movement series, students will have fun listening to the song, “You’ve Got to Follow the Plan,” and review basic safety concepts by conducting a mystery scavenger hunt.

Includes: Music File .MP3

Music and Movement: Safe as Can Be [Ages 5-7 (US Gr. K-2)] DS

As part of ISAFE’s Music and Movement series, students will have fun listening to the song, “Safe as Can Be” while drawing a picture of the Internet safety images in the song.

Includes: Music File .MP3

Dot & i’s Straight-Up Safety Talk UNIT [Ages 5-7 (US Gr. K-2)] DS

This series of lessons serves as a fun, interactive way to introduce online safety and security to students in the earliest elementary grades. By starting early and with the basics, this series of lessons will help lay the foundation for responsible digital citizens who know how to navigate the Internet safely and securely.

Unit of 6 lessons:

Introduction and Safe Browsing DS

Personal Information DS

Usernames and Passwords DS

Communicate Safely DS

Netiquette DS

Signing Off DS



Module: Digital Security Skills & Practices

Grade 1 Cyber Security: E-mail Safety Basics [Age 6 (US Gr. 1)] DSS

Grade K concepts are introduced and built upon by introducing new terminology and discussion. Concept introduction: A computer virus is a computer program.

Includes: Activity pages in Spanish

Music and Movement: Cyber Germs [Ages 5-7 (US Gr. K-2)] DSS

As part of ISAFE’s Music and Movement series, students will have fun singing the song, “Cyber Germs,” and gain an understanding of cyber security issues that can affect computers. Students will recognize the vocabulary of cyber security issues: worms, viruses, malicious code. They come to understand that they need an adult when e-mailing and browsing the Web.

Includes: Music File .MP3

Build a Bulletin Board About Cyber Security [Ages 5-10 (US Gr. K-5)] DSS

As an Empowerment Activity, students create a bulletin board to reflect their knowledge of cyber security.

Gr. K-2 Dot & i's Essentials to Stay Cyber Secure UNIT [Ages 5-7 (US Gr. K-2)] DSS

This series of lessons introduces young students to the concept of online security. Students learn relevant vocabulary and understand that a computer can get infected – just like people can get sick.

Includes: Music File .MP3

Unit of 5 lessons:

Introduction to Cyber Security DSS

Passwords DSS

Computers Get Sick DSS

Malware DSS

Keep it Healthy DSS



Module: Online Creativity & Ownership

Dot & i Intellectual Property UNIT [Ages 6-7 (US Gr. 1-2)] OCO

This series of lessons serves to introduce concepts of intellectual property and creative material ownership to students in the earliest elementary grades. The lessons help lay the foundation for responsible digital citizens who know how to correctly utilize creative material online and offline.

Unit of 7 lessons:

Introduction: Use your Brain OCO

Have an Idea OCO

Making Ideas Better OCO

Invention OCO

Name your Invention OCO

Protect your Invention OCO

Putting it all Together OCO



Module: 21st Century Media Literacy

Dot & i's Introduction to the Internet UNIT [Ages 5-7 (US Gr. K-2)] CML

These short lesson are to introduce students, in their first years of school, to the Internet and associated terminology while integrating online safety and security concepts. Each lesson provides coordinating online activities.

Includes: 2 Video Files .WMV

Unit of 8 lessons:

- Introduction to the Internet CML**
- The World Wide Web CML**
- Web Browsers CML**
- Understanding the URL CML**
- Search Engines CML**
- Surfing the Net – Tips and Tricks CML**
- Messages on the Web CML**
- Safe and Secure Surfing CML**

E-Rate**Module: Appropriate Online Behavior****Grade 1 Online Identity Primer [Age 6 (US Gr. 1) AOB] ER**

This lesson introduces the concept of identity to the students. Students discuss their offline identity and how it is formed, and then begin to develop an understanding of an online identity.

Grade 1 Safety with Online Personal Information [Age 6 (US Gr. 1) AOB] ER

Grade K concepts are built upon by introducing terminology through activities and discussion (age-appropriate strategies for uncomfortable situations, and introduction of Internet safety topics).

Online Behavior with Netiquette [Ages 5-7 (US Gr. K-2) AOB] ER

This lesson portrays the online world as a community, where real people interact without being able to actually see each other, and introduces the concept of netiquette.

Text Message Etiquette with Dot & i (Digital) [Ages 5-7 (US Gr. K-2) AOB] ER

Young students will enjoy the digital read-along story and interactive lesson about text message etiquette featuring Dot & i.

Includes: Coordinating Digital Story Book
 Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Computer Safety Fun: The ABC's of Digital Safety with Dot & i [Ages 5-7 (US Gr. K-2) AOB] ER

26 individual lesson/activities provide young students a positive foundation for e-Safety. ISAFE introduces the characters Dot & i to help guide students through the activities; from A to Z.

Includes: Coordinating Activity Book (Teachers)
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 Music File .MP3
 Video File .WMV

Electronic Messaging Safety Basics [Ages 5-7 (US Gr. K-2) AOB] ER

Students will explore types of electronic messaging, and understand the need for an adult's help when sending and receiving electronic messages.



Module: Cyber Bullying

NEW

Good Buddies Work Together (Digital) [Ages 5-7 (US Gr. K-2) CB] ER

When i is teased at school due to a text message shared by his friend Dash, Dot helps him to understand that even buddies make mistakes. Students learn basic conflict resolution skills to prevent bullying.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Cyber Bully Talk (Digital) [Ages 5-7(US Gr. K-2) CB] ER

Dot helps i to understand what a cyber-bully says and does. Young students will learn basic cyber bullying recognition skills through this interactive lesson featuring Dot & i.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Cyber Bully Response: What You Can Do (Digital) [Ages 5-7(US Gr. K-2) CB] ER

Dot helps i to respond to a cyber bullying situation. Students learn basic cyber bullying recognition and response skills through this interactive lesson featuring Dot & i.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Super Cyber Buddies [Age 5-6 (US Gr. K-1) CB] ER

Students will develop an understanding of the concept of cyber bullying, and apply their knowledge of the Internet and digital citizenship. Students will learn vocabulary words associated with bullying and cyber bullying, and gain a basic awareness of how bullying can occur online. They also will learn how to disengage from cyber bullies, and the value of talking with an adult if bullied online or offline.

Music and Movement: Cyber Bully [Ages 5-7 (US Gr. K-2) CB] ER

As part of ISAFE's Music and Movement series, students will have fun singing the song, "Cyber Bully," and will gain an understanding of the concept of bullying. They will also be encouraged to brainstorm some basic topics for being kind online.

Includes: Music File .MP3
 Video File .WMV



Module: Social Networking & Chat Rooms

Social Media and Privacy with Dot & i (Digital) [Ages 5-7 (US Gr. K-2) SN] ER

Dot helps i to understand responsible use of social media while attending their friend's birthday party. Students learn how to respect others' privacy, and practice safe social networking through this interactive lesson featuring Dot & i.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
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Safe Social Networking Strategies: TWITTER as a Learning Tool for the K-8 Classroom [Ages 5-13 (US Gr. K-8) SN] ER

When used as an integral part of the classroom protocol and routine, Twitter can offer unique and meaningful learning opportunities that model responsible use of social media, and improve communication between teacher, parents and students.

Music and Movement: I've Got a Buddy [Ages 5-7 (US Gr. K-2) SN] ER

As part of ISAFE's Music and Movement series, students will have fun making i-Buddy puppets and use them to "dance" to the music while reviewing how to make good decisions when online.

Includes: Music File .MP3

2nd Grade

Library of 80 Lessons



Module: Digital Communication & Citizenship

Cyber Citizenship [Age 7 (US Gr. 2)] DCC

Concepts presented in the previous grade level are reviewed and built upon by illustrating that a community has rules to help keep its citizens safe. Good citizenship in the community is compared with digital citizenship.

Includes: Activity pages in Spanish
 9 Music Files .MP3

Music and Movement: Know the Turf [Ages 5-7 (US Gr. K-2)] DCC

As part of ISAFE's Music and Movement series, students will have fun listening to the song, "Know the Turf" which will reinforce the message that students should know how to stay safe before going online.

Includes: Music File .MP3

Music and Movement: i-S-A-F-E [Ages 5-7 (US Gr. K-2)] DCC

As part of ISAFE's Music and Movement series of lessons, students will have fun singing the song, "i-S-A-F-E," and will gain an understanding of a basic Internet safety concept – to ask an adult to help while online.

Includes: Music File .MP3

Activity to Reinforce a Positive Digital-Age Culture [Ages 6-10 (US Gr. 1-5)] DCC

This activity-based lesson reinforces understanding of a wide variety of e-Safety topics. Students demonstrate their knowledge by developing statements that communicate a safe response to online issues.



Module: Digital Safety

Personal Information [Ages 5-7 (US Gr. K-2)] DS

Students become familiar with concepts of personal information and how to stay safe with an adult's help when online.

Acceptable Use Policies UNIT [Ages 5-9 (US Gr. K-5)] DS

Students become familiar with an Acceptable Use Policy and the rules associated with computer use. Lesson is designed to encourage familiarity with the school's Acceptable Use Policy.

Unit of 3 activities/lessons:

Create a Poster DS

Create a Brochure DS

Create a Pledge DS

Music and Movement: Ask an Adult (When You Login) [Ages 5-7 (US Gr. K-2)] DS

As part of ISAFE’s Music and Movement series of lessons, students will have fun moving to the song, “Ask an Adult (When You Login),” and will gain an understanding of a basic Internet safety concept – ask an adult to help while online. In addition, they will learn about challenges to safety online, through the use of computers, smartphones and other Internet-ready devices.

Includes: Music File .MP3
Video File .WMV

Music and Movement: You’ve Got to Follow the Plan [Ages 5-7 (US Gr. K-2)] DS

As part of ISAFE’s Music and Movement series, students will have fun listening to the song, “You’ve Got to Follow the Plan” and review basic safety concepts by conducting a mystery scavenger hunt.

Includes: Music File .MP3

Music and Movement: Safe as Can Be [Ages 5-7 (US Gr. K-2)] DS

As part of ISAFE’s Music and Movement series, students will have fun listening to the song, “Safe as Can Be” while drawing a picture of the Internet safety images in the song.

Includes: Music File .MP3

Web-Traveling Independence: Exploration of Toy and Game-Associated Web Sites [Ages 7-9 (US Gr. 2-4)] DS

Students learn the strategies that toy and game companies use to make sites so appealing, and they develop strategies to be safer when exploring these types of sites.

Dot & i’s Straight-Up Safety Talk UNIT [Ages 5-7 (US Gr. K-2)] DS

This series of lessons serves as a fun interactive way to introduce online safety and security to students in the earliest elementary grades. By starting early and with the basics, this series of lessons will help lay the foundation for responsible digital citizens who know how to navigate the Internet safely and securely.

Unit of 6 lessons:

Introduction and Safe Browsing DS

Personal Information DS

Usernames and Passwords DS

Communicate Safely DS

Netiquette DS

Signing Off DS



Module: Digital Security Skills & Practices

Grade 2 Cyber Security and E-mail [Age 7 (US Gr. 2)] DSS

Grade 1 concepts are built upon by expanding vocabulary and illustrating age-appropriate computer virus prevention techniques.

Includes: Activity pages in Spanish

Music and Movement: Cyber Germs [Ages 5-7 (US Gr. K-2)] DSS

As part of ISAFE’s Music and Movement series, students will have fun singing the song, “Cyber Germs,” and will gain an understanding of cyber security issues that can affect computers. Students will recognize the vocabulary of cyber security issues: worms, viruses, malicious code. They come to understand that they need an adult for help to e-mail and browse the Web.

Includes: Music File .MP3

Build a Bulletin Board About Cyber Security [Ages 5-10 (US Gr. K-5)] DSS

As an Empowerment Activity, students create a bulletin board to reflect their knowledge of cyber security.

Gr. K-2 Dot & i’s Essentials to Stay Cyber Secure UNIT [Ages 5-7 (US Gr. K-2)] DSS

This series of lessons introduces young students to the concept of online security. Students learn relevant vocabulary and understand that a computer can get infected – just like people can get sick.

Includes: Music File .MP3

Unit of 5 lessons:

Introduction to Cyber Security DSS

Passwords DSS

Computers Get Sick DSS

Malware DSS

Keep it Healthy DSS



Module: Online Creativity & Ownership

Dot & i Intellectual Property UNIT [Ages 6-7 (US Gr. 1-2)] OCO

This series of lessons serves to introduce concepts of intellectual property and ownership of creative material to those students in the earliest elementary grades. The lessons help lay the foundation for responsible digital citizens who know how to correctly utilize creative material online and offline.

Unit of 7 lessons:

Introduction: Use your Brain OCO

Have an Idea OCO

Making Ideas Better OCO

Invention OCO

Name your Invention OCO

Protect your Invention OCO

Putting it all Together OCO



Module: 21st Century Media Literacy

Dot & i's Introduction to the Internet UNIT [Ages 5-7 (US Gr. K-2)] CML

These short lessons are designed to introduce those in their first years of school to the Internet and associated terminology while integrating online safety and security concepts. Each lesson provides coordinating online activities.

Includes: 2 Video Files .WMV

Unit of 8 lessons:

Introduction to the Internet CML

The World Wide Web CML

Web Browsers CML

Understanding the URL CML

Search Engines CML

Surfing the Net – Tips and Tricks CML

Messages on the Web CML

Safe and Secure Surfing CML

E-Rate



Module: Appropriate Online Behavior

Grade 2 Online Personal Safety [Age 7 (US Gr. 2) AOB] ER

Grade 1 concepts are built upon by illustrating the importance of Internet safety rules and laws, and discussing online safety in greater detail.

Grade 2 What is an Online Identity? [Age 7 (US Gr. 2) AOB] ER

This lesson introduces the concept of identity to students. Students discuss their offline identity and how it is formed, and then talk about how an online identity can be formed.

Online Behavior with Netiquette [Ages 5-7 (US Gr. K-2) AOB] ER

This lesson portrays the online world as a community, where real people interact without being able to actually see each other, and introduces the concept of netiquette.

Electronic Messaging Safety Basics [Ages 5-7 (US Gr. K-2) AOB] ER

Students will explore types of electronic messaging, and understand the need for an adult's help when sending and receiving electronic messages.

Text Message Etiquette with Dot & i (Digital) [Ages 5-7 (US Gr. K-2) AOB] ER

Young students will enjoy the digital read-along story and interactive lesson about text message etiquette featuring Dot & i.

Includes: Coordinating Digital Story Book
Coordinating Interactive Lesson
Printable Activity Pages
Teacher Guide

Computer Safety Fun: The ABC's of Digital Safety with Dot & i [Ages 5-7 (US Gr. K-2) AOB] ER

26 individual lesson/activities provide young students a positive foundation for e-Safety. ISAFE introduces the characters Dot & i to help guide students through activities, from A to Z.

Includes: Coordinating Activity Book (Teachers)
 Coordinating Activity Book
 Music File .MP3
 Video File .WMV


Module: Cyber Bullying
NEW**Good Buddies Work Together (Digital) [Ages 5-7 (US Gr. K-2) CB] ER**

When i is teased at school due to a text message shared by his friend Dash, Dot helps him to understand that even buddies make mistakes. Students learn basic conflict resolution skills to prevent bullying.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Cyber Bully Talk (Digital) [Ages 5-7(US Gr. K-2) CB] ER

Dot helps i to understand what a cyber bully says and does. Young students will learn basic cyber bullying recognition skills through this interactive lesson featuring Dot & i.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Cyber Bully Response: What You Can Do (Digital) [Ages 5-7(US Gr. K-2) CB] ER

Dot helps i to respond to a cyber bullying situation. Students learn basic cyber bullying recognition and response skills through this and interactive lesson featuring Dot & i.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Grade 2 Cyber Buddies NOT Bullies [Age 7 (US Gr. 2) CB] ER

Students will engage in a fun activity that demonstrates we all are alike in many ways but also unique. This activity will be followed by a group discussion, moderated by the teacher, during which students will use vocabulary words associated with bullying and cyber bullying, and gain a basic awareness of how bullying can occur online.

Music and Movement: Cyber Bully [Ages 5-7 (US Gr. K-2) CB] ER

As part of ISAFE's Music and Movement series, students will have fun singing the song, "Cyber Bully," and will gain an understanding of the concept of bullying. They will also be encouraged to brainstorm some basic topics for being kind online.

