



Curriculum SCOPE 2015-2016 GOLD/GOLD Plus Subscription Package – Grades K-12

Scope of e-Safety curriculum – The i-SAFE e-Safety curriculum library of 389 lessons (and lesson plans) is topically comprehensive and provides a unique approach to e-Safety education by meaningfully integrating the elements of current research and current best practices in pedagogy and instructional design with pertinent e-Safety topics. This curricular design is further enhanced by the provision of flexible options to accommodate different classroom environments, lessons and activities targeting a variety of learning modalities to effectively reach all learners, and materials that can be integrated appropriately in a cross-curricular manner. Benefits of i-SAFE’s comprehensive instructional materials include, but are not limited to, the following:

- 389 lessons across all pre-primary through secondary grade levels
- Curricula can be scaffolded from year-to-year at each level
- Lessons offer more options with additional materials such as:
 - Digital learning resources
 - PowerPoint presentations
 - Related HTML activities
 - Video Webcasts
 - Corresponding teacher resource newsletters

i-SAFE’s complete library of curriculum lessons covers e-Safety basics (e.g., digital safety and digital communication & citizenship, etc.) as well as current issues and trends (e.g., social networking, cyber harassment, mobile phone use, etc.). Each lesson stresses empowerment and enrichment opportunities with a full range of support materials to enable successful completion. For purposes of thematic/topical alignment, i-SAFE’s current library of e-Safety curriculum lessons are arranged into the following “modules”:

<u>Code</u>	<u>MODULE</u>	<u>Available for ages (grades)</u>
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	21 st Century Media Literacy	Ages 5–17 (US grades 5-12)
IOE	ICT Outreach & Empowerment	Ages 10–17 (US grades 5-12)
ER	E-Rate (<i>has 3 sub-topic modules</i>):	Ages 5–17 (US grades K-12)

AOB = Appropriate Online Behavior

CB = Cyber Bullying

SN = Social Networking and Chat Rooms

NOTE: The e-Safety topical “modules” are intended to assist educators in creating a program of instruction that best suits the needs of each unique class. Therefore, the sequence of lessons is not critical. However, for i-SAFE GOLD subscribers, it is recommended that the early elementary grades

be presented and taught the lessons and activities in the Digital Communication & Citizenship module first to provide a better basis of understanding of the abstract concept of Cyberspace. Also, the 137 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).

There are 389 discrete e-Safety lessons in the GOLD subscription library, many of which are age appropriate for more than one age group or grade level. Each of the GOLD e-Safety lessons has been coded / labeled as indicated in the coding KEY below. These topical codings /labels will assist you in selecting the specific lessons you want taught in your classroom(s).

Coding (Symbol/Abbreviation) KEY – The following is a list of symbols/abbreviations used in this SCOPE document and what each symbol or abbreviation represents:

<u>Symbol or Abbreviation</u>	<u>Indicating/Meaning</u>
•	Curriculum Lesson (and lesson title)
DCC	Digital Communication & Citizenship – MODULE
DS	Digital Safety – MODULE
DSS	Digital Security Skills & Practices – MODULE
OCC	Online Contacts & Connections – MODULE
OCO	Online Creativity & Ownership – MODULE
CML	21 st Century Media Literacy – MODULE
IOE	ICT Outreach & Empowerment – MODULE
ER	E-Rate – MODULES:
AOB	Appropriate Online Behavior
CB	Cyber Bullying (<i>awareness and response</i>)
SN	Social Networking (<i>including chat rooms</i>)

 Indicates new lesson(s) released in Summer/Fall 2015 (June/August)

NOW – 2013		BEFORE – 2009-2012	
<u>Module Name</u>	<u>Code</u>	<u>Code</u>	<u>Module Name</u>
Appropriate Online Behavior (e-Rate) =	AOB	AOB	= Appropriate Online Behavior (e-Rate)
Cyber Bullying (e-Rate) =	CB	CB	= Cyber Bullying (e-Rate)
Social Networking (e-Rate) =	SN	SN	= Social Networking (e-Rate)
Digital Communication & Citizenship =	DCC	CCC	= Cyber Community Citizenship
Online Contacts & Connections =	OCC	CPI	= Cyber Predator Identification
Digital Security Skills & Practices =	DSS	CS	= Cyber Security
21 st Century Media Literacy =	CML	DL	= Digital Literacy
Online Creativity and Ownership =	OCO	IP	= Intellectual Property
ICT Outreach & Empowerment =	IOE	OER	= Outreach, Empowerment and Review
Digital Safety =	DS	PSO	= Personal Safety Online

