



Digital Citizenship Curriculum Grades 1-8

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ISTE Standards for Students K-12

- 2 Digital Citizen: Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.
- 2a Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.
- 2b Students engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.
- 2c Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.
- 2d Students manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.



Internet Safety Learning Goals – K-3

- **Grade 1:**
 - Cyberspace travel should be just like everyday travel – always include adult supervision.
- **Grade 2:**
 - Identify information that should be kept private.
 - Identify trusted adults.
 - Never give out private information without permission of parent or teacher.
- **Grade 3:**
 - Identify private information to keep safe.
 - Identify Internet strangers just like everyday strangers.
 - Reinforcement of trusted adults.
 - Awareness of copyright respect and giving credit.



Internet Safety Learning Goals – 4-5

- **Grade 4:**
 - Identify private information to keep safe.
 - Identify Internet strangers just like everyday strangers.
 - Reinforcement of trusted adults.
 - Reinforcement of copyright respect and giving credit.
 - Safety Tips for handling a cyberbully.
- **5th Grade:**
 - Identify private information to keep safe.
 - Identify Internet strangers just like everyday strangers.
 - Reinforcement of trusted adults.
 - Reinforcement of copyright respect and giving credit.
 - Safety Tips for handling a cyberbully.
 - Cell phone/Communication safety.



Internet Safety Learning Goals – 6-8

- **Grades 6-8:**
 - **Reinforce and Apply understanding of the following:**
 - **Internet Safety and Digital Footprint.**
 - **Copyright Respect.**
 - **Acceptable Use Policy.**
 - **Cyberbullying.**



Grade 1

- Virtual field trip helps students experience the power of the Internet – <https://zoo.sandiegozoo.org/>
- Students are read the Internet Safety Book, Piano and Laylee Go Online
- Teacher reviews online safety tips from book
- Students open a “Be Safe Online” cloze activity document, complete the sentences and illustrate being safe online.
- Students view Netsmartzkids’ Know the Rules and It’s Okay to Tell





Grade 2

- Students watch video “Tell A Trusted Adult” by NetsmartzKids.org
<https://youtu.be/oXNsXKgJwoc>
- As a whole group, visit <https://www.philadelphiazoo.org/>
- View membership links and discuss how easy it is to get into site areas requesting personal information
- Community :
 - Who are trusted members of your community
 - Who are trusted members of your cyber community?





Grades 3-5

Common Sense Education Digital Passport

- Twalkers – Respectful communication (5)
- Share Jumper – Importance of protecting privacy when online (3, 4, 5)
- E-Volve – Cyberbullying (5)
- Search Shark – Using effective search key words (3, 4, 5)
- Mix-n-Mash – (copyright respect and giving credit)

Other Lessons:

- Piano and Laylee Help a Copycat Become a Creative Cat (3)





Internet Safety Learning Goals – 6-8

Common Sense Education Digital Citizenship Lessons Sampling Used

- Cyberbullying – Crossing the Line and Being Upstanders
- Copyright Respect – Creator’s Rights
- Copyright – Creative Commons
- Digital Media and My Digital Life
- Trustworthy Sites
- Student created videos about cyberbullying and digital life

Children's Privacy and Online Age Restrictions

- Children's Online Privacy Protection Act (COPPA)
 - Requirements on web site operators for protecting children's (under 13) privacy online.
 - Operators must provide a link to a notice that states their practice of collecting private information from children.
- Age restrictions exist on many social media websites:
 - Facebook, Twitter, Instagram, Pinterest, Tumblr, Kik, and Snapchat – minimum age is 13
 - Fine, Tinder and Yik Yak – minimum age is 17
 - YouTube – minimum age is 18 (however, 13 year old children can sign up with parent's permission)
 - Fortnite – minimum age is 12

Parent Resources

- Children's Online Privacy Protection Act (COPPA):
<https://searchcrm.techtarget.com/definition/COPPA>
- Common Sense Plugged-In Parents: Grades K-8
http://www.ncjUSD.org/spring_grove/docs/K%E2%80%938_Parent_Presentation_for_Parents_and_Families.pdf
- Common Sense Media Real World Reasons Parents should care about Kids and Online Privacy:
<https://www.common Sense Media.org/blog/real-world-reasons-parents-should-care-about-kids-and-online-privacy>
- Google Safety Center for Families:
<https://safety.google/families/>
- Parents' Guide to Fortnite:
<https://www.childnet.com/blog/a-parents-guide-to-fortnite-battle-royale>
- Parents' Guide for Roblox:
<https://corp.roblox.com/parents/>

Articles

- “3 Reasons Why Social Media Age Restrictions Matter”, The Huffington Post,
https://www.huffpost.com/entry/3-reasons-why-social-media-age-restrictions-matter_b_5935924
- “Does My Child have a Video Game Addiction?”
<https://www.empoweringparents.com/article/does-my-child-have-a-video-game-addiction-how-to-set-limits-around-video-game-use/>
- “Violent Video Games and Aggression”
<http://www.center4research.org/violent-video-games-can-increase-aggression/>
- “Study confirms link between Violent Video Games and Physical Aggression”
<https://www.usatoday.com/story/tech/news/2018/10/01/violent-video-games-tie-physical-aggression-confirmed-study/1486188002/>

Other Resources

- <https://www.iste.org/standards/for-students>
- www.netsmartzkids.org
- <https://www.common sense.org/education/posters>
- <https://www.common sense.org/education>
- <https://www.teacherspayteachers.com/Product/Internet-Safety-Elementary-Digital-Citizenship-2177565>
- <https://www.teacherspayteachers.com/Store/Digital-Citizenship-For-Elementary-Children>