Includes: Music File .MP3
 Video File .WMV



Module: Social Networking & Chat Rooms

Social Media with Dot & i (Digital) [Ages 5-7 (US Gr. K-2) SN] ER

Dot helps i to understand responsible use of social media while attending their friend's birthday party. Young students will learn how to respect others' privacy and practice safe social networking through this interactive lesson featuring Dot & i.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Safe Social Networking Strategies: TWITTER as a Learning Tool for the K-8 Classroom [Ages 5-13 (US Gr. K-8) SN] ER

When used as an integral part of the classroom protocol and routine, Twitter can offer unique and meaningful learning opportunities that model responsible use of social media, and improve communication between teacher, parents and students.

Music and Movement: I've Got a Buddy [Ages 5-7 (US Gr. K-2) SN] ER

As part of ISAFE's Music and Movement series, students will have fun making i-Buddy puppets, and use them to "dance" to the music while reviewing how to make good decisions when online.

Includes: Music File .MP3

3rd Grade

Library of 44 Lessons



Module: Digital Communication & Citizenship

Places in Cyberspace [Age 8 (US Gr. 3)] DCC

Age 7 concepts are reviewed and built upon. Just as places in communities are identified by addresses, an Internet address is called a URL. Students learn age-appropriate strategies to exit Web sites. They complete activities in a mini-booklet to express their ideas, discuss the terms appropriate and inappropriate, and apply key terms to Internet use.

Includes: Activity pages in Spanish

Cyber Citizenship and Safety Online [Ages 8-9 (US Gr. 3-4)] DCC

This lesson introduces the concept that the Internet is part of an online community that necessitates certain safety rules on the part of participants called digital citizens.

Includes: Activity pages in Spanish

Digital Citizenship Review [Ages 8-10 (US Gr. 3-5)] DCC

Students review e-Safety and security concepts, and then showcase their knowledge of digital citizenship and literacy by composing a song and performing a recital using sock puppets.

Activity to Reinforce a Positive Digital-Age Culture [Ages 6-10 (US Gr. 1-5)] DCC

This activity-based lesson reinforces understanding of a wide variety of e-Safety topics. Students demonstrate their knowledge by developing statements that communicate a safe response to online issues.



Module: Digital Safety

Acceptable Use Policies UNIT [Ages 5-9 (US Gr. K-5)] DS

Students become familiar with an Acceptable Use Policy and the rules associated with computer use. Lesson is designed to encourage familiarity with the school's Acceptable Use Policy.

Unit of 3 activities/lessons:

Create a Poster **DS**

Create a Brochure **DS**

Create a Pledge **DS**

Web-Traveling Independence: Exploration of toy and game-associated Web sites

[Ages 7-9 (US Gr. 2-4)] DS

Students learn the strategies that toy and game companies use to make sites so attractive, and they develop strategies to be safer when exploring these types of sites.

Online Risks: When Private Goes Public [Ages 8-9 (US Gr. 3-4)] DS

This lesson gives students an understanding of how private information can be made public when they engage in seemingly “safe” activities. They will learn techniques to maintain personal information privacy while engaging in online activities.



Module: Digital Security Skills & Practices

Cyber Security and E-mail Attachments [Age 8 (US Gr. 3)] DSS

Grade 2 concepts are introduced and built upon by expanding explanations, vocabulary and age-appropriate computer virus prevention techniques.

Includes: Activity pages in Spanish

Build a Bulletin Board About Cyber Security [Ages 5-10 (US Gr. K-5)] DSS

As an Empowerment Activity, students create a bulletin board to reflect their knowledge of cyber security.

Security: Malicious Code in E-mail [Ages 8-9 (US Gr. 3-4)] DSS

This lesson focuses on the cyber security issues associated with e-mail attachments. Students will understand the terms and security risks associated with e-mail, develop a vocabulary related to the topic, and engage in an activity to reinforce concepts by sharing information with others.

Spam, Scams, and Phishing [Ages 8-10 (US Gr. 3-5)] DSS

This lesson focuses on safety issues brought about by responses to risky e-mails, and age-appropriately addresses the actual security risks associated with these types of messages and associated safety rules.

Includes: Activity pages in Spanish

Fairy Tales with a 21st Century Twist - Henny Penny: Spam, Scams and Other E-mail Disasters [Ages 8-11 (US Gr. 3-6)] DSS

Henny Penny thinks the sky is falling because of what she receives in her inbox. Through her story, students learn about security risks associated with e-mail.

Fairy Tales with a 21st Century Twist - The Pig Family [Ages 8-11 (US Gr. 3-6)] DSS

Three siblings face a cyber security threat, but only one member of the Pig family is prepared. Students come to understand the importance of installing security software on their devices.



Module: Online Contacts & Connections

Cyber Predator Protection [Ages 8-10 (US Gr. 3-5)] OCC

This lesson introduces students to the general concept of predators and compares the offline grooming process to online safety issues. Students will learn safe responses to potential grooming.

Includes: Slideshow Presentation .PPT

Fairy Tales with a 21st Century Twist - The Story of Little Red [Ages 8-11 (US Gr. 3-6)] OCC

Students explore online safety issues through the Story of Little Red. Students discuss their understanding of online friendships and predators.



Module: Online Creativity & Ownership

Grade 3 Intellectual Property UNIT [Age 8 (US Gr. 3)] OCO

The ISAFE characters i-Buddy and Donny the Downloader are used to introduce the concept of intellectual property through age appropriate definitions and a comparison of tangible property to Internet property.

Includes: 2 Webpage Activity HTML ZIP Files

Unit of 4 lessons:

Intellectual Property Overview OCO

Vocabulary Review OCO

Introduction to Piracy OCO

Be Responsible with Intellectual Property OCO

Fairy Tales with a 21st Century Twist - Goldy Locks and the Three Bears: Understanding Intellectual Property, Copyright and Plagiarism [Ages 8-11 (US Gr. 3-6)] OCO

Goldy Locks comes to terms with intellectual property, copyright and plagiarism. Students learn from her story.



Module: 21st Century Media Literacy

App-titude: Understanding Basic Code [Age 8-9 (US Gr. 3-4)] CML

Through age-appropriate “coding” activities, students will be able to visualize and understand security and privacy issues involved in downloading apps.



Module: [Appropriate Online Behavior](#)

Creating a Positive Online Identity [Age 8 (US Gr. 3) AOB] ER

This lesson introduces the concept of identity to the students. Students discuss their offline identity and how it is formed, and then talk about how an online identity can be formed.

Citizenship in Digital Communication [Ages 8-9 (US Gr. 3-4) AOB] ER

This lesson introduces the concept that the Internet is part of an online community which necessitates certain safety rules on the part of participants along with digital citizenship.

Text Messaging: A Major Misunderstanding (Digital) [Ages 8-10 (US Gr. 3-5) AOB] ER

The Sock Puppet Nation comic “A Major Misunderstanding” illustrates how a text message conversation can quickly unravel without the aid of non-verbal cues like tone-of-voice and body language to interpret the meaning of words and phrases. Students study the dialogue between two characters in the story to learn about the benefits and drawbacks of text messaging.

Includes: Coordinating Digital Lesson/Story
 Printable Activity Pages
 Teacher Guide



Module: [Cyber Bullying](#)

Coy and the Cyber Bully Sock Squad (Digital) [Ages 8-10 (US Gr. 3-5) CB] ER

The Sock Puppet Nation comic “Coy and the Cyber Bully Sock Squad” illustrates cyber bullying tactics, impact, and reinforces the importance of standing up for others. Students learn about cyber bullying response, and write the resolution to the Sock Puppet Nation comic.

Includes: Coordinating Digital Lesson/Story
 Printable Activity pages
 Teacher Guide

Cyber Bullying [Age 8 (US Gr. 3) CB] ER

Students contrast cyber bullying with online kindness. They practice netiquette and appropriate responses to messages, and identify resources.

Cyber Bully Sense: CCSS Model-Aligned Series [Ages 8-10 (US Gr. 3-5) CB] ER

Students learn about cyber bullying roles (victim, bully, bystander, upstander), and discuss various solutions to reduce bullying. They then compose and act out scenarios through their sock puppet alter egos.

Fairy Tales with a 21st Century Twist - Uma Duck a.k.a. UGLY [Ages 8-11 (US Gr. 3-6) CB] ER

Through the story “Uma Duck a.k.a. UGLY,” students learn about cyber bullying and the potential advantages of online networking.



Module: Social Networking & Chat Rooms

NEW

Skooter and the Social Network (Digital) [Ages 8-10 (US Gr. 3-5) SN] ER

Skooter joins a social network for the first time. Through this interactive comic, students learn to make responsible choices related to parent permission, community guidelines, privacy, information security and digital drama.

Includes: Coordinating Digital Lesson/Story
 Printable Activity Pages
 Teacher Guide

Safety for the Interactive Web [Age 8 (US Gr. 3) SN] ER

Students will develop an understanding of the need to make responsible choices to ensure personal safety when using the Internet. Students will learn about Web 2.0 and corresponding safety tips.

Safe Social Networking Strategies: TWITTER as a Learning Tool for the K-8 Classroom [Ages 5-13 (US Gr. K-8) SN] ER

When used as an integral part of the classroom protocol and routine, Twitter can offer unique and meaningful learning opportunities that model responsible use of social media, and improve communication between teacher, parents and students.

Inappropriate Web Sites [Ages 8-10 (US Gr. 3-5) SN] ER

This lesson introduces the concept that the Internet is part of an online community with appropriate and inappropriate places.

Music and Movement: Chat [Ages 8-9 (US Gr. 3-4) SN] ER

As part of ISAFE's Music and Movement series of lessons, students will have fun moving to the song, "Chat," and will gain an understanding of a basic Internet safety concept – to be safe and responsible when using online chats. Students will understand that being responsible when chatting and instant messaging includes knowing how to make safe choices about with whom they chat and what they say.

Includes: Music File .MP3
 Video File .WMV

Safeguards in Social Networking for School-Age Children: Identifying Safe Sites [Ages 8-10 (US Gr. 3-5) SN] ER

This lesson explores social networking sites for elementary-age children. Students will age-appropriately learn about legal safeguards for youth online, and will recognize basic techniques that the safest sites use to provide safe online experiences.

Text Messaging Safety [Ages 8-11 (US Gr. 3-6) SN] ER

This lesson introduces text messaging and its associated safety strategies (including cell phones).

4th Grade

→ Module: Digital Communication & Citizenship

Cyber Citizenship and Safety Online [Ages 8-9 (US Gr. 3-4)] DCC

This lesson introduces the concept that the Internet is part of an online community that necessitates certain safety rules on the part of participants and digital citizenship.

Includes: Activity pages in Spanish

Digital Citizenship Review [Ages 8-10 (US Gr. 3-5)] DCC

Students review e-Safety and security concepts, and then showcase their knowledge of digital citizenship and literacy by composing a song and performing a recital using sock puppets.

Netiquette in the Cyber Community [Age 9 (US Gr. 4)] DCC

Students review and build upon grade 3 concepts. They distinguish between appropriate and inappropriate e-mail, and they learn age-appropriate strategies to respond to inappropriate messages.

Includes: Activity pages in Spanish

Activity to Reinforce a Positive Digital-Age Culture [Ages 6-10 (US Gr. 1-5)] DCC

This activity-based lesson reinforces understanding of a wide variety of e-Safety topics. Students demonstrate their knowledge by developing statements that communicate a safe response to online issues.

→ Module: Digital Safety

Acceptable Use Policies UNIT [Ages 5-9 (US Gr. K-5)] DS

Students become familiar with an Acceptable Use Policy and the rules associated with computer use. Lesson is designed to encourage familiarity with the school's Acceptable Use Policy.

Unit of 3 activities/lessons:

Create a Poster **DS**

Create a Brochure **DS**

Create a Pledge **DS**

Web-Traveling Independence: Exploration of Toy and Game-Associated Web Sites [Ages 7-9 (US Gr. 2-4)] DS

Students learn the strategies that toy and game companies use to make sites so attractive, and develop strategies to be safer when exploring these types of sites.

Online Risks: When Private Goes Public [Ages 8-9 (US Gr. 3-4)] DS

This lesson gives students an understanding of how private information can be made public when they engage in seemingly “safe” activities. They will learn techniques to maintain personal information privacy while engaging in online activities.



Module: Digital Security Skills & Practices

Build a Bulletin Board About Cyber Security [Ages 5-10 (US Gr. K-5)] DSS

As an Empowerment Activity, students create a bulletin board to reflect their knowledge of cyber security.

Security: Malicious Code in E-mail [Ages 8-9 (US Gr. 3-4)] DSS

This lesson focuses on the cyber security issues associated with e-mail attachments. Students will understand the terms and security risks associated with e-mail, develop a vocabulary related to the topic, and engage in an activity to reinforce concepts by sharing information with others.

Spam, Scams, and Phishing [Ages 8-10 (US Gr. 3-5)] DSS

This lesson focuses on safety issues brought about by responses to risky e-mails, and age-appropriately addresses the actual security risks associated with these types of messages and associated safety rules.

Includes: Activity pages in Spanish

Fairy Tales with a 21st Century Twist - Henny Penny: Spam, Scams and Other E-mail Disasters [Ages 8-11 (US Gr. 3-6)] DSS

Henny Penny thinks the sky is falling because of what she receives in her inbox. Through her story, students learn about security risks associated with e-mail.

Fairy Tales with a 21st Century Twist - The Pig Family [Ages 8-11 (US Gr. 3-6)] DSS

Three siblings face a cyber security threat, but only one member of the Pig family is prepared. Students come to understand the importance of installing security software on their devices.



Module: Online Contacts & Connections

Cyber Predator Protection [Ages 8-10 (US Gr. 3-5)] OCC

This lesson introduces students to the general concept of predators, and compares the offline grooming process to online safety issues. Students will learn safe responses to potential grooming.

Includes: Slideshow Presentation .PPT

Fairy Tales with a 21st Century Twist - The Story of Little Red [Ages 8-11 (US Gr. 3-6)] OCC

Students explore online safety issues through the Story of Little Red. Students discuss their understanding of online friendships and predators.

→ Module: Online Creativity & Ownership

Grade 4 Intellectual Property UNIT [Age 9 (US Gr. 4)] OCO

Students learn how to ethically use intellectual property found online.

Includes: 2 Webpage Activity HTML ZIP Files

Unit of 4 lessons:

Intellectual Property OCO

Vocabulary Review OCO

Introduction to Piracy OCO

Cite Your Source Responsibly OCO

Fairy Tales with a 21st Century Twist - Goldy Locks and the Three Bears: Understanding Intellectual Property, Copyright and Plagiarism [Ages 8-11 (US Gr. 3-6)] OCO

Goldy Locks comes to terms with intellectual property, copyright and plagiarism. Students learn from her story.

→ Module: 21st Century Media Literacy

App-titude: Understanding Basic Code [Age 8-9 (US Gr. 3-4)] CML

Through age-appropriate “coding” activities, students will be able to visualize and understand security and privacy issues involved in downloading apps.

E-Rate

→ Module: Appropriate Online Behavior

Keeping it Personal [Age 9 (US Gr. 4) AOB] ER

The terms profile and personal information are presented in the personal safety lesson. Students are taught to identify personal information, and understand that posting personal information online can be unsafe.

Citizenship in Digital Communication [Ages 8-9 (US Gr. 3-4) AOB] ER

This lesson introduces the concept that the Internet is part of an online community which necessitates certain safety rules on the part of participants and cyber citizenship.

Text Messaging: A Major Misunderstanding (Digital) [Ages 8-10 (US Gr. 3-5) AOB] ER

The Sock Puppet Nation comic “A Major Misunderstanding” illustrates how a text message conversation can quickly unravel without the aid of non-verbal cues like tone-of-voice and body language to interpret the meaning of words and phrases. Students study the dialogue between two characters in the story to learn about the benefits and drawbacks of text messaging.

Includes: Coordinating Digital Lesson/Story
Printable Activity Pages
Teacher Guide



Module: Cyber Bullying

Coy and the Cyber Bully Sock Squad (Digital) [Ages 8-10 (US Gr. 3-5) CB] ER

The Sock Puppet Nation comic “Coy and the Cyber Bully Sock Squad” illustrates cyber bullying tactics, impact, and reinforces the importance of standing up for others. Students learn about cyber bullying response and write the resolution to the Sock Puppet Nation comic.

Includes: Coordinating Digital Lesson/Story
 Printable Activity Pages
 Teacher Guide

Cyber Bullying [Age 9 (US Gr. 4) CB] ER

Students contrast cyber bullying with online kindness. They practice netiquette and appropriate responses to messages, and identify resources.

Cyber Bully Sense: CCSS Model-Aligned Series [Ages 8-10 (US Gr. 3-5) CB] ER

Students learn about cyber bullying roles (victim, bully, bystander, upstander), and discuss various solutions to reduce bullying. They then compose and act out scenarios through their sock puppet alter egos.