- **Music and Movement: Safe as Can Be** [Ages 5-7 (US Gr. K-2)] **DS**
As part of i-SAFE’s Music and Movement series, learners will have fun listening to the song, “Safe as Can Be” while drawing a picture of the Internet safety images in the song.
Includes: *MP3 file

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

Unit of 6 lessons. 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 cyber citizens who know how to navigate the Internet safely and securely.

- Introduction and Safe Browsing
- Personal Information
- Usernames and Passwords
- Communicate Safely
- Netiquette
- Signing Off

MODULE: Digital Security Skills & Practices

- **Grade K Cyber Security** [Age 5 (US Gr. K)] **DSS**
The i-SAFE character “i-Buddy” is used to introduce the abstract concept of a computer virus and to reinforce the concept that students should have adult assistance when using the Internet. Includes: *Activity pages in Spanish
- **Music and Movement: Cyber Germs** [Ages 5-7 (US Gr. K-2)] **DSS**
As part of i-SAFE’s Music and Movement series, learners 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 as well as understand that they need an adult for help to e-mail and browse the Web. Includes: *MP3 file
- **Build a Bulletin Board About Cyber Security** [Ages 5-10 (US Gr. K-5)] **DSS**
Empowerment Activity. Students create a bulletin board to reflect their knowledge of cyber security.

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

Unit of 5 lessons. 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 they can get sick:

- Introduction to Cyber Security
- Passwords
- Computers Get Sick
- Malware
- Keep it Healthy

Includes: *MP3 file

MODULE: 21st Century Media Literacy

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

Unit of 8 lessons. Short lessons designed to introduce young students to the Internet and associated terminology, integrated with online safety and security concepts. Each lesson provides coordinating online activities:

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

Includes: **Dot and i music video .WMV file*
**Dot and i cartoon .WMV file*

MODULE: E-Rate

- **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 then begin to develop an understanding of an online identity.
- **Online Behavior with Netiquette** [Ages 5-7 (US Gr. K-2) **AOB**] **ER**
This lesson uses the concept of Cyberspace as a community, where real people interact without being able to actually see each other, to introduce the concept of netiquette use.



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

Young learners 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 learners a positive foundation for e-Safety. i-SAFE introduces the characters Dot and i to help guide students through the activities, from A to Z.
Includes: **Coordinating Activity Book (Teachers)*
**Coordinating Activity Book*
**MP3 file*
**Coordinating Music Video WMV file*
- **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.



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. (1 Lessons with guide) 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. Young learners will 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**

Learners will develop an understanding of the concept of cyber bullying and apply it to their knowledge about the Internet and cyber 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 i-SAFE's Music and Movement series, learners 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: *MP3 file

- **Coordinating Music Video WMV file*



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. Young learners 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*

- **Basic Concepts of Online Socializing** [Ages 5-7 (US Gr. K-2) **SN**] **ER**

This lesson explores the connections of social behavior in the physical world with online behaviors and will help students understand that both bad and unsafe behaviors can occur when using the Internet.

- **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 usage of social media and improved 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 i-SAFE's Music and Movement series, learners will have fun making i-Buddy puppets and using them to "dance" to the music while reviewing how to make good decisions when online. Includes: *MP3 file

1ST Grade

(Library of 80 Lessons)

MODULE: Digital Communication & Citizenship

- **Our Cyber Community** [Age 6 (US Gr. 1)] **DCC**
The i-SAFE character “i-Buddy” is used to introduce the abstract concept of a community on the Internet and to reinforce the concept that students should have adult assistance when using the Internet. Cyberspace is described as a community that contains places to visit, just like those in the real community. 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 i-SAFE’s Music and Movement series, students will have fun listening to the song, “Know the Turf” which will reinforce the message that before surfing online, they should know how to stay safe. Includes: *MP3 file
- **Music and Movement: i-S-A-F-E** [Ages 5-7 (US Gr. K-2)] **DCC**
As part of i-SAFE’s Music and Movement series of lessons, learners 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: *MP3 file
- **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**
Learners 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-4)] **DS**