Fairy Tales with a 21st Century Twist - Uma Duck a.k.a. UGLY [Ages 8-11 (US Gr. 3-6) CB] ER

Through the story “Uma Duck a.k.a. UGLY,” students learn about cyber bullying and the potential advantages of online networking.



Module: Social Networking & Chat Rooms

NEW

Skooter and the Social Network (Digital) [Ages 8-10 (US Gr. 3-5) SN] ER

Skooter joins a social network for the first time. Through this interactive comic, students learn to make responsible choices related to parent permission, community guidelines, privacy, information security and digital drama.

Includes: Coordinating Digital Lesson/Story
 Printable Activity Pages
 Teacher Guide

Safe Social Networking Strategies: TWITTER as a Learning Tool for the K-8 Classroom [Ages 5-13 (US Gr. K-8) SN] ER

When used as an integral part of the classroom protocol and routine, Twitter can offer unique and meaningful learning opportunities that model responsible use of social media, and improve communication between teacher, parents and students.

Music and Movement: Chat [Ages 8-9 (US Gr. 3-4) SN] ER

As part of ISAFE's Music and Movement series of lessons, students will have fun moving to the song, "Chat," and will gain an understanding of a basic Internet safety concept – to be safe and responsible when using online chats. Students will understand that being responsible when chatting and instant messaging includes knowing how to make safe choices about with whom they chat and what they say.

Includes: Music File .MP3
 Video File .WMV

Inappropriate Web Sites [Ages 8-10 (US Gr. 3-5) SN] ER

This lesson introduces the concept that the Internet is part of an online community with appropriate and inappropriate places.

Safeguards in Social Networking for School-Age Children: Identifying Safe Sites [Ages 8-10 (US Gr. 3-5) SN] ER

This lesson explores social networking sites for elementary-age children. Students will age-appropriately learn about legal safeguards for youth online, and will recognize basic techniques that the safest sites use to provide safe online experiences.

Text Messaging Safety [Ages 8-11 (US Gr. 3-6) SN] ER

This lesson introduces text messaging and its associated safety strategies (including cell phones).

5th Grade

Library of 85 Lessons



Module: Digital Communication & Citizenship

Cyber Community Citizenship [Age 10 (US Gr. 5)] DCC

Students will develop a comprehensive understanding of the concept of community and its application to the Internet. Student activities include the creation of a map/poster of places in community, and a comparison of physical and online community.

Includes: Webpage Activity HTML ZIP File
 Activity pages in Spanish

Integrated Literacy and Learning – Cyber Safety Focus: Digital Communication and Citizenship CCSS Model-Aligned Series [Age 10 (US Gr. 5)] DCC

This ISAFE CCSS model-aligned lesson provides a review of e-Safety through citizenship accomplished with specific activities and implementation suggestions that align to grade-specific Common Core State Standards in English Language Arts.

Activity to Reinforce a Positive Digital-Age Culture [Ages 6-10 (US Gr. 1-5)] DCC

This activity-based lesson reinforces understanding of a wide variety of e-Safety topics. Students demonstrate their knowledge by developing statements that communicate a safe response to online issues.

Digital Citizenship Review [Ages 8-10 (US Gr. 3-5)] DCC

Students review e-Safety and security concepts, and then showcase their knowledge of digital citizenship and literacy by composing a song and performing a recital using sock puppets.

Textiquette Basics [Ages 10-12 (US Gr. 5-7)] DCC

Students will learn social manners for using mobile devices and etiquette for cell phone messaging (textiquette), and will understand appropriate versus inappropriate text messaging behaviors.

Includes: Slideshow Presentation .PPT

Negative Networking: A Look at Gangs Online [Ages 10-13 (US Gr. 5-8)] DCC

Students develop an understanding of unfavorable ways the Internet can be used such as its use by gangs to network, and the negative impact it has on society.

Includes: Activity pages in Spanish

UNIT: Our Cultural Awareness Series 1: Hawaii [Ages 10-13 (Grades 5-8)] DCC

This lesson takes a cultural approach to online safety.

Includes: “Ma Ka Punaiwele” Music File .MP3

Unit of 3 lessons:

Hawaii Cultural 1 – Our Cultural Awareness and Cyber Safety Issues of Respect – Ho’ihi **DCC**

Hawaii Cultural 2 – Our Cultural Awareness and Cyber Safety Worlds of Friendship **DCC**

Hawaii Cultural 3 – Our Cultural Awareness and Cyber Safety Making Connections **DCC**



Module: Digital Safety

Protecting Personal Information [Ages 10-11 (US Gr. 5-6)] DS

Students will learn how to be aware of the types of personal information they are revealing so they can more safely interact online.

Choosing Safe Screen Names and Passwords [Ages 10-11 (US Gr. 5-6)] DS

Students will understand that information revealed online, such as in screen names and passwords, can be used in inappropriate ways by others.

Online Shopping Risks [Ages 10-13 (US Gr. 5-8)] DS

Investigates safety and security issues surrounding online shopping.

Substance Abuse Issues in an Online Culture (Workbook) UNIT [Ages 10-13 (US Gr. 5-8)] DS

Students will learn the effects of online peer pressure and how drug companies market online, information on the underground network and associated risks. **NOTE:** The lessons in this unit are the same lessons in the unit for grades 9-12 but the activities associated with these lessons are different and are age appropriate for grades 5-8.

Includes: Teacher’s Guide (Workbook)
Student Workbook

Unit of 7 lessons:

Understanding Substance Abuse Concerns **DS**

Sorting it Out: Misuse of Prescription Drugs and OTCs **DS**

Medical and Pharmaceutical Information Online **DS**

Peer Pressure Online **DS**

Online Advertising **DS**

The Online Drug Culture and Social Networking **DS**

Enrichment Activity – Wrap it Up! **DS**

Cell Phone UNIT [Ages 10-13 (US Gr. 5-8)] DS

Students will learn about risks associated with cell phone use such as sexting, cell harassment, responsible use, etc.

Unit of 7 lessons:

Cell Phone Basics **DS**

Cell Phone Safety – Text Messaging **DS**

Cell Phone Safety – Cell Phone Photos/Sexting **DS**

Cell Phone Safety – Harassment **DS**

Cell Phones and Mobility **DS**

Cell Phones and School – School Considerations/Cheating **DS**

Wrap Up and Review **DS**

Acceptable Use Policies UNIT [Ages 5-9 (US Gr. K-5)] DS

Students become familiar with an Acceptable Use Policy and the rules associated with computer use. Lesson is designed to encourage familiarity with the school's Acceptable Use Policy.

Unit of 3 activities/lessons:

Create a Poster **DS**

Create a Brochure **DS**

Create a Pledge **DS**



Module: Digital Security Skills & Practices

Computer Security Basics [Age 10 (US Gr. 5)] DSS

Through discussion and activities, students will develop an understanding of the vocabulary terms malware and malicious code, proper e-mail protocol and the necessity of using caution when opening e-mail to protect computer security.

Includes: Webpage Activity HTML ZIP File

Activity: How Malicious Code Spreads [Age 10 (US Gr. 5)] DSS

Students participate in a fun game to learn how malicious code spreads.

Build a Bulletin Board About Cyber Security [Ages 5-10 (US Gr. K-5)] DSS

As an Empowerment Activity, students create a bulletin board to reflect their knowledge of cyber security.

Spam, Scams, and Phishing [Ages 8-10 (US Gr. 3-5)] DSS

This lesson focuses on safety issues brought about by responses to risky e-mails, and age-appropriately addresses the actual security risks associated with these types of messages and associated safety rules.

Includes: Activity pages in Spanish

Fairy Tales with a 21st Century Twist - Henny Penny: Spam, Scams and Other E-mail Disasters [Ages 8-11 (US Gr. 3-6)] DSS

Henny Penny thinks the sky is falling because of what she receives in her inbox. Through her story, students learn about security risks associated with e-mail.

Fairy Tales with a 21st Century Twist [Ages 8-11 (US Gr. 3-6)] DSS

The Pig Family story examines cyber security issues.

Risks of Spyware [Ages 10-11 (US Gr. 5-6)] DSS

Review the security risks associated with downloading items online; develop understanding of the term spyware, the types of programs it applies to, and how it can compromise personal information.

→ Module: Online Contacts & Connections

Cyber Predator Protection [Ages 8-10 (US Gr. 3-5)] OCC

This lesson introduces students to the general concept of predators, and compares the offline grooming process to online safety issues. Students will learn safe responses to potential grooming.

Includes: Slideshow Presentation .PPT

Identifying Online Predators [Age 10 (US Gr. 5)] OCC

Through this PowerPoint lesson, students investigate and identify key concepts associated with responsible and safe online interaction. They focus on issues associated with Internet predators including key characteristics of suspicious online communication, the grooming process and proactive techniques to reduce risk.

Includes: Slideshow Presentation .PPT
Activity pages in Spanish

Fairy Tales with a 21st Century Twist [Ages 8-11 (US Gr. 3-6)] OCC

Students explore online safety issues through the Story of Little Red. They discuss their understanding of online friendships and predators.

→ Module: Online Creativity & Ownership

Fairy Tales with a 21st Century Twist - Goldy Locks and the Three Bears: Understanding Intellectual Property, Copyright and Plagiarism [Ages 8-11 (US Gr. 3-6)] OCO

Goldy Locks comes to terms with intellectual property, copyright and plagiarism. Students learn from her story.

Intellectual Property UNIT – Featuring Donny the Downloader [Age 10 (US Gr. 5)] OCO

Students develop an understanding of the concept of intellectual property and responsible use through student activities that include a cartoon featuring Donny the Downloader, an i-Buddy hangman game, and the development and broadcast of a Public Service Announcement.

Includes: Video File .WMV
Slideshow Presentation .PPT
Web-Based Game HTML ZIP File

Unit of 6 lessons (plus activities and games):

Intellectual Property has Value OCO

Intellectual Property Vocabulary Practice OCO

Piracy Primer OCO

Plagiarism Essentials OCO

Cite Your Sources OCO

Let's Talk About Intellectual Property (PowerPoint Lesson) OCO



Module: 21st Century Media Literacy

Digital Literacy Connections: Webcams in Our World [Ages 10-11 (US Gr. 5-6)] CML

This lesson connects the benefits of webcams with digital literacy skills.

App-titude: Understanding Basic Code [Age 10-12 (US Gr. 5-7)] CML

Through age-appropriate “coding” activities, students will be able to visualize and understand security and privacy issues involved in downloading apps.

Current Events: Media and Society [Ages 10-13 (US Gr. 5-8)] CML

This current events lesson covers topics associated with media literacy in conjunction with election year media coverage. Students will develop an awareness of how media affects current events and societal perceptions, and how candidates use this to their advantage. In addition, students learn how to discern fact from opinion.

Introduction to Media Literacy [Ages 10-13 (US Gr. 5-8)] CML

Students will understand the term “media literacy,” identify types of media involved and understand the importance of media literacy.

The Power of Media [Ages 10-13 (US Gr. 5-8)] CML

Students will learn about the media’s power and influence to change perceptions and behaviors and how youth can utilize the media to make a difference in issues that matter to them.

Web Site Validity and Reliability [Ages 10-13 (US Gr. 5-8)] CML

Students will understand the term validity, the right to freedom of speech and how online resources are not always well-balanced and fair.

Successful Searches for Better Digital Literacy [Age 10-13 (US Gr. 5-8)] CML

For students in today’s digital age, the first stop for research or information is often the Internet. However, developing an effective search query and then selecting productive search results can be difficult for them. This lesson guides students to conduct the best possible search for relevant and valid information when using the Internet as a resource tool.

E-Rate



Module: Appropriate Online Behavior

Grade 5 Online Personal Safety UNIT [Age 10 (US Gr. 5) AOB] ER

This Sock Puppet Nation themed unit is comprised of five lessons; each with a coordinating PowerPoint. Each lesson, PowerPoint and student resource page is separated by lesson for use in an online learning environment. Each lesson build towards a culminating project: students create a plan for a safe Sock Puppet Nation-themed online community for people under age 13.

Includes: 6 Slideshow Presentations .PPT

Unit of 5 lessons:**Introduction to Online Personal Safety AOB**

Students engage in dialogue about their experience in various online communities and discuss the role of parental supervision.

Safe and Secure: Choosing a Safe Screen Name AOB

Students will understand the importance of protecting online identity by engaging in class discussion about personal information and practice creating safe screen names.

Safe and Secure: Creating a Strong Password AOB

Students will understand the risks of having a weak password. Class discussion and practice activities enable students to create strong passwords to protect themselves from cyber bullying, identity theft and online predators.

Online Safety Rights and Responsibilities AOB

Students will understand the relationship between online privacy and personal safety through participating in class discussion about age requirements. An exploration of online registration forms and profiles reinforces the importance of following age requirements (COPPA) and protecting online identity. Students create a safe and secure online profile for their Sock Puppet Nation project.

Grade 5 Personal Safety Tips: Safe Communication Skills AOB

Review: Students learn how to safeguard their identities, protect their personal safety, and take action when contacted by an inappropriate and unsafe person online. The culminating project is developed upon completion of the unit.

Text Messaging: A Major Misunderstanding (Digital) [Ages 8-10 (US Gr. 3-5) AOB] ER

The Sock Puppet Nation comic “A Major Misunderstanding” illustrates how a text message conversation can quickly unravel without the aid of non-verbal cues like tone-of-voice and body language to interpret the meaning of words and phrases. Students study the dialogue between two characters in the story to learn about the benefits and drawbacks of text messaging.

Includes: Coordinating Digital Lesson/Story
 Printable Activity Pages
 Teacher Guide



Module: Cyber Bullying

Coy and the Cyber Bully Sock Squad (Digital) [Ages 8-10 (US Gr. 3-5) CB] ER

The Sock Puppet Nation comic “Coy and the Cyber Bully Sock Squad” illustrates cyber bullying tactics, impact, and reinforces the importance of standing up for others. Students learn about cyber bullying response and write the resolution to the Sock Puppet Nation comic.

Includes: Coordinating Digital Lesson/Story
 Printable Activity Pages
 Teacher Guide

Grade 5: Cyber Bullying [Age 10 (US Gr. 5) CB] ER

Students investigate and identify key concepts associated with cyber bullying, and learn prevention strategies. As an Empowerment Activity, students develop and launch an awareness campaign on campus. They provide the student body with information about cyber bullying.

Cyber Bullying: The Basics, Players and Action CCSS Model-Aligned Series [Age 10 (US Gr. 5) CB] ER

Students recognize how bystanders and upstanders can have an impact on a bully and the victim, and create their own action plans to proactively defuse bullying situations.

Series of 3 lessons:

Bullying and Cyber Bullying: The Basics CB

Cyber Bullying: The Players CB

Action Against Cyber Bullying CB

Cyber Bully Sense: CCSS Model-Aligned Series [Ages 8-10 (US Gr. 3-5) CB] ER

Students learn about the cyber bullying roles (victim, bully, bystander, upstander), discuss various solutions to reduce bullying, and compose scenarios to act out through their sock puppet alter egos.

Fairy Tales with a 21st Century Uma Duck a.k.a. UGLY [Ages 8-11 (US Gr. 3-6) CB] ER

Through the story “Uma Duck a.k.a. UGLY,” students learn about cyber bullying and the potential advantages of online networking.



Module: Social Networking & Chat Rooms

NEW

Skooter and the Social Network (Digital) [Ages 8-10 (US Gr. 3-5) SN] ER

Skooter joins a social network for the first time. Through this interactive comic, students learn to make responsible choices related to parent permission, community guidelines, privacy, information security and digital drama.

Includes: Coordinating Digital Lesson/Story
 Printable Activity Pages
 Teacher Guide

Inappropriate Web Sites [Ages 8-10 (US Gr. 3-5) SN] ER

This lesson introduces the concept that the Internet is part of an online community with appropriate and inappropriate places.

Safe Social Networking Strategies: TWITTER as a Learning Tool for the K-8 Classroom [Ages 5-13 (US Gr. K-8) SN] ER

When used as an integral part of the classroom protocol and routine, Twitter can offer unique and meaningful learning opportunities that model responsible use of social media, and improve communication between teacher, parents and students.

Safeguards in Social Networking for School-Age Children: Identifying Safe Sites [Ages 8-10 (US Gr. 3-5) SN] ER

This lesson explores social networking sites for elementary-age children. Students will age-appropriately learn about legal safeguards for youth online, and will recognize basic techniques that the safest sites use to provide safe online experiences.

Text Messaging Safety [Ages 8-11 (US Gr. 3-6) SN] ER

This lesson introduces text messaging and its associated safety strategies (including cell phones).

Online Sharing and Intellectual Property [Ages 10-11 (US Gr. 5-6) SN] ER

Through the character Donny the Downloader, students gain an understanding of intellectual property rights as they apply to social networking activity.

Safe Web Site Design [Ages 10-13 (US Gr. 5-8) SN] ER

Students develop a comprehensive understanding of safety tips to remember when designing and building their own Web sites.

Includes: Slideshow Presentation .PPT
 Webpage Activity HTML ZIP File
 Activity page in Spanish

Social Networking in Online Communities [Ages 10-13 (US Gr. 5-8) SN] ER

Students investigate social networking sites, develop safety strategies and identify positive uses for these technologies.

Identity Safety UNIT [Ages 10-13 (US Gr. 5-8) SN] ER

Students examine the components of an online identity and determine how an online identity forms

Unit of 3 lessons:

Forming an Identity Online SN

When Online Identity Mistakes are Safety Risks SN

From Identity Mistakes to Security Risks SN

Web Logs: A Positive Approach to Blogging [Ages 10-13 (US Gr. 5-8) SN] ER

Students define the term blog. They identify safety issues and apply safety tips in the creation of their own blog.

Includes: Slideshow Presentation .PPT

6th Grade

Library of 99 Lessons



Module: Digital Communication & Citizenship

Cyber Community Citizenship [Age 11 (US Gr. 6)] DCC

Students will develop a comprehensive understanding of the concept of community and its application to the Internet. Student activities include: class discussion, venn diagram activity and creation of posters.

Includes: Slideshow Presentation .PPT
Webpage Activity HTML ZIP File
Activity pages in Spanish

Textiquette Basics [Ages 10-12 (US Gr. 5-7)] DCC

Students will learn social manners for using mobile devices and etiquette for cell phone messaging (textiquette), and will understand appropriate versus inappropriate text messaging behaviors.

Includes: Slideshow Presentation .PPT

Negative Networking: A Look at Gangs Online [Ages 10-13 (US Gr. 5-8)] DCC

Students develop an understanding of unfavorable ways the Internet can be used, such as its use by gangs to network, and the negative impact it has on society.

Includes: Activity pages in Spanish

UNIT: Our Cultural Awareness Series 1: Hawaii [Ages 10-13 (Grades 5-8)] DCC

This lesson takes a cultural approach to online safety.

Includes: "Ma Ka Punaiwele" Music File .MP3

Unit of 3 lessons:

Hawaii Cultural 1 – Our Cultural Awareness and Cyber Safety Issues of Respect – Ho'ihi DCC

Hawaii Cultural 2 – Our Cultural Awareness and Cyber Safety Worlds of Friendship DCC

Hawaii Cultural 3 – Our Cultural Awareness and Cyber Safety Making Connections DCC

Roles on the Internet [Ages 11-13 (US Gr. 6-8)] DCC

Individuals engage digital media activities in many different capacities or roles (e.g., observer, creator, shopper, researcher, worker, gamer, consumer, explorer, friend, messenger, etc.). Community, whether digital or physical, always delimits the character and boundaries of our actions and interactions. Students will identify various online roles, describe how these roles were performed prior to the creation of the Internet, and discuss how citizenship is a necessary component of civil community online.

Safety on Online Gaming [Ages 11-18 (US Gr. 6-12)] DCC

Students will understand the safety and security risks associated with online gaming, and develop an action plan to inform others how to play online safely.



Module: Digital Safety

Protecting Personal Information [Ages 10-11 (US Gr. 5-6)] DS

Students will learn how to be aware of the types of personal information they are revealing so they can more safely interact online.

Choosing Safe Screen Names and Passwords [Ages 10-11 (US Gr. 5-6)] DS

Students will understand that information revealed online, such as in screen names and passwords, can be used in inappropriate ways by others.

Substance Abuse Issues in an Online Culture (Workbook) [Ages 10-13 (US Gr. 5-8)] DS

Students will learn the effects of online peer pressure and how drug companies market online, information on the underground network and associated risks.

NOTE: The lessons are the same as for grades 9-12 but these activities are age appropriate for grades 5-8.

Includes: Teacher's Guide (Workbook)
Student Workbook

Unit of 7 lessons:

- Understanding Substance Abuse Concerns DS
- Sorting it Out: Misuse of Prescription Drugs and OTCs DS
- Medical and Pharmaceutical Information Online DS
- Peer Pressure Online DS
- Online Advertising DS
- The Online Drug Culture and Social Networking DS
- Enrichment Activity – Wrap it Up! DS

Online Shopping Risks [Ages 10-13 (US Gr. 5-8)] DS

This lesson investigates safety and security issues surrounding online shopping.

Cell Phone UNIT [Ages 10-13 (US Gr. 5-8)] DS

Students will learn about risks associated with cell phone use such as sexting, cell harassment, responsible use, etc.

Unit of 7 lessons:

- Cell Phone Basics DS
- Cell Phone Safety – Text Messaging DS
- Cell Phone Safety – Cell Phone Photos/Sexting DS
- Cell Phone Safety – Harassment DS
- Cell Phones and Mobility DS
- Cell Phones and School – School Considerations/Cheating DS
- Wrap Up and Review DS

Acceptable Use Policies UNIT [Ages 10-17 (US Gr. 6-12)] DS

Students become familiar with their school's Acceptable Use Policy, through a variety of projects.

Unit of 5 lessons and activities:

Create a Poster **DS**

Create a Brochure **DS**

Create a Pledge (school or class) **DS**

Know Your Code of Conduct **DS**

Learn About Acceptable Use Policies (AUP) **DS**

Legal Trends in Cyber Safety and Security [Ages 11-13 (US Gr. 6-8)] DS

Students investigate legal trends concerning the Internet including cyber bullying, online predation, cyber security and intellectual property theft. They then take action to affect real-world change.

**Module: Digital Security Skills & Practices****Cyber Security UNIT [Age 11 (US Gr. 6)] DSS**

Through discussion and interactive activities, students will better understand how to protect their computer security.

Includes: Slideshow Presentation .PPT
Webpage Activity HTML ZIP File

Unit of 4 lessons:

Cyber Security and E-mail Protocol **DSS**

Risks of Spyware **DSS**

Spam Scams **DSS**

Cyber Security Review (PowerPoint Lesson) **DSS**

Integrated Literacy and Learning – Cyber Safety Focus: Action Against Malware CCSS Model-Aligned Series [Age 11 (US Gr. 6)] DSS

This ISAFE CCSS model-aligned lesson provides a review of digital security accomplished with specific activities and implementation suggestions that align to grade-specific Common Core State Standards in English Language Arts.

Fairy Tales with a 21st Century Twist - Henny Penny: Spam, Scams and Other E-mail Disasters [Ages 8-11 (US Gr. 3-6)] DSS

Henny Penny thinks the sky is falling because of what she receives in her inbox. Through her story, students learn about security risks associated with e-mail.

Fairy Tales with a 21st Century Twist - The Pig Family [Ages 8-11 (US Gr. 3-6)] DSS

Three siblings face a cyber security threat, but only one member of the Pig family is prepared. Students come to understand the importance of installing security software on their devices.

Risks of Spyware [Ages 10-11 (US Gr. 5-6)] DSS

Students review the security risks associated with downloading items online. They develop understanding of the term spyware, the types of programs it applies to, and how it can compromise personal information.



Module: Online Contacts & Connections

Identifying Online Predators [Age 11 (US Gr. 6)] OCC

Through this PowerPoint lesson, students investigate and identify key concepts associated with responsible and safe online interaction. They focus on issues associated with Internet predators including key characteristics of suspicious online communication, the grooming process and proactive techniques to reduce risk.

Includes: Slideshow Presentation .PPT
Activity pages in Spanish

Fairy Tales with a 21st Century Twist - The Story of Little Red [Ages 8-11 (US Gr. 3-6)] OCC

Students explore online safety issues through the Story of Little Red. They discuss their understanding of online friendships and predators.

Avoiding Online Predators [Ages 11-13 (US Gr. 6-8)] OCC

This PowerPoint lesson introduces students to the grooming process.

Includes: Slideshow Presentation .PPT



Module: Online Creativity & Ownership

Intellectual Property Basics UNIT – Featuring Donny the Downloader [Age 11(US Gr.6)] OCO

Students will engage in activities that will enable them to: make a distinction between tangible property and intellectual property; identify copyrighted materials as tangible works that are protected from being copied, distributed, performed, or changed without the creator's/or owner's permission; relate the concepts of intellectual property to relevant available online materials such as music, videos and software; create slogans to inform others about what students have learned.

Includes: Webpage Activity HTML ZIP File
2 Slideshow Presentations .PPT
Activity page in Spanish

Unit of 6 lessons:

Intellectual Property Basics with Donny the Downloader OCO

Music Makers – Unknown Victims OCO

Plagiarism and the World Wide Web OCO

Cite Your Sources OCO

Let's Talk About Intellectual Property (PowerPoint Lesson) OCO

Donny the Downloader on All About Piracy PowerPoint (PowerPoint Lesson) OCO

Goldy Locks and the Three Bears – Understanding Intellectual Property, Copyright and Plagiarism [Ages 8-11 (US Gr. 3-6)] OCO

As part of ISAFE's Fairy Tales with a Twist series, Goldy Locks comes to terms with the concepts of intellectual property and plagiarism. Students learn from her story.



Module: 21st Century Media Literacy

Digital Literacy Connections: Webcams in Our World [Ages 10-11 (US Gr. 5-6)] CML

This lesson connects the benefits of webcams with digital literacy skills.

App-titude: Understanding Basic Code [Age 10-12 (US Gr. 5-7)] CML

Through age-appropriate “coding” activities, students will be able to visualize and understand security and privacy issues involved in downloading apps.

Current Events: Media and Society [Ages 10-13 (US Gr. 5-8)] CML

This current events lesson covers topics associated with media literacy in conjunction with election year media coverage. Students will develop an awareness of how media affects current events and societal perceptions, and how candidates use this to their advantage. In addition, students learn how to discern fact from opinion.

Introduction to Media Literacy [Ages 10-13 (US Gr. 5-8)] CML

Students will understand the term “media literacy,” identify types of media involved and understand the importance of media literacy.

The Power of Media [Ages 10-13 (US Gr. 5-8)] CML

Students will learn about the media’s power and influence to change perceptions and behaviors and how youth can utilize the media to make a difference in issues that matter to them.

Web Site Validity and Reliability [Ages 10-13 (US Gr. 5-8)] CML

Learners will understand the term validity, the right to freedom of speech and how online resources are not always well-balanced and fair.

Successful Searches for Better Digital Literacy [Age 10-13 (US Gr. 5-8)] CML

For students in today’s digital age, the first stop for research or information is often the Internet. However, developing an effective search query and then selecting productive search results can be difficult for them. This lesson guides students to conduct the best possible search for relevant and valid information when using the Internet as a resource tool.

App-titude: Evaluating Apps for Education [Age 11-13 (US Gr. 6-8)] CML

Students will practice metacognition (thinking about how they are thinking) in order to arrive at an intelligently constructed evaluation of apps.

Technology Foundations Series: Converting Analog to Digital [Ages 11-13 (US Gr. 6-8)] CML

The Technology Foundations Series teaches students to examine technology and innovation within the broader theme of time, continuity and change. In this lesson, students learn about the concepts of invention and innovation. They conduct interviews with adults who have been impacted by the evolution of technology.

Technology Foundations Series: Innovation through the 20th Century [Ages 11-13 (US Gr. 6-8)] CML

The Technology Foundations Series teaches students to examine technology and innovation within the broader theme of time, continuity and change. In this lesson, technological innovation is explored. Students “reverse engineer” current products to learn the creative thinking process behind all the changes and evolution.

Internet Safety and Security: Learning through Literacy CCSS Model-Aligned Series UNIT [Age 11-13 (US Gr. 6-8)] CML

This unit provides focus for developing essential literacy skills. The format of this unit enhances critical thinking, and promotes learning about Internet safety and security.

Unit of 4 lessons:

Janice and Maria – A Bullying Story CML

Katie – A Cyber Predator Story CML

Mark – A Computer Virus Story CML

Culminating Activity CML

Module: ICT Outreach & Empowerment

Integrated Math and Internet Safety UNIT [Ages 11-13 (US Gr. 6-8)] IOE

Unit of 4 lessons:

Introduction to Graphing with Internet Safety IOE

Students develop their understanding of online risks through a math-themed lesson aimed at teaching basic graphing skills. Students practice making bar graphs.

More Graphing with Internet Safety IOE

Students will continue developing their understanding of online risks through a math-themed lesson aimed at using graphing skills. Students will learn three basic graph types along with their primary functions: line graph, bar graph and circle graph.

Survey and Statistics with Internet Safety IOE

Students will continue developing their understanding of online risks (specifically cyber bullying) through a math-themed lesson aimed at teaching basic survey and statistic skills. New vocabulary will be introduced, including mode, median, mean, outliers, and range.

Statistics and Algebraic Equations with Internet Safety IOE

Students review information on predator awareness while developing a comprehensive understanding of basic algebra terms and concepts. Concepts are taught in comparison to Internet safety themes. Students will practice building equations in relation to word problems.

E-Rate

Module: Appropriate Online Behavior

Grade 6 Online Personal Safety UNIT [Age 11 (US Gr. 6) AOB] ER

Empower students through iDrive. This unit is comprised of five lessons with coordinating PowerPoints. Each lesson, PowerPoint and student resource page is separated by lesson for use in an online learning environment. Each lesson build towards the culminating project: students complete one of several iDrive Empowerment Activities.

Includes: 5 Slideshow Presentations .PPT

Unit of 5 lessons:**Introduction to Online Personal Safety AOB**

Students engage in dialogue about their experience in various online communities, and discuss the role of parental supervision.

Protecting Online Identity AOB

Students will understand the importance of protecting their identity, and practice creating safe screen names. Students consider the pros and cons of online anonymity.

Safeguarding Online Accounts AOB

Students will understand the threats to their online security and safety, and practice creating strong passwords.

Safe Communication Skills AOB

Students investigate the tactics of unknown online contacts. A scenario illustrates how an unsafe online contact can gather information and interact with individuals to lure them into unsafe situations.

Online Safety Review and Action AOB

Students demonstrate their knowledge, skills, and understanding about protecting personal safety, and complete an iDrive Empowerment Activity.

ConTEXTual Cues (Digital) [Ages 11-13 (US Gr. 6-8) AOB] ER

This interactive lesson underscores the importance of being mindful while using text messages to communicate. Given three scenarios, students analyze the context of the conversation, find key details in the text, draw inferences, and draft an appropriate response.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Real World Issues for Debate [Age 11-13 (US Gr. 6-8) AOB] ER

This interdisciplinary unit provides educators with a flexible framework for debate. The purpose of the debate unit is to afford students the opportunity to engage in the dynamic challenge of forming an opinion on e-Safety issues based on evidence and reason, articulating their position and persuading an audience.

**Module: Cyber Bullying****NEW****Understanding the Cycle: Cyber Bullying Recognition (Digital) [Ages 11-13 (US Gr. 6-8) CB] ER**

Students learn to recognize the attitudes and actions that trigger the cycle of cyber bullying. They identify the characteristics of bullying behavior, the roles of the parties involved in a cyber-bullying situation, and the features of technology that enable the negative cycle of cyber bullying to occur.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Grade 6: Cyber Bullying [Age 11 (US Gr. 6) CB] ER

Students investigate and identify key concepts associated with cyber bullying and netiquette including an expansion of definitions and discussion of motivations of bullies.

Includes: Slideshow Presentation .PPT

Cyber Bullying is No Joke CCSS Model-Aligned SERIES [Age 11 (US Gr. 6) CB] ER

Students commonly excuse their bullying by saying “it’s only a joke.” This series of lessons helps them understand the difference between humorous and hurtful as well as steps that victims can take to make an action plan against cyber bullying.

Series of 3 lessons:

Cyber Bullying is No Joke CB

Upstanders Take Action CB

Action Plans Against Cyber Bullying CB

Fairy Tales with a 21st Century Twist - Uma Duck a.k.a. UGLY [Ages 8-11 (US Gr. 3-6) CB] ER

Through the story “Uma Duck a.k.a. UGLY,” students learn about cyber bullying and the potential advantages of online networking.

Video Webcast Lesson – Cyber Harassment: Online Bullying and Stalking [Ages 11-17 (US Gr. 6-8) CB] ER

Students investigate online harassment issues; define bullying and stalking as they apply to the Internet; examine rules, laws and consequences of online harassment; view and discuss the Ryan Halligan story.



Module: Social Networking & Chat Rooms

NEW

UNIT - SMART Social Media (Digital) [Ages 11-13 (US Gr. 6-8) SN] ER

Students examine the opportunities and challenges that arise from adopting social media into their everyday lives. They practice making SMART choices, and use what they have learned to create personal guidelines for responsible use of technology. SMART stands for safe, mindful, appropriate, and responsible use of technology.