Unit of 3 activities (or lessons). Learners 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:

- Activity 1 – Create a Poster [Ages 5-9 (US Gr. K-4)] **DS**
- Activity 2 – Create a Brochure [Ages 5-9 (US Gr. K-4)] **DS**
- Activity 3 – Create a Pledge [Ages 5-9 (US Gr. K-4)] **DS**
- **Music and Movement: Ask an Adult (When You Login)** [Ages 5-7 (US Gr. K-2)] **DS**
As part of i-SAFE’s Music and Movement series of lessons, learners 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: *MP3 file
*Coordinating Music Video WMV file

- **Music and Movement: You've Got to Follow the Plan** [Ages 5-7 (US Gr. K-2)] **DS**
As part of i-SAFE'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: *MP3 file
- **Music and Movement: Safe as Can Be** [Ages 5-7 (US Gr. K-2)] **DS**
As part of i-SAFE's Music and Movement series, learners will have fun listening to the song, "Safe as Can Be" while drawing a picture of the Internet safety images in the song. Includes: *MP3 file

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

Unit of 6 lessons. 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 and with the basics, this series of lessons will help lay the foundation for responsible cyber citizens who know how to navigate the Internet safely and securely:

- Introduction and Safe Browsing
- Personal Information
- Usernames and Passwords
- Communicate Safely
- Netiquette
- Signing Off

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 i-SAFE's Music and Movement series, learners 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 as well as understand that they need an adult when e-mailing and browsing the Web. Includes: *MP3 file
- **Build a Bulletin Board About Cyber Security** [Ages 5-10 (US Gr. K-5)] **DSS**
Empowerment Activity. Students create a bulletin board to reflect their knowledge of cyber security.

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

Unit of 5 lessons. 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 they can get sick. Includes: *MP3 file

- Introduction to Cyber Security
- Passwords
- Computers Get Sick
- Malware
- Keep it Healthy

MODULE: Online Creativity & Ownership

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

Unit of 7 lessons. This series of lessons serves to introduce concepts of intellectual property and creative material ownership to those students in the earliest elementary grades. The lessons help lay the foundation for responsible cyber citizens who know how to correctly utilize creative material online and off:

- Introduction: Use your Brain
- Have an Idea
- Making Ideas Better
- Invention
- Name your Invention
- Protect your Invention
- Putting it all Together

MODULE: 21st Century Media Literacy

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

Unit of 8 lessons. Short lessons designed to introduce those in their first years of school to the Internet and associated terminology, integrated with online safety and security concepts. Each lesson provides coordinating online activities:

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

Includes: *Dot and i music video .WMV file

*Dot and i cartoon .WMV file

MODULE: E-Rate

- **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 introduced and built upon by introducing the following: Terminology introduction 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 uses the concept of Cyberspace as a community, where real people interact without being able to actually see each other, to introduce the concept of netiquette use.



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

Young learners 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 learners a positive foundation for e-Safety. i-SAFE introduces the characters Dot and i to help guide students through the activities, from A to Z. Includes:

- * *Coordinating Activity Book (Teachers)*
- * *Coordinating Activity Book*
- * *MP3 file*
- * *Coordinating Music Video WMV file*

- **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.



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. (1 Lessons with guide) 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. Young learners will 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**

Learners will develop an understanding of the concept of cyber bullying and apply it to their knowledge about the Internet and cyber 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 off.

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

As part of i-SAFE's Music and Movement series, learners 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:

- * *MP3 file*
- * *Coordinating Music Video WMV file*



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. Young learners 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*

- **Basic Concepts of Online Socializing [Ages 5-7 (US Gr. K-2) SN] ER**

This lesson explores the connections of social behavior in the physical world with online behaviors and will help students understand that both bad and unsafe behaviors can occur when using the Internet.