Includes: Coordinating Interactive Lesson
Printable Activity Pages
Teacher Guide

Unit of 5 lessons:

SMART Social Media: Safe SN

SMART Social Media: Mindful SN

SMART Social Media: Appropriate SN

SMART Social Media: Responsible SN

SMART Social Media: Technology SN

Safe Social Networking Strategies: TWITTER as a Learning Tool for the K-8 Classroom [Ages 5-13 (US Gr. K-8) SN] ER

When used as an integral part of the classroom protocol and routine, Twitter can offer unique and meaningful learning opportunities that model responsible use of social media, and improve communication between teacher, parents and students.

Text Messaging Safety [Ages 8-11 (US Gr. 3-6) SN] ER

This lesson introduces text messaging and its associated safety strategies (including cell phones).

Online Sharing and Intellectual Property [Ages 10-11 (US Gr. 5-6) SN] ER

Using the character Donny the Downloader, students gain an understanding of intellectual property rights as they apply to social networking activity.

Safe Web Site Design [Ages 10-13 (US Gr. 5-8) SN] ER

Students develop a comprehensive understanding of safety tips to remember when designing and building their own Web sites.

Includes: Slideshow Presentation .PPT
 Webpage Activity HTML ZIP File
 Activity page in Spanish

Social Networking in Online Communities [Ages 10-13 (US Gr. 5-8) SN] ER

Students investigate social networking sites, develop safety strategies and identify positive uses for these technologies.

Identity Safety UNIT [Ages 10-13 (US Gr. 5-8) SN] ER

Students examine the components of an online identity and determine how an online identity forms.

Unit of 3 lessons:

Forming an Identity Online SN

When Online Identity Mistakes are Safety Risks SN

From Identity Mistakes to Security Risks SN

Web Logs: A Positive Approach to Blogging [Ages 10-13 (US Gr. 5-8) SN] ER

The concepts of personal Web logs (blogging) and relevant safety issues are introduced.

Includes: Slideshow Presentation .PPT

Cyber Safety and Photo Management [Ages 11-13 (US Gr. 6-8) SN] ER

This lesson explores the safe management of personal photos in digital environments and through electronic devices. Students will understand potential negative consequences of posting photos in online, and develop guidelines to safely and responsibly manage photos while engaging in online activities.

Safeguards in Social Networking for School-Age Children: Alternatives to Facebook [Ages 11-13 (US Gr. 6-8) SN] ER

This lesson explores social networking alternatives for children who are too young for Facebook.

A Web 2.0 World [Ages 11-13 (US Gr. 6-8) SN] ER

Students examine the interactive Web and how to navigate it safely.

Your Digital Footprint [Ages 11-13 (US Gr. 6-8) SN] ER

Students will learn how they leave a digital footprint as they move through electronic environments, and understand how their actions impact their footprint online.

7th Grade

Library of 113 Lessons

Module: Digital Communication & Citizenship

Cyber Community Citizenship [Age 12 (US Gr. 7)] DCC

Students will develop a comprehensive understanding of the concept of community and its application to the Internet through class discussion, peer interviews, and statistic compilation and analysis.

Includes: Slideshow Presentation .PPT
Activity page in Spanish

Textiquette Basics [Ages 10-12 (US Gr. 5-7)] DCC

Students will learn social manners for using mobile devices and etiquette for cell phone messaging (textiquette), and will understand appropriate versus inappropriate text messaging behaviors.

Includes: Slideshow Presentation .PPT

Negative Networking: A Look at Gangs Online [Ages 10-13 (US Gr. 5-8)] DCC

Students develop an understanding of unfavorable ways the Internet can be used, such as its use by gangs to network, and the negative impact it has on society.

Includes: Activity pages in Spanish

UNIT: Our Cultural Awareness Series 1: Hawaii [Ages 10-13 (Grades 5-8)] DCC

This lesson takes a cultural approach to online safety.

Includes: "Ma Ka Punaiwele" Music File .MP3"

Unit of 3 lessons:

Hawaii Cultural 1 – Our Cultural Awareness and Cyber Safety Issues of Respect – Ho'ihi DCC

Hawaii Cultural 2 – Our Cultural Awareness and Cyber Safety Worlds of Friendship DCC

Hawaii Cultural 3 – Our Cultural Awareness and Cyber Safety Making Connections DCC

Roles on the Internet [Ages 11-13 (US Gr. 6-8)] DCC

Individuals engage digital media activities in many different capacities or roles (e.g., observer, creator, shopper, researcher, worker, gamer, consumer, explorer, friend, messenger, etc.). Community, whether digital or physical, always delimits the character and boundaries of our actions and interactions. Students will identify various online roles, describe how these roles were performed prior to the creation of the Internet, and discuss how citizenship is necessary component of civil community online.

Safety in Online Gaming [Ages 11-18 (US Gr. 6-12)] DCC

Students will understand the safety and security risks associated with online gaming and develop an action plan to inform others how to play online safely.



Module: Digital Safety

Online Shopping Risks [Ages 10-13 (US Gr. 5-8)] DS

This lesson investigates safety and security issues surrounding online shopping.

Substance Abuse Issues in an Online Culture (Workbook) UNIT [Ages 10-13 (US Gr. 5-8)] DS

Students will learn the effects of online peer pressure and how drug companies market online, information on the underground network and associated risks. **NOTE:** The lessons in this unit are the same lessons in the unit for grades 9-12 but the activities associated with these lessons are different and are age appropriate for grades 5-8.

Includes: Teacher's Guide (Workbook)
Student Workbook

Unit of 7 lessons:

- Understanding Substance Abuse Concerns **DS**
- Sorting it Out: Misuse of Prescription Drugs and OTCs **DS**
- Medical and Pharmaceutical Information Online **DS**
- Peer Pressure Online **DS**
- Online Advertising **DS**
- The Online Drug Culture and Social Networking **DS**
- Enrichment Activity – Wrap it Up! **DS**

Cell Phone UNIT [Ages 10-13 (US Gr. 5-8)] DS

Students will learn about risks associated with cell phone use such as sexting, cell harassment, responsible use, etc.

Unit of 7 lessons:

- Cell Phone Basics **DS**
- Cell Phone Safety – Text Messaging **DS**
- Cell Phone Safety – Cell Phone Photos/Sexting **DS**
- Cell Phone Safety – Harassment **DS**
- Cell Phones and Mobility **DS**
- Cell Phones and School – School Considerations/Cheating **DS**
- Wrap Up and Review **DS**

Acceptable Use Policies UNIT [Ages 10-17 (US Gr. 6-12)] DS

Students become familiar with their school's Acceptable Use Policy, through a variety of projects.

Unit of 5 lessons and activities:

- Create a Poster **DS**
- Create a Brochure **DS**
- Create a Pledge (school or class) **DS**
- Know Your Code of Conduct **DS**
- Learn About Acceptable Use Policies (AUP) **DS**

Legal Trends in Cyber Safety and Security [Ages 11-13 (US Gr. 6-8)] DS

Students investigate legal trends concerning the Internet including cyber bullying, online predation, cyber security and intellectual property theft. They then take action to affect real-world change.

Advanced Textiquette: Twitter Safety Strategies [Ages 12-17 (US Gr. 7-12)] DS

Students develop strategies to protect themselves while texting or communicating online, and specifically while using Twitter.

Includes: Slideshow Presentation .PPT

Digital Age Health Issues Mini-Lesson SERIES [Ages 12-17 (US Gr. 7-12)] DS

Students learn how health can be impacted from prolonged Internet use, and develop strategies to maintain a healthy lifestyle while using digital technologies.

Series of 7 lessons:

- Vision-Related Problems DS
- Headaches and Seizures DS
- Musculoskeletal Problems DS
- Sleep Problems, Münchausen DS
- Syndrome by Internet DS
- Cyberchondria – Internet-Induced Health Anxiety DS
- Addiction, Anxiety and Depression DS



Module: Digital Security Skills & Practices

Cyber Security UNIT [Age 12 (US Gr. 7)] DSS

Through discussion and the development and presentation of scenarios and skits, students will develop an understanding of malware issues. They will also understand the necessity of using caution when opening e-mail to protect computer security, and inform others about cyber security issues.

Includes: Slideshow Presentation .PPT
Webpage Activity HTML ZIP File

Unit of 5 lessons:

- Malware Issues DSS
- Acceptable Use Policies DSS
- Risks of Spyware DSS
- National Student Watch DSS
- Cyber Security Review (PowerPoint Lesson) DSS

Computer Security – Virus Recognition and Action [Ages 12-13 (US Gr. 7-8)] DSS

Students will develop a basic understanding of online security issues, and learn basic prevention and maintenance to prevent these security issues.

→ Module: Online Contacts & Connections

Grade 7 Identifying Online Predators [Age 12 (US Gr. 7)] OCC

Through this PowerPoint lesson, students investigate and identify key concepts associated with responsible and safe online interaction. They focus on issues associated with Internet predators including key characteristics of suspicious online communication, the grooming process, and proactive techniques to reduce risk.

Includes: Slideshow Presentation .PPT
Activity page in Spanish

Avoiding Online Predators [Ages 11-13 (US Gr. 6-8)] OCC

This PowerPoint lesson introduces students to the grooming process.

Includes: Slideshow Presentation .PPT

Developing Online Predator Awareness [Ages 12-13 (US Gr. 7-8)] OCC

Students develop an awareness of the grooming techniques used by predators. They demonstrate how to avoid online predators.

Examining the Risks: “Willing Participation” [Ages 12-13 (US Gr. 7-8)] OCC

Students investigate the concept of willing participation in online relationships with strangers.

Includes: Activity pages in Spanish

→ Module: Online Creativity & Ownership

Grade 7 Intellectual Property Basics UNIT – Featuring Donny the Downloader [Age 12 (US Gr. 7)] OCO

Includes: Webpage Activity HTML ZIP File
2 Slideshow Presentations .PPT

Unit of 6 lessons:

Understanding Intellectual Property OCO

Students learn the basics of intellectual property, copyright, etc.

Music Copyright in the Digital Age OCO

Students will understand how copyright laws apply to music made available online and be able to determine legal alternatives when using copyrighted music for school assignments and/or personal use.

Plagiarism and the World Wide Web OCO

Activities will enable students to define and identify how plagiarism occurs, understand the basic guidelines for use of intellectual property found on the Internet, and create simple rules or tips to serve as reminders of intellectual property responsibilities.

Peer-to-Peer Networking OCO

Students will identify legal and valid uses of peer-to-peer (P2P) networks, understand the basic consequences of P2P networking, research relevant information on P2P networks, and develop and broadcast a public service announcement or poem/jingle.

Let's Talk About Intellectual Property – Lesson Featuring Donny the Downloader (PowerPoint Lesson) **OCO**

Students lesson to review major concepts taught in the ISAFE Intellectual Property lessons. **Donny the Downloader on All About Piracy (PowerPoint Lesson) **OCO****

Students review piracy basics.

Module: 21st Century Media Literacy

Wise Use of Wikis [Ages 12-17 (US Gr. 7-12)] **CML**

Students learn about wikis and examine the role that wikis can play in the classroom and in educating others.

Informing with Infographics [Ages 12-17 (US Gr. 7-12)] **CML**

Students understand the value of displaying information visually by successfully creating their own infographics.

App-titude: Understanding and Using Apps [Ages 12-17 (US Gr. 7-12)] **CML**

Students gain an understanding of what an app is, and explore the safety and security issues surrounding the use of apps.

App-titude: Evaluating Apps for Education [Age 11-13 (US Gr. 6-8)] **CML**

Students will practice metacognition (thinking about how they are thinking) in order to arrive at an intelligently constructed evaluation of apps.

Current Events: Media and Society [Ages 10-13 (US Gr. 5-8)] **CML**

This current events lesson covers topics associated with media literacy in conjunction with election year media coverage. Students will develop an awareness of how media affects current events and societal perceptions, and how candidates use this to their advantage. In addition, students learn how to discern fact from opinion.

App-titude: Understanding Basic Code [Age 10-12 (US Gr. 5-7)] **CML**

Through age-appropriate “coding” activities, students will be able to visualize and understand security and privacy issues involved in downloading apps.

Introduction to Media Literacy [Ages 10-13 (US Gr. 5-8)] **CML**

Students will understand the term “media literacy,” identify types of media involved and understand the importance of media literacy.

The Power of Media [Ages 10-13 (US Gr. 5-8)] **CML**

Students will learn about the media’s power and influence to change perceptions and behaviors and how youth can utilize the media to make a difference in issues that matter to them.

Web Site Validity and Reliability [Ages 10-13 (US Gr. 5-8)] **CML**

Students will understand the term validity, the right to freedom of speech and how online resources are not always well-balanced and fair.

Technology Foundations Series: Converting Analog to Digital [Ages 11-13 (US Gr. 6-8)] CML

The Technology Foundations Series teaches students to examine technology and innovation within the broader theme of time, continuity and change. In this lesson, students learn about the concepts of invention and innovation. They conduct interviews with adults who have been impacted by the evolution of technology.

Technology Foundations Series: Innovation through the 20th Century [Ages 11-13 (US Gr. 6-8)] CML

The Technology Foundations Series teaches students to examine technology and innovation within the broader theme of time, continuity and change. In this lesson, students explore technological innovation. They “reverse engineer” current products to learn the creative thinking process behind all the changes and evolution.

Responsibility in a Digital Literacy World [Ages 12-13 (US Gr. 7-8)] CML

This lesson introduces the concept of personal responsibility in a media-filled environment where it is not only common for students to create and publish their own works, but it is often encouraged by their peers.

Successful Searches for Better Digital Literacy [Age 10-13 (US Gr. 5-8)] CML

For students in today’s digital age, the first stop for research or information is often the Internet. However, developing an effective search query and then selecting productive search results can be difficult for them. This lesson guides students to conduct the best possible search for relevant and valid information when using the Internet as a resource tool.

Internet Safety and Security: Learning through Literacy CCSS Model-Aligned Series UNIT [Age 11-13 (US Gr. 6-8)] CML

This unit provides focus for developing essential literacy skills. The format of this unit enhances critical thinking and promotes learning about Internet safety and security.

Unit of 4 lessons:

Janice and Maria – A Bullying Story **CML**

Katie – A Cyber Predator Story **CML**

Mark – A Computer Virus Story **CML**

Culminating Activity **CML**

**Module: ICT Outreach & Empowerment****Integrated Math and Internet Safety UNIT [Ages 11-13 (US Gr. 6-8)] IOE****Unit of 4 lessons:**

Introduction to Graphing with Internet Safety IOE

Students develop their understanding of online risks through a math-themed lesson aimed at teaching basic graphing skills. Students practice making bar graphs.

More Graphing with Internet Safety IOE

Students will continue developing their understanding of online risks through a math-themed lesson aimed at using graphing skills. Students will learn three basic graph types along with their primary functions: line graph, bar graph and circle graph.

Survey and Statistics with Internet Safety IOE

Students will continue developing their understanding of online risks (specifically cyber bullying) through a math-themed lesson aimed at teaching basic survey and statistic skills. New vocabulary will be introduced, including mode, median, mean, outliers, and range.

Statistics and Algebraic Equations with Internet Safety IOE

Students information on predator awareness while developing a comprehensive understanding of algebraic terms and concepts. Concepts are taught in comparison to Internet safety themes. Students will practice building equations in relation to word problems.

iDrive Youth Empowerment Resources [Ages 21-17 (US Gr. 7-12)] IOE

Includes 5 Items (Counts as 1 Lesson):

Student Toolkit:

Downloadable “how to” materials and resources that enable students to become iDrive Agents and address the challenges associated with living in a technology-infused world through student-led campaigns and initiatives.

Teacher Toolkit:

A companion resource for teachers to guide students through the development of outreach and empowerment projects.

iDrive Brochure:

Informational flyer for educators.

iDrive Agent Video:

A brief video introduction to the iDrive program.

iDrive Online Campaigns:

Shareable media and information regarding iDrive’s monthly awareness campaigns. Available on www.iDriveTVonline.com

Service Learning Curriculum [Ages 12-17 (US Gr. 7-12)] IOE

Service Learning lessons integrate learning and community service in order to meet education goals and improve the community. Each lesson offers background learning that students to demonstrate social responsibility by providing service to the community. The lessons can be used in traditional classrooms, in a specified school Service Learning atmosphere, or in a community-service club setting.

Unit of 4 lessons:

Public Service Announcements IOE

Brochure Creation & Distribution IOE

Parent Presentation IOE

Community Posters IOE



Module: **Appropriate Online Behavior**

Grade 7 Personal Safety UNIT [Age 12 (US Gr. 7) AOB] ER

Empower students through iDrive. This unit takes a design approach to online personal safety, and is comprised of five lessons. Lesson plans, coordinating PowerPoint presentations, and student resource pages are separated by lesson to facilitate use in an online learning environment. Each lesson build towards a culminating project: students design a mobile “app” with privacy and safety features to protect users under age 13.

Includes: 5 Slideshow Presentations .PPT

Unit of 5 lessons:

Online Community: My User Experience AOB

Students engage in dialogue about their experience in various online communities, create user personas and provide background information about a technology of their choice.

Protecting Personal Information AOB

Students will discuss the risks of revealing personally identifiable information; evaluate online profiles and behaviors for security and identity protection; create a sketch of an online registration form and user profile for people under age 13.

Online Risks and Solutions AOB

Students will understand the risks of having a weak password, conduct a SWOT analysis and create solutions to weaknesses and threats.

Online Communication Safety: Drawing the Line AOB

Students investigate the tactics of unknown online contacts. A scenario illustrates how an unsafe online contact can gather information and interact with individuals to lure them into unsafe situations.

Safe Online Community Design Challenge AOB

Students incorporate what they have learned about privacy, safety, and parental guidance in the design of a mobile app. The design is to include features to protect the identity and safety of young users under the age of 13.

App-titude: Real-Time Photo Chatting [Ages 12-13 (US Gr. 7-8) AOB] ER

Students explore the safety and security risks of apps like Snapchat and Poke, which facilitate the real-time sharing of photos that self-destruct after a designated period of time.

Real World Issues for Debate [Age 11-13 (US Gr. 6-8) AOB] ER

This interdisciplinary unit provides educators with a flexible framework for debate. The purpose of the debate unit is to afford students the opportunity to engage in the dynamic challenge of forming an opinion on e-Safety issues based on evidence and reason, articulating their position and persuading an audience.

ConTEXTual Cues (Digital) [Ages 11-13 (US Gr. 6-8) AOB] ER

This interactive lesson underscores the importance of being mindful while using text messages to communicate. Given three scenarios, students analyze the context of the conversation, find key details in the text, draw inferences, and draft an appropriate response.

Includes: Coordinating Interactive Lesson
Printable Activity Pages
Teacher Guide

Thinking Things Through SERIES [Ages 12-13 (US Gr. 7-8) AOB] ER

Each lesson addresses regular activities that youth engage in online. Open discussion encourages critical thinking related to safety and security issues. The goal is to empower students to make wise choices.

Series of 2 lessons:

Video Sharing **AOB**

Online Friending **AOB**

Module: Cyber Bullying

NEW

Understanding the Cycle: Cyber Bullying Recognition (Digital) [Ages 11-13 (US Gr. 6-8) CB] ER

Students learn to recognize the attitudes and actions that trigger the cycle of cyber bullying. They identify the characteristics of bullying behavior, the roles of the parties involved in a cyber-bullying situation, and the features of technology that enable the negative cycle of cyber bullying to occur.

Includes: Coordinating Interactive Lesson
Printable Activity Pages
Teacher Guide

Integrated Literacy and Learning – Cyber Safety Focus: Cyber Bullying CCSS Model-Aligned Series [Age 12 (US Gr. 7) CB] ER

An ISAFE CCSS model-aligned lesson providing a review of cyber bullying accomplished with specific activities and implementation suggestions that align to grade-specific Common Core State Standards in English Language Arts.

Grade 7 Cyber Bullying [Age 12 (US Gr. 7) CB] ER

Students investigate and identify key concepts associated with cyber bullying and netiquette including an expansion of definitions, discussion of consequences of cyber bullying, and techniques to avoid/report bullying.

Includes: Slideshow Presentation .PPT

Take Action Against Cyber Bullying CCSS Model-Aligned SERIES [Age 12-13 (US Gr. 7-8) CB] ER

This series of lessons introduce students to the concept of social norms and explores the relationship between social norms and cyber bullying. Students also learn proactive and positive steps to defuse a bullying situation, whether they are the victim, bystander or upstander.

Series of 3 lessons:

School Climate, Social Norms and Cyber Bullying **CB**

Cyber Bullying: Bystanders and Upstanders **CB**

Coping with Cyber Bullying – Positive Planning **CB**

Video Webcast Lesson – Cyber Harassment: Online Bullying and Stalking [Ages 11-17 (US Gr. 6-8) CB] ER

Students investigate cyber harassment issues; define bullying and stalking as they apply to the Internet; examine rules, laws and consequences of online harassment; view and discuss the Ryan Halligan story.



Module: Social Networking & Chat Rooms

NEW

UNIT - SMART Social Media [Ages 11-13 (US Gr. 6-8) SN] ER

Students examine the opportunities and challenges that arise from adopting social media into their everyday lives. They practice making SMART choices, and use what they have learned to create personal guidelines for responsible use of technology. SMART stands for safe, mindful, appropriate, and responsible use of technology.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Unit of 5 lessons:

SMART Social Media: Safe SN

SMART Social Media: Mindful SN

SMART Social Media: Appropriate SN

SMART Social Media: Responsible SN

SMART Social Media: Technology SN

Safe Web Site Design [Ages 10-13 (US Gr. 5-8) SN] ER

Students develop a comprehensive understanding of safety tips to remember when designing and building their own Web sites.

Includes: Slideshow Presentation .PPT
 Webpage Activity HTML ZIP File
 Activity page in Spanish

Social Networking and Intellectual Property [Age 12 (US Gr. 7) SN] ER

The character Donny the Downloader helps students understand the relevance of intellectual property rights to online sharing.

Safe Social Networking Strategies: TWITTER as a Learning Tool for the K-8 Classroom [Ages 5-13 (US Gr. K-8) SN] ER

When used as an integral part of the classroom protocol and routine, Twitter can offer unique and meaningful learning opportunities that model responsible use of social media, and improve communication between teacher, parents and students.

Social Networking in Online Communities [Ages 10-13 (US Gr. 5-8) SN] ER

Students investigate social networking sites, develop safety strategies and identify positive uses for these technologies.

Identity Safety UNIT [Ages 10-13 (US Gr. 5-8) SN] ER

Students examine the components of an online identity and determine how an online identity forms.

Unit of 3 lessons:

Forming an Identity Online SN

When Online Identity Mistakes are Safety Risks SN

From Identity Mistakes to Security Risks SN

Web Logs: A Positive Approach to Blogging [Ages 10-13 (US Gr. 5-8) SN] ER

The concepts of personal Web logs (blogging) and relevant safety issues are introduced.

Includes: Slideshow Presentation .PPT

Cyber Safety and Photo Management [Ages 11-13 (US Gr. 6-8) SN] ER

This lesson explores the safe management of personal photos in digital environments and through electronic devices. Students will understand potential negative consequences of posting photos online, and develop guidelines to safely and responsibly manage photos while engaging in online activities.

Safeguards in Social Networking for School-Age Children: Alternatives to Facebook [Ages 11-13 (US Gr. 6-8) SN] ER

This lesson explores social networking alternatives for children who are too young for Facebook.

A Web 2.0 World [Ages 11-13 (US Gr. 6-8) SN] ER

Students examine the interactive Web and how to navigate it safely.

Your Digital Footprint [Ages 11-13 (US Gr. 6-8) SN] ER

Students will learn how they leave a digital footprint as they move through electronic environments, and understand how their actions impact their footprint online.

8th Grade

Library of 125 Lessons



Module: Digital Communication & Citizenship

Citizenship in the Cyber Community [Age 13 (US Gr. 8)] DCC

Students will explore the validity issues of information posted online through class discussion. They develop website criteria for evaluating websites and practice evaluating sample Web pages. Students will create posters to inform others how to evaluate Web sites.

Includes: Slideshow Presentation .PPT
 Webpage Activity HTML ZIP File
 Activity page in Spanish

Negative Networking: A Look at Gangs Online [Ages 10-13 (US Gr. 5-8)] DCC

Students develop an understanding of unfavorable ways the Internet can be used, such as its use by gangs to network, and the negative impact it has on society.

Includes: Activity pages in Spanish

UNIT: Our Cultural Awareness Series 1: Hawaii [Ages 10-13 (Grades 5-8)] DCC

This lesson takes a cultural approach to online safety.

Includes: “Ma Ka Punaiwele” Music File .MP3

Unit of 3 lessons:

Hawaii Cultural 1 – Our Cultural Awareness and Cyber Safety Issues of Respect – Ho’ihi DCC

Hawaii Cultural 2 – Our Cultural Awareness and Cyber Safety Worlds of Friendship DCC

Hawaii Cultural 3 – Our Cultural Awareness and Cyber Safety Making Connections DCC

Roles on the Internet [Ages 11-13 (US Gr. 6-8)] DCC

Individuals engage digital media activities in many different capacities or roles (e.g., observer, creator, shopper, researcher, worker, gamer, consumer, explorer, friend, messenger, etc.). Community, whether digital or physical, always delimits the character and boundaries of our actions and interactions. Students will identify various online roles, describe how these roles were performed prior to the creation of the Internet, and discuss how citizenship is necessary component of civil community online.

Safety in Online Gaming [Ages 11-18 (US Gr. 6-12)] DCC

Students will understand the safety and security risks associated with online gaming and develop an action plan to inform others how to play online safely.



Module: Digital Safety

Online Shopping Risks [Ages 10-13 (US Gr. 5-8)] DS

This lesson investigates safety and security issues surrounding online shopping.

Substance Abuse Issues in an Online Culture (Workbook) UNIT [Ages 10-13 (US Gr. 5-8)] DS

Students will learn the effects of online peer pressure and how drug companies market online, information on the underground network and associated risks.

NOTE: The lessons in this unit are the same lessons in the unit for grades 9-12 but the activities associated with these lessons are different and are age appropriate for grades 5-8.

Includes: Teacher's Guide (Workbook)
Student Workbook

Unit of 7 lessons:

- Understanding Substance Abuse Concerns DS**
- Sorting it Out: Misuse of Prescription Drugs and OTCs DS**
- Medical and Pharmaceutical Information Online DS**
- Peer Pressure Online DS**
- Online Advertising DS**
- The Online Drug Culture and Social Networking DS**
- Enrichment Activity – Wrap it Up! DS**

Cell Phone UNIT [Ages 10-13 (US Gr. 5-8)] DS

Students will learn about risks associated with cell phone use such as sexting, cell harassment, responsible use, etc.

Unit of 7 lessons:

- Cell Phone Basics DS**
- Cell Phone Safety – Text Messaging DS**
- Cell Phone Safety – Cell Phone Photos/Sexting DS**
- Cell Phone Safety – Harassment DS**
- Cell Phones and Mobility DS**
- Cell Phones and School – School Considerations/Cheating DS**
- Wrap Up and Review DS**

Acceptable Use Policies UNIT [Ages 10-17 (US Gr. 6-12)] DS

Students become familiar with their school's Acceptable Use Policy, through a variety of projects.

Unit of 5 lessons and activities:

- Create a Poster DS**
- Create a Brochure DS**
- Create a Pledge (school or class) DS**
- Know Your Code of Conduct DS**
- Learn About Acceptable Use Policies (AUP) DS**

Legal Trends in Cyber Safety and Security [Ages 11-13 (US Gr. 6-8)] DS

Students investigate legal trends concerning the Internet including cyber bullying, online predation, cyber security and intellectual property theft. They then take action to affect real-world change.

Digital Age Health Issues Mini-Lesson SERIES [Ages 12-17 (US Gr. 7-12)] DS

Students learn how health can be impacted from prolonged Internet use, and develop strategies to maintain a healthy lifestyle while using digital technologies.

Series of 7 lessons:

Vision-Related Problems DS

Headaches and Seizures DS

Musculoskeletal Problems DS

Sleep Problems, Münchausen DS

Syndrome by Internet DS

Cyberchondria – Internet-Induced Health Anxiety DS

Addiction, Anxiety and Depression DS

Advanced Textiquette: Twitter Safety Strategies [Ages 12-17 (US Gr. 7-12)] DS

Students develop strategies to protect themselves while texting or communicating online and specifically while using Twitter.

Includes: Slideshow Presentation .PPT

Integrated Literacy and Learning – Focus on Cyber Safety CCSS Model-Aligned Series [Age 13 (US Gr. 8)] DS

This ISAFE CCSS model-aligned lesson provides a review of digital safety accomplished with specific activities and implementation suggestions that align to grade-specific Common Core State Standards in English Language Arts.

**Module: Digital Security Skills & Practices****Cyber Security UNIT [Age 13 (US Gr. 8)] DSS**

Students will develop an understanding of the issues surrounding malware, secure e-mail protocol and the necessity of enabling computer security functions to ensure computer security.

Includes: Slideshow Presentation .PPT
Webpage Activity HTML ZIP File

Unit of 5 lessons:

Point of Attack – Malware DSS

Security Risks of P2P File Sharing DSS

Homeland Security DSS

National Student Watch DSS

Cyber Security Review (PowerPoint Lesson) DSS

Spyware Risks [Ages 13 (US Gr. 8)] DSS

Students review the security risks associated with downloading items online. They develop an understanding of the term spyware; the types of programs can be infected with spyware, and how spyware can compromise personal information.

Homeland Security [Ages 13-17 (US Gr. 8-12)] DSS

Students will apply knowledge and concepts previously learned such as hacking, steganography, malicious code (i.e., viruses and worms), and information on cyber terrorism. They will be able to identify and comprehend the utilization of the Internet in cyberterrorism and cyber warfare, and identify and comprehend security prevention techniques.

Includes: Webpage Activity HTML ZIP File

Computer Security – Virus Recognition and Action [Ages 12-13 (US Gr. 7-8)] DSS

Students will develop a basic understanding of online security issues, and learn basic prevention and maintenance to prevent these security issues.



Module: Online Contacts & Connections

Grade 8 Identifying Online Predators [Age 13 (US Gr. 8)] OCC

Through this PowerPoint lesson, students investigate and identify key concepts associated with responsible and safe online interaction. They focus on issues associated with online predators including key characteristics of suspicious online communication, the grooming process, and proactive techniques to reduce risk.

Includes: Slideshow Presentation .PPT
Activity pages in Spanish

Avoiding Online Predators [Ages 11-13 (US Gr. 6-8)] OCC

This PowerPoint lesson introduces students to the grooming process.

Includes: Slideshow Presentation .PPT

Developing Online Predator Awareness [Ages 12-13 (US Gr. 7-8)] OCC

Students develop an awareness of the grooming techniques used by predators. They demonstrate how to avoid online predators.

Examining the Risks: “Willing Participation” [Ages 12-13 (US Gr. 7-8)] OCC

Students investigate the concept of willing participation in online relationships with strangers.

Includes: Activity pages in Spanish



Module: Online Creativity & Ownership

Grade 8 Intellectual Property Basics UNIT – Featuring Donny the Downloader [Age 13 (US Gr. 8)] OCO

Includes: 2 Slideshow Presentations .PPT
Activity pages in Spanish

Unit of 7 lessons:

Creation and Copyright OCO

Students examine the basics of intellectual property.

Plagiarism and the World Wide Web OCO

Activities will enable students to define and identify how plagiarism occurs, understand the basic guidelines for use of intellectual property found on the Internet, and create simple rules or tips to serve as reminders of intellectual property responsibilities.

Peer-to-Peer Networking OCO

Students will identify legal and valid uses of peer-to-peer (P2P) networks, understand the basic consequences of P2P networking, research relevant information on P2P networks, and develop and broadcast a public service announcement or poem/jingle

Learn IT Before You Burn IT OCO

Students learn about Internet piracy and the differences between legal and illegal downloading.

Mock Trial Lesson and Activity OCO

Students participate in a mock trial of a case involving intellectual property theft.

Let's Talk About Intellectual Property. A Donny the Downloader Guided (PowerPoint Lesson) OCO

Students review major concepts taught in the ISAFE Intellectual Property lessons.

Donny the Downloader on All About Piracy PowerPoint Lesson OCO

Students review piracy basics.



Module: 21st Century Media Literacy

App-titude: Evaluating Apps for Education [Age 11-13 (US Gr. 6-8)] CML

Students will practice metacognition (thinking about how they are thinking) in order to arrive at an intelligently constructed evaluation of apps.

Wise Use of Wikis [Ages 12-17 (US Gr. 7-12)] CML

Students learn about wikis and examine the role wikis can play in the classroom and in educating others.

Informing with Infographics [Ages 12-17 (US Gr. 7-12)] CML

Students understand the value of displaying information visually by successfully creating their own infographics.

App-titude: Understanding and Using Apps [Ages 12-17 (US Gr. 7-12)] CML

Students gain an understanding of an app, and explore the safety and security issues surrounding the use of apps.

Current Events: Media and Society [Ages 10-13 (US Gr. 5-8)] CML

This current events lesson covers topics associated with media literacy in conjunction with election year media coverage. Students will develop an awareness of how media affects current events and societal perceptions, and how candidates use this to their advantage. In addition, students learn how to discern fact from opinion.