- **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 usage of social media and improved 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 i-SAFE's Music and Movement series, learners will have fun making i-Buddy puppets and using them to "dance" to the music while reviewing how to make good decisions when online. Includes: **MP3 file*

- **Music and Movement: You’ve Got to Follow the Plan** [Ages 5-7 (US Gr. K-2)] **DS**
As part of i-SAFE’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: *MP3 file
- **Music and Movement: Safe as Can Be** [Ages 5-7 (US Gr. K-2)] **DS**
As part of i-SAFE’s Music and Movement series, learners will have fun listening to the song, “Safe as Can Be” while drawing a picture of the Internet safety images in the song. Includes: *MP3 file
- **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 and i’s Straight-Up Safety Talk UNIT [Ages 5-7 (US Gr. K-2)] **DS**

Unit of 6 lessons. 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 and with the basics, this series of lessons will help lay the foundation for responsible cyber citizens who know how to navigate the Internet safely and securely:

- Introduction and Safe Browsing
- Personal Information
- Usernames and Passwords
- Communicate Safely
- Netiquette
- Signing Off

MODULE: Digital Security Skills & Practices

- **Grade 2 Cyber Security and E-mail** [Age 7 (US Gr. 2)] **DSS**
Grade 1 concepts are introduced and built upon by introducing expanding explanations, vocabulary and 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 i-SAFE’s Music and Movement series, learners 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 as well as understand that they need an adult for help to e-mail and browse the Web. Includes: *MP3 file
- **Build a Bulletin Board About Cyber Security** [Ages 5-10 (US Gr. K-5)] **DSS**
Empowerment Activity. Students create a bulletin board to reflect their knowledge of cyber security.

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

Unit of 5 lessons. 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 they can get sick:

- Introduction to Cyber Security

- Passwords
- Computers Get Sick
- Malware
- Keep it Healthy

Includes: *MP3 file

MODULE: Online Creativity & Ownership

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

Unit of 7 lessons. 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 cyber citizens who know how to correctly utilize creative material online and off:

- Introduction: Use your Brain
- Have an Idea
- Making Ideas Better
- Invention
- Name your Invention
- Protect your Invention
- Putting it all Together

MODULE: 21st Century Media Literacy

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

Unit of 8 lessons. Short lessons designed to introduce those in their first years of school to the Internet and associated terminology, integrated with online safety and security concepts. Each lesson provides coordinating online activities:

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

Includes: *Dot and i music video .WMV file
*Dot and i cartoon .WMV file

MODULE: E-Rate

- **Grade 2 Online Personal Safety [Age 7 (US Gr. 2) AOB] ER**
Grade 1 concepts are introduced and built upon by introducing the following: The importance of rules and laws; and Expansion of Internet safety topics description.
- **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 uses the concept of Cyberspace as a community, where real people interact without being able to actually see each other, to introduce the concept of netiquette use.

- **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 [Ages 5-7 (US Gr. K-2) **AOB**] **ER**

Young learners 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 learners a positive foundation for e-Safety. i-SAFE introduces the characters Dot and i to help guide students through the activities, from A to Z.
Includes: **Coordinating Activity Book (Teachers)*
 **Coordinating Activity Book*
 **MP3 file*
 **Coordinating Music Video WMV file*



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. (1 Lessons with guide) 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. Young learners will 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 i-SAFE's Music and Movement series, learners 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: **MP3 file*
 **Coordinating Music Video WMV file*



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 learners 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*

- **Basic Concepts of Online Socializing [Ages 5-7 (US Gr. K-2) SN] ER**

This lesson explores the connections of social behavior in the physical world with online behaviors and will help students understand that both bad and unsafe behaviors can occur when using the Internet.

- **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 usage of social media and improved 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 i-SAFE's Music and Movement series, learners will have fun making i-Buddy puppets and using them to "dance" to the music while reviewing how to make good decisions when online. Includes: *MP3 file

3rd Grade

(Library of 46 Lessons)

MODULE: Digital Communication & Citizenship

- **Places in Cyberspace** [Age 8 (US Gr. 3)] **DCC**
Age 7 concepts are reviewed and built upon by introducing the following: Places in communities are identified by addresses; An Internet address is called a URL; Age appropriate strategies are introduced on how to exit Web sites; Students complete activities in a mini-booklet to express their ideas and reinforce concepts introduced; and Terminology Introduction and Discussion: Appropriate and inappropriate, and how the terms apply 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 and cyber citizenship.
Includes: *Activity pages in Spanish
- **Digital Citizenship Review** [Ages 8-10 (US Gr. 3-5)] **DCC**
Students review e-Safety and security concepts 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-4)] **DS**