Introduction to Media Literacy [Ages 10-13 (US Gr. 5-8)] CML

Students will understand the term “media literacy,” identify types of media involved and understand the importance of media literacy.

The Power of Media [Ages 10-13 (US Gr. 5-8)] CML

Students will learn about the media’s power and influence to change perceptions and how youth can utilize the media to make a difference in issues that matter to them.

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Students will understand the term validity, the right to freedom of speech and how online resources are not always well-balanced and fair.

Successful Searches for Better Digital Literacy [Age 10-13 (US Gr. 5-8)] CML

For students in today’s digital age, the first stop for research or information is often the Internet. However, developing an effective search query and then selecting productive search results can be difficult for them. This lesson guides students to conduct the best possible search for relevant and valid information when using the Internet as a resource tool.

Technology Foundations Series: Converting Analog to Digital [Ages 11-13 (US Gr. 6-8)] CML

The Technology Foundations Series teaches students to examine technology and innovation within the broader theme of time, continuity and change. In this lesson, students learn about the concepts of invention and innovation. They conduct interviews with adults who have been impacted by the evolution of technology.

Technology Foundations Series: Innovation through the 20th Century [Ages 11-13 (US Gr. 6-8)] CML

The Technology Foundations Series teaches students to examine technology and innovation within the broader theme of time, continuity and change. In this lesson, students explore technological innovation. They “reverse engineer” current products to learn the creative thinking process behind all the changes and evolution.

Internet Safety and Security: Learning through Literacy CCSS Model-Aligned Series UNIT [Age 11-13 (US Gr. 6-8)] CML

This unit provides focus for developing essential literacy skills. The format of this unit enhances critical thinking and promotes learning about Internet safety and security.

Unit of 4 lessons:

Janice and Maria – A Bullying Story CML

Katie – A Cyber Predator Story CML

Mark – A Computer Virus Story CML

Culminating Activity CML

Responsibility in a Digital Literacy World [Ages 12-13 (US Gr. 7-8)] CML

This lesson introduces the concept of personal responsibility in a media-filled environment where it is not only common for students to create and publish their own works, but it is often encouraged by their peers.



Module: ICT Outreach & Empowerment

Integrated Math and Internet Safety UNIT [Ages 11-13 (US Gr. 6-8)] IOE

Unit of 4 lessons:

Introduction to Graphing with Internet Safety IOE

Students develop their understanding of online risks through a math-themed lesson aimed at teaching basic graphing skills. Students practice making bar graphs.

More Graphing with Internet Safety IOE

Students will continue developing their understanding of online risks through a math-themed lesson aimed at using graphing skills. Students will learn three basic graph types along with their primary functions: line graph, bar graph and circle graph.

Survey and Statistics with Internet Safety IOE

Students will continue developing their understanding of online risks (specifically cyber bullying) through a math-themed lesson aimed at teaching basic survey and statistic skills. New vocabulary will be introduced, including mode, median, mean, outliers, and range.

Statistics and Algebraic Equations with Internet Safety IOE

Review information on predator awareness while developing a comprehensive understanding of basic algebra terms and concepts. Concepts are taught in comparison to Internet safety themes. Students will practice building equations in relation to word problems.

iDrive Youth Empowerment Resources [Ages 21-17 (US Gr. 7-12)] IOE

Includes 5 Items (Counts as 1 Lesson):

Student Toolkit:

Downloadable “how to” materials and resources that enable students to become iDrive Agents, and address the challenges associated with living in a technology-infused world through student-led campaigns and initiatives.

Teacher Toolkit:

A companion resource for teachers to guide students through the development of outreach and empowerment projects.

iDrive Brochure:

Informational flyer for educators.

iDrive Agent Video:

A brief video introduction to the iDrive program.

iDrive Online Campaigns:

Shareable media and information regarding iDrive’s monthly awareness campaigns. Available on www.iDriveTVonline.com

Service Learning Curriculum [Ages 12-17 (US Gr. 7-12)] IOE

Service Learning lessons integrate learning and community service in order to meet education goals and improve the community. Each lesson offers background learning that students to demonstrate social responsibility by providing service to the community. The lessons can be used in traditional classrooms, in a specified school Service Learning atmosphere, or in a community-service club setting.

Unit of 4 lessons:

- Public Service Announcements **IOE**
- Brochure Creation & Distribution **IOE**
- Parent Presentation **IOE**
- Community Posters **IOE**

E-Rate**Module: Appropriate Online Behavior****Grade 8 Personal Safety UNIT [Age 13 (US Gr. 8) AOB] ER**

This selection of lessons is designed to be taught as a complete unit, but can also be implemented individually.

Includes: Slideshow Presentation .PPT
Webpage Activity HTML ZIP File

Unit of 4 lessons:**Your Online Safety: Understanding the Issues AOB**

Students will engage in a survey and discussion of true-life stories that will enable them to: identify the basic risk issues associated with Internet use; identify and associate risky behaviors with online issues; identify risk elements of screen names, passwords and profiles.

Proactive Protection Online AOB

Students will explore the issues and risks of posting personal information online, and will practice taking proactive steps in keeping personal information private.

Online Issues: Bullies and Predators AOB

Students investigate the ramifications for providing information online which aids bullies and predators to cause harm in person.

Grade 8 Online Personal Safety Review and Action AOB

Students complete activities for review of Personal Safety Unit concepts. An HTML activity is included.

Thinking Things Through SERIES [Ages 12-13 (US Gr. 7-8) AOB] ER

Each lesson addresses regular activities that youth engage in online. Open discussion encourages critical thinking related to safety and security issues. The goal is to empower students to make wise choices.

Series of 2 lessons:

- Video Sharing **AOB**
- Online Friending **AOB**

Real World Issues for Debate [Age 11-13 (US Gr. 6-8) AOB] ER

This interdisciplinary unit provides educators with a flexible framework for debate. The purpose of the debate unit is to afford students the opportunity to engage in the dynamic challenge of forming an opinion on e-Safety issues based on evidence and reason, articulating their position and persuading an audience.

App-titude: Real-Time Photo Chatting [Ages 12-13 (US Gr. 7-8) AOB] ER

Students explore the safety and security risks of apps like Snapchat and Poke, which facilitate the real-time sharing of photos that self-destruct after a designated period of time.

ConTEXTual Cues [Ages 11-13 (US Gr. 6-8) AOB] ER

This interactive lesson underscores the importance of being mindful while using text messages to communicate. Given three scenarios, students analyze the context of the conversation, find key details in the text, draw inferences, and draft an appropriate response.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

**Module: Cyber Bullying****NEW****Understanding the Cycle: Cyber Bullying Recognition (Digital) [Ages 11-13 (US Gr. 6-8) CB] ER**

Students learn to recognize the attitudes and actions that trigger the cycle of cyber bullying. They identify the characteristics of bullying behavior, the roles of the parties involved in a cyber-bullying situation, and the features of technology that enable the negative cycle of cyber bullying to occur.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Take Action Against Cyber Bullying CCSS Model-Aligned SERIES [Age 12-13 (US Gr. 7-8) CB] ER

This series of lessons introduces students to the concept of social norms and explores the relationship between social norms and cyber bullying. Students also learn proactive and positive steps to defuse a bullying situation, whether they are the victim, bystander or upstander.

Series of 3 lessons:

School Climate, Social Norms and Cyber Bullying CB

Cyber Bullying: Bystanders and Upstanders CB

Coping with Cyber Bullying – Positive Planning CB

Video Webcast Lesson – Cyber Harassment: Online Bullying and Stalking [Ages 11-17 (US Gr. 6-8) CB] ER

Students investigate cyber harassment issues; define bullying and stalking as they apply to the Internet; examine rules, laws and consequences of online harassment; view and discuss the Ryan Halligan story.

Grade 8 Cyber Bullying [Age 13 (US Gr. 8) CB] ER

Students investigate and identify key concepts associated with cyber bullying and avoidance strategies as well as an introduction to the cyber stalking concept and laws governing online harassment.



Module: Social Networking & Chat Rooms

Safe Social Networking Strategies: TWITTER as a Learning Tool for the K-8 Classroom [Ages 5-13 (US Gr. K-8) SN] ER

When used as an integral part of the classroom protocol and routine, Twitter can offer unique and meaningful learning opportunities that model responsible use of social media, and improve communication between teacher, parents and students.

Understanding Social Networking Terms of Use and Intellectual Property Rights [Age 13 (US Gr. 8) SN] ER

This lesson uses the character Donny the Downloader to help students understand how social networking sites set terms of intellectual property use in their Terms of Use documents, and helps them be aware of the potential negative issues that occur in the sharing of intellectual property on social networks.



UNIT - SMART Social Media [Ages 11-13 (US Gr. 6-8) SN] ER

Students examine the opportunities and challenges that arise from adopting social media into their everyday lives. They practice making SMART choices, and use what they have learned to create personal guidelines for responsible use of technology. SMART stands for safe, mindful, appropriate, and responsible use of technology.

Includes: Coordinating Interactive Lesson
 Printable Activity Pages
 Teacher Guide

Unit of 5 lessons:

SMART Social Media: Safe

SMART Social Media: Mindful

SMART Social Media: Appropriate

SMART Social Media: Responsible

SMART Social Media: Technology

Safe Web Site Design [Ages 10-13 (US Gr. 5-8) SN] ER

Students develop a comprehensive understanding of safety tips to remember when designing and building their own Web sites.

Includes: Slideshow Presentation .PPT
 Webpage Activity HTML ZIP File
 Activity page in Spanish

Social Networking In Online Communities [Ages 10-13 (US Gr. 5-8) SN] ER

Students investigate social networking sites, develop safety strategies and identify positive uses for these technologies.

Web Logs: A Positive Approach to Blogging [Ages 10-13 (US Gr. 5-8) SN] ER

The concepts of personal Web logs (blogging) and relevant safety issues are introduced.

Includes: Slideshow Presentation .PPT

Identity Safety UNIT [Ages 10-13 (US Gr. 5-8) SN] ER

Students examine the components of an online identity and determine how an online identity forms.

Unit of 3 lessons:

Forming an Identity Online SN

When Online Identity Mistakes are Safety Risks SN

From Identity Mistakes to Security Risks SN

Cyber Safety and Photo Management [Ages 11-13 (US Gr. 6-8) SN] ER

This lesson explores the safe management of personal photos in digital environments and through electronic devices. Students will understand potential negative consequences of posting photos online, and develop guidelines to safely and responsibly manage photos while engaging in online activities.

Safeguards in Social Networking for School-Age Children: Alternatives to Facebook [Ages 11-13 (US Gr. 6-8) SN] ER

This lesson explores social networking alternatives for children who are too young for Facebook.

A Web 2.0 World [Ages 11-13 (US Gr. 6-8) SN] ER

Students examine the interactive Web and how to navigate it safely.

Your Digital Footprint [Ages 11-13 (US Gr. 6-8) SN] ER

Students will understand how their actions impact their footprint online.

▲ Inquiry Learning: Social Networking & Privacy – Facebook SERIES [Ages 13-17 (US Gr. 8-12) SN] ER

This flexible framework guides students through an eight-step inquiry process which challenges them to think critically about the exchange of privacy for participation in social networks. Using Facebook as a model, students will investigate features and settings, make connections to real-life experiences, and demonstrate a privacy strategy that serves to protect their safety and identity online. The four reference pages included can also be used as mini-lessons.

Series of 11 lessons:

Guided Inquiry (7 Lessons/ Sessions) SN

Exploring Privacy Settings SN

Default vs. Customized Settings SN

Facial Recognition SN

Photo Tagging and Privacy SN

▲ Instagram Guide for Education SERIES [Ages 13-17 (US Gr. 8-12) SN] ER

This teacher's toolkit delivers best practices and ideas to mindfully integrate Instagram as an instructional tool across the curriculum. The guide can be used in the classroom, by ASB Advisors, and school staff members who aim to improve communications between teachers, students and parents. Activities prepare students for iDrive Outreach and Empowerment initiatives. Students practice responsible use while building a positive online presence in a media-rich learning environment. Includes a media release form.

Series of 1 lesson / 4 activities:

Instagram – My Experience SN

Instagram – A Closer Look SN

Build or Bust (Your Reputation) SN

Instagram – Beyond the Selfie SN

9th - 12th Grades

Library of 120 Lessons



Module: Digital Communication & Citizenship

Citizens of World 2.0 Series: Origins of the Net UNIT [Age 14-17 (US Gr. 9-12)] DCC

Students will uncover the origins of 21st century issues such as equal access, net neutrality, surveillance, the economy of personal data, and the responsibility of users to participate in the development and governance of the Internet with the goal of goal of empowering them with technical knowledge and prepare them for life in the 21st century.

Unit of 4 lessons:

Mainframe Computers DCC

Timesharing DCC

Changing the Concept of Computers DCC

Military Origins of the Net: Packet-Switching DCC

Citizens of World 2.0 Series: Infrastructure of the Information Age UNIT [Age 14-17 (US Gr. 9-12)] DCC

Students will uncover the origins of 21st century issues such as equal access, net neutrality, surveillance, the economy of personal data, and the responsibility of users to participate in the development and governance of the Internet with the goal of goal of empowering them with technical knowledge and prepare them for life in the 21st century.

Unit of 3 lessons:

Setting the Stage for ARPANET DCC

IMP in a Subnet DCC

The Internet is a Physical Thing DCC

Cyber Community Survey [Ages 14-17 (Gr. 9-12)] DCC

Students will draw a comparison between the physical community and the online community, including their behaviors within those communities, and discuss their understanding. Student activities include survey completion and compilation of results. Students will be able to identify the key general attributes of their personal and online communities; identify and comprehend the critical attributes that differentiate personal and online communities; demonstrate the ability to make informed choices about appropriate and inappropriate decisions regarding the Internet; articulate and communicate their knowledge and understanding of the online community with others.

Includes: Activity page in Spanish

Emerging Leaders: Cyber Citizens [Ages 14-17 (Gr. 9-12)] DCC

Students will develop a basic understanding of online issues and their role as digital citizens and emerging online leaders.

History of the Internet [Ages 14-17 (US Gr. 9-12)] DCC

Through a brief history lesson about the technological development of the Internet students will begin to conceptualize how important the Internet is to our infrastructure as a country, and the necessity of digital citizenship.

Online Freedoms and Culture of the Internet Community [Ages 14-17 (Gr. 9-12)] DCC

Students investigate Internet-related laws in the United States and how other countries compare.

Includes: Activity page in Spanish

Fairy Tale Debates [Age 14-17 (US Gr. 9-12)] DCC

As students explore the central lesson found in modern derivatives of classic fairy tales, they are challenged to think critically, creatively and philosophically about the implications of the message in their own lives.

Collection of 4 lessons/stories:

The Pig Family **DCC**

Uma Duck a.k.a. UGLY **DCC**

Goldy Locks and the Three Bears **DCC**

Henny Penny **DCC**

Online Gambling [Ages 14-17 (Gr. 9-12)] DCC

Students investigate the risks and consequences of online gambling.

Includes: Activity pages in Spanish

Safety in Online Gaming [Ages 11-18 (US Gr. 6-12)] DCC

Students will understand the safety and security risks associated with online gaming, and develop an action plan to inform others how to play online safely.

Negative Networking: Terrorists, Gangs, and Cults [Ages 14-17 (US Gr. 9-12)] DCC

Students develop an understanding of unfavorable ways the Internet can be used, such as its use by gangs to network, and the negative impact it has on society.



Module: Digital Safety

Acceptable Use Policies UNIT [Ages 10-17 (US Gr. 6-12)] DS

Students become familiar with their school's Acceptable Use Policy, through a variety of projects.

Unit of 5 lessons / activities

Create a Poster **DS**

Create a Brochure **DS**

Create a Pledge (school or class) **DS**

Know Your Code of Conduct **DS**

Learn About Acceptable Use Policies (AUP) **DS**

Digital Age Health Issues Mini-Lesson SERIES [Ages 12-17 (US Gr. 7-12)] DS

Students learn how health can be impacted from prolonged Internet use, and develop strategies to maintain a healthy lifestyle while using digital technologies.

Series of 7 lessons:

Vision-Related Problems DS

Headaches and Seizures DS

Musculoskeletal Problems DS

Sleep Problems, Münchausen DS

Syndrome by Internet DS

Cyberchondria – Internet-Induced Health Anxiety DS

Addiction, Anxiety and Depression DS

Advanced Textiquette: Twitter Safety Strategies [Ages 12-17 (US Gr. 7-12)] DS

Students develop strategies to protect themselves while texting or communicating online, and specifically while using Twitter.