Unit of 3 activities (or lessons). Learners 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:

- Activity 1 – Create a Poster [Ages 5-9 (US Gr. K-4)] **DS**
- Activity 2 – Create a Brochure [Ages 5-9 (US Gr. K-4)] **DS**
- Activity 3 – Create a Pledge [Ages 5-9 (US Gr. K-4)] **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**
Age 7 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** 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**
Provides a lesson focus 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
- **Henny Penny – Spam, Scams and other E-mail Disasters** [Ages 8-11 (US Gr. 3-6)] **DSS**
As part of i-SAFE’s Fairy Tales with a Twist series, Henny Penny thinks the sky is falling because of what she received 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.

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: *Coordinating PowerPoint
- **Fairy Tales with a 21st Century Twist** [Ages 8-11 (US Gr. 3-6)] **OCC**
An exploration of cyber safety issues through “twists” in familiar fairy tales. The Story of Little Red promotes understanding of online friendships and predators.

MODULE: Online Creativity & Ownership

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

Unit of 4 lessons. The i-SAFE 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:

- Intellectual Property Overview [Age 8 (US Gr. 3)] **OCO**
- Vocabulary Review [Age 8 (US Gr. 3)] **OCO**
- Introduction to Piracy [Age 8 (US Gr. 3)] **OCO**
- Be Responsible with Intellectual Property [Age 8 (US Gr. 3)] **OCO**

Includes: *IP Vocab Game
*IP Phrases Game

-- End of Unit --

Creativity in the Classroom [Age 8-9 (US Gr. 3-5)] **OCO**

Unit of 7 lessons. Concepts like copyright and ownership are difficult for young students to grasp, yet critical to learn, especially at an early age. “Creativity in the Classroom” relates intellectual property issues to students’ everyday lives – social collaboration and mobile access, memes, mashups, and all media – while promoting student creativity through the clever use of sock puppets.

- Setting the Stage for Creative Ownership [Age 8-9 (US Gr. 3-5)] **OCO**
- Property of Your Creative Mind [Age 8-9 (US Gr. 3-5)] **OCO**
- Intellectual Property and Honesty [Age 8-9 (US Gr. 3-5)] **OCO**
- Creativity and Copyright [Age 8-9 (US Gr. 3-5)] **OCO**
- Royalties, Respect and Ownership Rights [Age 8-9 (US Gr. 3-5)] **OCO**
- The Magic of Making Music [Age 8-9 (US Gr. 3-5)] **OCO**
- Memes, Mashups and Media [Age 8-9 (US Gr. 3-5)] **OCO**

-- End of Unit --

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

As part of i-SAFE’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

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: E-Rate

- **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 cyber citizenship.



Text Messaging: A Major Misunderstanding [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 Story with Activity*

**Printable Activity Pages*

**Teacher Guide*



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 Story with Activity*

**Printable Activity pages*

**Teacher Guide*

- Cyber Bullying** [Age 8 (US Gr. 3) **CB**] **ER**
 The concepts of cyber bullying and kindness online are introduced through a focus on relating these online behaviors to behaviors in the physical world. Netiquette is introduced. Students identify courses of action and 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** [Ages 8-11 (US Gr. 3-6) **CB**] **ER**
 “Uma Duck a.k.a. UGLY” is a story about cyber bullying and the potential advantages of online networking.
- Safety For The Interactive Web** [Age 8 (US Gr. 3) **SN**] **ER**
 Learners will develop an understanding of the need to make responsible choices to ensure personal safety when using the Internet. Students will learn more 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 usage of social media and improved communication between teacher, parents and students.
- Royalties, Respect & Ownership** [Age 8-10 (US Gr. 3-5) **SN**] **ER**
 Students will understand that in the world of technology and online sharing there are new challenges and new opportunities for owners of creative works.
- Mix + Match: The Magic of Making Music** [Age 8-10 (US Gr. 3-5) **SN**] **ER**
 Students will understand that the line between derivative work and transformative work is often unclear. Those who remix and publicly perform creative works based on an original should obtain permission from the rights holder in order to avoid copyright infringement, or search for digital music that is either licensed to remix or in the public domain.
- Memes, Mashups & Media** [Age 8-10 (US Gr. 3-5) **SN**] **ER**
 As students closely examine Internet memes with reference to copyright laws, fair use, and cultural trends they will generate a balanced perspective between the rights of the content owner and the innovative use of digital media.
- 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 i-SAFE’s Music and Movement series of lessons, learners 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: *MP3 file

**Coordinating Music Video .WMV file*

- **Safeguards in Social Networking for School-Age Children: Identifying Safe Sites** [Ages 8-10 (US Gr. 3-5) **SN**] **ER**
This lesson explores the latest developments in 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

(Library of 44 Lessons)

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 cyber citizenship.
Includes: *Activity pages in Spanish
- **Digital Citizenship Review** [Ages 8-10 (US Gr. 3-5)] **DCC**
Students review e-Safety and security concepts 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**
Age 8 concepts are reviewed and built upon by introducing the following: Definitions for inappropriate e-mails; Age appropriate strategies to handle inappropriate e-mail; Students express their ideas and reinforce concepts introduced; Concept introduction: Inappropriate Web sites can be set so that responsible cyber citizens cannot easily get out of them.
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-4)] **DS**

Unit of 3 activities (or lessons). Learners become familiar with what an acceptable use policy is and the rules associated with computer use. Lesson is designed to encourage familiarity with the school's acceptable use policy:

- Activity 1 – Create a Poster [Ages 5-9 (US Gr. K-4)] **DS**
- Activity 2 – Create a Brochure [Ages 5-9 (US Gr. K-4)] **DS**
- Activity 3 – Create a Pledge [Ages 5-9 (US Gr. K-4)] **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**
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**
Provides a lesson focus 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
- **Henny Penny – Spam, Scams and other E-mail Disasters** [Ages 8-11 (US Gr. 3-6)] **DSS**
As part of i-SAFE’s Fairy Tales with a Twist series, Henny Penny thinks the sky is falling because of what she received 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.

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: *Coordinating PowerPoint
- **Fairy Tales with a 21st Century Twist** [Ages 8-11 (US Gr. 3-6)] **OCC**
An exploration of cyber safety issues through “twists” in familiar fairy tales. The Story of Little Red promotes understanding of online friendships and predators.

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: Online Creativity & Ownership

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

Unit of 4 lessons. An introduction to the concept of Intellectual Property is used to develop an age appropriate understanding of how students can use online intellectual property correctly:

- Intellectual Property [Age 9 (US Gr. 4)] **OCO**
- Vocabulary Review [Age 9 (US Gr. 4)] **OCO**
- Introduction to Piracy [Age 9 (US Gr. 4)] **OCO**
- Cite Your Source Responsibly [Age 9 (US Gr. 4)] **OCO**

Includes: *IP Vocab Game
*IP Phrases Game


-- End of Unit --


- **Creativity in the Classroom** [Age 8-9 (US Gr. 3-5)] **OCO**
Unit of 7 lessons. Concepts like copyright and ownership are difficult for young students to grasp, yet critical to learn, especially at an early age. “Creativity in the Classroom” relates intellectual property issues to students’ everyday lives – social collaboration and mobile access, memes, mashups, and all media – while promoting student creativity through the clever use of sock puppets.
 - Setting the Stage for Creative Ownership [Age 8-9 (US Gr. 3-5)] **OCO**
 - Property of Your Creative Mind [Age 8-9 (US Gr. 3-5)] **OCO**
 - Intellectual Property and Honesty [Age 8-9 (US Gr. 3-5)] **OCO**
 - Creativity and Copyright [Age 8-9 (US Gr. 3-5)] **OCO**
 - Royalties, Respect and Ownership Rights [Age 8-9 (US Gr. 3-5)] **OCO**
 - The Magic of Making Music [Age 8-9 (US Gr. 3-5)] **OCO**
 - Memes, Mashups and Media [Age 8-9 (US Gr. 3-5)] **OCO**