Includes: Slideshow Presentation .PPT

Cyber Safety and Photo Management [Ages 14-17 (US Gr. 9-12)] DS

This lesson is part of the risk management unit of instruction. Students explore the safe management of personal photos online, including in the digital environment and through cell phones/smartphones, by utilizing risk-assessment techniques.

Identity Theft [Ages 14-17 (US Gr. 9-12)] DS

Students will understand the security risks of identity theft associated with revealing private information online; develop an action plan for dealing with identity theft that can be shared with parents; create brochures that include strategies to avoid online identity theft.

Includes: Activity page in Spanish

Legal Trends in Cyber Safety and Security [Ages 14-17 (US Gr. 9-12)] DS

Students examine legal trends concerning the Internet.

Includes: Activity page in Spanish

Online Shopping Risks [Ages 14-17 (US Gr. 9-12)] DS

Students examine safety and security issues surrounding online shopping.

Includes: Activity page in Spanish

Risk Assessment [Ages 14-17 (US Gr. 9-12)] DS

This lesson introduces students to the concept of risk assessment, and encourages them to relate their online activities to this concept/approach. Students will be able to identify low, moderate and high risk online activities in order to understand how their actions can decrease risk in various online situations.

Substance Abuse Issues in an Online Culture (Workbook) UNIT [Ages 14-17 (US Gr. 9-12)] DS

Students will learn the effects of online peer pressure and how drug companies market online, information on the underground network and risks associated, etc. (**NOTE:** The lessons in this unit are the same lessons in

the unit for grades 5-8 but the activities associated with these lessons are different and are age appropriate for grades 9-12)

Includes: Teacher's Guide (Workbook)
Student Workbook

Unit of 7 lessons:

- Understanding Substance Abuse Concerns **DS**
- Sorting it Out: Misuse of Prescription Drugs and OTCs **DS**
- Medical and Pharmaceutical Information Online **DS**
- Peer Pressure Online **DS**
- Online Advertising **DS**
- The Online Drug Culture and Social Networking **DS**
- Enrichment Activity – Wrap it Up! **DS**

Cell Phone UNIT [Ages 14-17 (US Gr. 9-12)] **DS**

Students will learn about risks associated with cell phone use such as sexting, cell harassment, responsible use, etc.

Unit of 7 lessons:

- Cell Phone Basics **DS**
- Cell Phone Safety – Understanding Texting **DS**
- Cell Phone Safety – Understanding Cell Photos/Sexting **DS**
- Cell Phone Safety – Mobile Harassment **DS**
- Cell Phones and Mobility **DS**
- Cell Phones and School **DS**
- Wrap Up and Review **DS**



Webcast Video - Digital Addiction [Ages 14-17 (US Gr. 9-12)]

Students explore the impact of digital addiction. They then reflect on their own digital habits and decide on how they will choose to regulate their screen time. *Use with iDrive Student Toolkit.*



Module: Digital Security Skills & Practices

Homeland Security [Ages 13-17 (US Gr. 8-12)] **DSS**

Students will apply knowledge and concepts previously learned such as hacking, steganography, and malicious code (i.e., viruses and worms), and information on cyber terrorism. They will be able to identify and comprehend the utilization of the Internet in cyber terrorism and cyber warfare, and will identify security protection techniques.

Includes: Webpage Activity HTML ZIP File

Malware Protection [Ages 14-17 (US Gr. 9-12)] DSS

Students will learn how to better protect their computers from malicious code such as viruses, Trojan horses, worms, and spyware.

Phishing & Pharming Scams [Ages 14-17 (US Gr. 9-12)] DSS

Learners will understand the terms pharming and phishing and how to prevent these types of malicious attacks.

Video Webcast Lesson – Cyber Security: Malicious Code [Ages 14-17 (Gr. 9-12)] DSS

Students investigate of Internet security issues, consequences and security strategies relevant to the spread of malicious code.

Video Webcast Lesson – Security Cyber Citizenship [Ages 14-17 (Gr. 9-12)] DSS

Students investigate of citizenship issues presented by Internet use with focus on hacking and hacktivism, steganography, potentials of terrorists' use of the Internet, and associated legal consequences. They acquire information on techniques to protect computers from external threats.



Module: Online Contacts & Connections

Online Relationships [Ages 14-17 (US Gr. 9-12)] OCC

Students will understand the various types of online relationships that can occur from online communication, and understand the implications of the grooming process and willing participation in online socializing.

Risk and Research: “Willing Participation” [Ages 12-17 (US Gr. 9-12)] OCC

This lesson provides a closer investigation of the concept of willing participation in online relationships with strangers.

Includes: Activity page in Spanish



Module: Online Creativity & Ownership

Copyright and Fair Use [Ages 14-17 (US Gr. 9-12)] OCO

Lesson and activities will enable students to define and identify how plagiarism occurs, and understand the basic guidelines for use of intellectual property found on the Internet.

Includes: Activity page in Spanish

Cyber Ethics and Peer to Peer Networks [Ages 14-17 (US Gr. 9-12)] OCO

Students will examine the concept of cyber ethics and how ethics apply within the peer-to-peer network environment.

Learn B4U Burn UNIT [Ages 14-17 (US Gr. 9-12)] OCO

Students learn about Internet piracy and the differences between legal and illegal downloading.

Unit of 4 lessons:

Music Makers: Behind the Scenes Victims OCO

Music Copyright Basics OCO

Peer-to-Peer Networking OCO

Learn it Before You Burn it OCO

Video Webcast Lesson – Intellectual Property [Ages 14-17 (US Gr. 9-12)] OCO

Identify appropriate use of the Internet and intellectual property by defining intellectual property, related key terminology, rules, U.S. laws, and consequences.

NEW

Webcast Video - Plagiarism [Ages 14-17 (US Gr. 9-12)]

Students determine the present and future consequences for passing off another person's work as their own. They examine their own school policy on digital ethics and practice giving credit where credit is due. *Use with iDrive Student Toolkit. Available in MyInfo.*

**Module: 21st Century Media Literacy****Multitasking and Technology [Age 14-17 (US Gr. 9-12)] CML**

Students explore research that shows the brain cannot truly focus on two tasks at once, but must switch focus quickly from task to task. The lesson relates the findings to text messaging and homework/studying.

Introduction to Media Literacy [Ages 14-17 (US Gr. 9-12)] CML

Students will understand the term "media literacy," identify types of media involved and understand the importance of media literacy.

The Power of Media [Ages 14-17 (US Gr. 9-12)] CML

Students examine the media's power to influence opinions and to change perceptions and behaviors. They develop ways to use the media to make a difference in issues that matter to them.

Web Site Validity and Reliability [Ages 14-17 (US Gr. 9-12)] CML

Students will understand the term validity, the right to freedom of speech and how online resources are not always well-balanced and fair.

Wise Use of Wikis [Ages 12-17 (US Gr. 7-12)] CML

Students learn about wikis. They examine the role wikis can play in the classroom and in educating others.

Informing with Infographics [Ages 12-17 (US Gr. 7-12)] CML

Students understand the value of displaying information visually by successfully creating their own infographics.

App-titude: Understanding and Using Apps [Ages 12-17 (US Gr. 7-12)] CML

Students gain an understanding of an app and explore the safety and security issues surrounding the use of apps.

**Module: ICT Outreach & Empowerment****Student Initiative: Human Trafficking in the U.S. [Ages 14-17 (US Gr.9-12)] IOE**

Students research and define the problem of human trafficking in the United States, investigate the issue among their age group and in their region, and prepare to take action through a student-driven empowerment project. They examine the role of the Internet in the recruitment, grooming and buying and selling of trafficking victims. The theme of human trafficking, particularly the commercial sexual exploitation

of children and teens, is a sensitive topic. Consider the maturity level of students when addressing this issue. Ensure that this project coincides with school policy. Parental consent is advised. Includes teacher guide and student workbook.

iDrive Youth Empowerment Resources [Ages 12-17 (US Gr. 7-12)] IOE

Includes 5 Items (Counts as 1 Lesson):

Student Toolkit:

Downloadable “how to” materials and resources that enable students to become iDrive Agents and address the challenges associated with living in a technology-infused world through student-led campaigns and initiatives.

Teacher Toolkit:

A companion resource for teachers to guide students through the development of Outreach and Empowerment projects.

iDrive Brochure:

Informational flyer for educators.

iDrive Agent Video:

A brief video introduction to the iDrive program.

iDrive Online Campaigns:

Shareable media and information regarding iDrive’s monthly awareness campaigns. Available on www.iDriveTVonline.com

Service Learning Curriculum [Ages 12-17 (US Gr. 7-12)] IOE

Service Learning lessons integrate learning and community service in order to meet education goals and improve the community. Each lesson offers background learning that enables students to demonstrate social responsibility by providing service to the community. The lessons can be used in traditional classrooms, in a specified school Service Learning atmosphere, or in a community-service club setting.

Unit of 4 lessons:

Public Service Announcements IOE

Brochure Creation & Distribution IOE

Parent Presentation IOE

Community Posters IOE

E-Rate



Module: **Appropriate Online Behavior**

NEW

Think Things Through SERIES [Ages 14-17 (US Gr. 9-12) AOB] ER

This series promotes critical thinking and discussion about common safety and security pitfalls related to social media activity. The goal is to empower students to make wise choices. High school students encourage younger students to critically evaluate their online choices by producing and publishing media-based messages.

Series of 2 lessons:

Choosing Friends and Followers AOB

Video Challenges AOB

NEW

Citizens of World 2.0: Debate the Issues [Age 14-17 (US Gr. 9-12) AOB] ER

This interdisciplinary unit provides educators with a flexible framework for debate. The purpose of the debate unit is to afford students the opportunity to engage in the dynamic challenge of forming an opinion on e-Safety issues based on evidence and reason, articulating their position and persuading an audience.

NEW

App-titude: Disappearing Media [Ages 14-17 (US Gr. 9-12) AOB] ER

Students explore the safety and security risks of apps, like Snapchat, that enable users to share self-destructing photos and videos.

NEW

Your Privacy Online UNIT [Ages 14-17 (US Gr. 9-12) AOB] ER

Students develop an informed perspective on Internet privacy. They explore personal privacy and consumer privacy. They review privacy policies, and determine whether a situation constitutes an “invasion of privacy.” Students are empowered to protect their privacy online. iDrive Empowerment Activity included.

Includes: Activity page in Spanish

Unit of 3 lessons:

Personal Privacy AOB

Consumer Data Privacy AOB

Invasion of Privacy AOB

▲ Video Webcast Lesson – “Pornography on the Web” [Ages 14-18 (US Gr. 9-12) AOB] ER

Developed around the winning U.S. High School entry in the Student Filmmaker Contest, this webcast lesson presents the problems associated with the ease of access to pornography on the Internet. **NOTE:** Educators are cautioned to view the Webcast first and determine whether or not the content is consistent with school policies.

▲ Video Webcast Lesson – Privacy and the Internet [Ages 14-18 (Gr. 9-12) AOB] ER

This introduction to online safety focuses on personal information, online privacy and various forms of online communication.

NEW

Video Posting: Choices and Consequences [Ages 14-17 (US Gr. 9-12) AOB] ER

Students understand that digital media spreads quickly in online environments. They predict the positive and negative consequences of given scenarios, and develop safety and responsible use guidelines for posting videos online.

NEW

Webcast Video - Secret Storage Apps (Sexting) [Ages 14-17 US, Gr. 9-12]

Students examine the personal and legal ramifications for using secret storage apps to hide explicit content. They then form a campaign to inform others about the consequences of sexting and exchanging inappropriate content. *Use with iDrive Student Toolkit. Available in MyInfo.*

→ Module: Cyber Bullying

NEW

Cyber Bullying [Age 14-17 (US Gr. 9-12) CB] ER

Students explore the serious and complex issue of cyber bullying. They understand that they have a social responsibility to counteract the cycle as an upstander. They prepare a personal action plan to effectively respond to cyber-bullying situations.

NEW

Cyber Bullying and Mobile Phones [Ages 14-17 (Gr. 9-12) CB] ER

Students uncover the role that mobile phones play in cyber bullying situations. They devise strategies to protect others, prevent themselves from becoming a victim, and from perpetuating the cycle.

▲ Video Webcast Lesson – Cyber Harassment: Online Bullying and Stalking [Ages 11-17 (US Gr. 9-12) CB] ER

An investigation of cyber harassment issues focuses on definitions of bullying and stalking as they apply to the Internet, rules, laws, consequences and the Ryan Halligan story.

→ Module: Social Networking & Chat Rooms

NEW

Web 2.0: The Social Web UNIT [Ages 14-17 (US Gr. 9-12) SN] ER

The Web is ever-evolving. A series of activities prepare students to use Web 2.0 safely, effectively and responsibly. Students compare the social Web to the static Web, discuss the benefits and pitfalls of social networking, and debate the use of social media in an educational setting.

Unit of 3 lessons:

Web 2.0 Terminology SN

Pros and Cons of Web 2.0 in Education SN

Debate Workbook SN

▲ Twitter Guide for Education [Age 14-17 (US Gr. 9-12) SN] ER

Students set up a class account and use it to learn how to compose the most effective tweet including hashtags. They also learn about privacy, security and Twitter etiquette; then students use Twitter to collaborate and complete assignments. Suggested cross-curricular Twitter integration is included.

NEW

Social Media: Sharing Digital Images [Ages 14-17 (US Gr. 9-12) SN] ER

Students explore the nature of digital communication. They determine ways to prevent the risks and undesirable outcomes associated with sharing digital images through social media.

NEW

Your Identity Online UNIT [Ages 14-17 (US Gr. 9-12) SN] ER

Students examine the role of social media in the development of identity and self-concept, and the safety and security issues that arise from revealing degrees of personal information online.

Unit of 4 lessons:**Who are You? An Exploration of Identity SN****Who are You Online? SN****Identity and Safety SN****Identity and Security SN****NEW****Social Media: Networking in Digital Places [Ages 14-17 (US Gr. 9-12) SN] ER**

Guided discussion provides insight into the ways that students use social media. Students share their experiences and perspectives on social networking, determine the advantages and disadvantages of social media, and draw concluding statements. Students publish their statements in digital form.

NEW**Social Networking: Challenges and Solutions [Ages 14-17 (US Gr. 9-12) SN] ER**

Students identify the issues and challenges that occur through social media. They form a problem statement, reframe the problem as a challenge question, and develop a solution to either address or prevent the problem.

▲ Video Webcast Lesson – Cyber Relationships [Ages 14-17 (US Gr. 9-12) SN] ER

Students investigate safety issues in online relationships. They examine how people communicate in digital environments and develop strategies for safe online interaction.

▲ Video Webcast Lesson – Social Issues [Ages 14-17 (Gr. 9-12) SN] ER

This video Webcast was developed around a collection of student-produced videos on Internet social issues, including the grooming process, online identities and online relationships.

NEW**Your Digital Footprints [Ages 14-17 (US Gr. 9-12) SN] ER**

Students learn that they need to be mindful about the data trail that they leave behind when they use social media. They evaluate their digital footprints and take control of their online presence.

NEW**Webcast Video - Social Media & Body Image [Ages 14-17 (US Gr. 9-12)]**

Students investigate the role that social media plays in the shaping of teen body image. They consider the psychological impacts of social media on teen self-worth and self-esteem. They then form a campaign to encourage positive self-image. *Use with iDrive Student Toolkit. Available in MyInfo.*

▲ Inquiry Learning: Social Networking & Privacy – Facebook SERIES [Ages 13-17 (US Gr. 8-12) SN] ER

This flexible framework guides students through an eight-step inquiry process which challenges them to think critically about the exchange of privacy for participation in social networks. Using Facebook as a model, students will investigate features and settings, make connections to real-life experiences, and demonstrate a privacy strategy that serves to protect their safety and identity online. The four reference pages included can also be used as mini-lessons.

Series of 11 lessons:**Guided Inquiry (7 Lessons/Sessions) SN****Exploring Privacy Settings SN****Default vs. Customized Settings SN****Facial Recognition SN****Photo Tagging and Privacy SN**

▲ Instagram Guide for Education SERIES [Ages 13-17 (US Gr. 8-12) SN] ER

This teacher's toolkit delivers best practices and ideas to mindfully integrate Instagram as an instructional tool across the curriculum. The guide can be used in the classroom, by ASB Advisors, and school staff members who aim to improve communications between teachers, students and parents. Activities prepare students for iDrive Outreach and Empowerment initiatives. Students practice responsible use while building a positive online presence in a media-rich learning environment. Includes a media release form.

Series of 1 lesson / 4 activities:**Guided Inquiry Lesson SN****Instagram – My Experience SN****Instagram – A Closer Look SN****Build or Bust (Your Reputation) SN****Instagram – Beyond the Selfie SN**