-- End of Unit --
- **Goldy Locks and the Three Bears – Understanding Intellectual Property, Copyright and Plagiarism** [Ages 8-11 (US Gr. 3-6)] **OCO**
 As part of i-SAFE’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: E-Rate

- **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** [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 Story with Activity*
 **Printable Activity pages*
 **Teacher Guide*

 **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 Story with Activity*
 **Printable Activity pages*
 **Teacher Guide*

- **Cyber Bullying** [Age 9 (US Gr. 4) **CB**] **ER**
 The concepts of cyber bullying and kindness online are introduced with a focus on Netiquette. Students identify courses of action and 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** [Ages 8-11 (US Gr. 3-6) **CB**] **ER**
 “Uma Duck a.k.a. UGLY” is a story about cyber bullying and the potential advantages of online networking.
- **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 usage of social media and improved communication between teacher, parents and students.
- **Music and Movement: Chat** [Ages 8-9 (US Gr. 3-4) **SN**] **ER**
 As part of i-SAFE’s Music and Movement series of lessons, learners 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: *MP3 file
 *Coordinating Music Video .WMV file
- **Royalties, Respect & Ownership** [Age 8-10 (US Gr. 3-5) **SN**] **ER**
 Students will understand that in the world of technology and online sharing there are new challenges and new opportunities for owners of creative works.
- **Mix + Match: The Magic of Making Music** [Age 8-10 (US Gr. 3-5) **SN**] **ER**
 Students will understand that the line between derivative work and transformative work is often unclear. Those who remix and publicly perform creative works based on an original should obtain permission from the rights holder in order to avoid copyright infringement, or search for digital music that is either licensed to remix or in the public domain.
- **Memes, Mashups & Media** [Age 8-10 (US Gr. 3-5) **SN**] **ER**
 As students closely examine Internet memes with reference to copyright laws, fair use, and cultural trends they will generate a balanced perspective between the rights of the content owner and the innovative use of digital media.
- **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 the latest developments in 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 86 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 cyber community.
Includes: **Webpage Activity*
**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**
An i-SAFE CCSS model-aligned lesson providing 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 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: **Coordinating PowerPoint*
- **Negative Networking: A Look At Gangs Online [Ages 10-13 (US Gr. 5-8)] DCC**
Learners 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**

Unit of 3 lessons. A cultural approach to online safety:

- Hawaii Cultural 1 – Our Cultural Awareness and Cyber Safety Issues of Respect – Ho’ihi
- Hawaii Cultural 2 – Our Cultural Awareness and Cyber Safety Worlds of Friendship
- Hawaii Cultural 3 – Our Cultural Awareness and Cyber Safety Making Connections

Includes: **Audio file (song) “Ma Ka Punaiwele”*

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**
Learners 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**
Supplemental lesson/activity to the Personal Safety core Module. Investigates safety and security issues surrounding online shopping.

Substance Abuse Issues in an Online Culture (Workbook) [Ages 10-13 (US Gr. 5-8)] **DS**
Unit of 7 lessons. 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 9-12 but the activities associated with these lessons are different and are age appropriate for grades 5-8):

- Understanding Substance Abuse Concerns [Ages 10-13 (US Gr. 5-8)] **DS**
- Sorting It Out: Misuse of Prescription Drugs and OTDSS [Ages 10-13 (US Gr. 5-8)] **DS**
- Medical and Pharmaceutical Information Online [Ages 10-13 (US Gr. 5-8)] **DS**
- Peer Pressure Online [Ages 10-13 (US Gr. 5-8)] **DS**
- Online Advertising [Ages 10-13 (US Gr. 5-8)] **DS**
- The Online Drug Culture and Social Networking [Ages 10-13 (US Gr. 5-8)] **DS**
- Enrichment Activity – Wrap It Up! [Ages 10-13 (US Gr. 5-8)] **DS**

Includes: *Teacher Guide (Workbook)

-- End of Workbook Unit --

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

Unit of 7 lessons. Students will learn about risks associated with cell phone use such as sexting, cell harassment, correct cell usage, etc.:

- Cell Phone Basics [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phone Safety – Text Messaging [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phone Safety – Cell Phone Photos/Sexting [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phone Safety – Harassment [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phones and Mobility [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phones and School – School Considerations/Cheating [Ages 10-13 (US Gr. 5-8)] **DS**
- Wrap up and Review [Ages 10-13 (US Gr. 5-8)] **DS**

-- End of Unit --

Acceptable Use Policies UNIT [Ages 10-17 (US Gr. 5-12)] **DS**

Unit of 2 lessons (with activities) designed to encourage familiarity with the school's acceptable use policy:

- Know Your Code of Conduct [Ages 10-17 (US Gr. 5-12)] **DS**
- Learn About Acceptable Use Policies (AUP) [Ages 10-17 (US Gr. 5-12)] **DS**

MODULE: Digital Security Skills & Practices

- **Computer Security Basics** [Age 10 (US Gr. 5)] **DSS**
Through discussion and interactive 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: *HTML Activity
- **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**
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**
Provides a lesson focus 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
- **Henny Penny – Spam, Scams and other E-mail Disasters** [Ages 8-11 (US Gr. 3-6)] **DSS**
As part of i-SAFE’s Fairy Tales with a Twist series, Henny Penny thinks the sky is falling because of what she received 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 and 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: *Coordinating PowerPoint
- **Identifying Online Predators** [Age 10 (US Gr. 5)] **OCC**
A facilitated PowerPoint lesson that investigates and identifies key concepts associated with responsible and safe online interaction; focusing on issues associated with Internet predators including key characteristics of suspicious online communication, the grooming process and proactive techniques to reduce risk. Includes: *Coordinating PowerPoint
*Activity pages in Spanish
- **Fairy Tales with a 21st Century Twist** [Ages 8-11 (US Gr. 3-6)] **OCC**
An exploration of cyber safety issues through “twists” in familiar fairy tales. The Story of Little Red promotes understanding of online friendships and predators.

MODULE: Online Creativity & Ownership

- **Goldy Locks and the Three Bears – Understanding Intellectual Property, Copyright and Plagiarism** [Ages 8-11 (US Gr. 3-6)] **OCO**
As part of i-SAFE’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.

Creativity in the Classroom [Age 8-9 (US Gr. 3-5)] **OCO**

Unit of 7 lessons. Concepts like copyright and ownership are difficult for young students to grasp, yet critical to learn, especially at an early age. “Creativity in the Classroom” relates intellectual

property issues to students' everyday lives – social collaboration and mobile access, memes, mashups, and all media – while promoting student creativity through the clever use of sock puppets.

- Setting the Stage for Creative Ownership [Age 8-9 (US Gr. 3-5)] **OCO**
- Property of Your Creative Mind [Age 8-9 (US Gr. 3-5)] **OCO**
- Intellectual Property and Honesty [Age 8-9 (US Gr. 3-5)] **OCO**
- Creativity and Copyright [Age 8-9 (US Gr. 3-5)] **OCO**
- Royalties, Respect and Ownership Rights [Age 8-9 (US Gr. 3-5)] **OCO**
- The Magic of Making Music [Age 8-9 (US Gr. 3-5)] **OCO**
- Memes, Mashups and Media [Age 8-9 (US Gr. 3-5)] **OCO**

-- End of Unit --

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

Unit of 6 lessons (plus activities and games). 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:

- Intellectual Property has Value [Age 10 (US Gr. 5)] **OCO**
- Intellectual Property Vocabulary Practice [Age 10 (US Gr. 5)] **OCO**
- Piracy Primer [Age 10 (US Gr. 5)] **OCO**
- Plagiarism Essentials [Age 10 (US Gr. 5)] **OCO**
- Cite Your Sources [Age 10 (US Gr. 5)] **OCO**
- Let's Talk About Intellectual Property [Age 10 (US Gr. 5)] **OCO**
(Review PowerPoint lesson featuring Donny the Downloader)

Includes: *Coordinating PowerPoint

-- End of Unit --

MODULE: 21st Century Media Literacy

- **Digital Literacy Connections: Webcams in Our World** [Ages 10-11 (US Gr. 5-6)] **CML**
This lesson connects the concepts of beneficial webcam usage and digital literacy among users.
- **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**
Learners 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 a good search query and then selecting productive search results can be difficult for them. This lesson guides students to conduct the best possible search for good, valid information when using the Internet as a resource tool.

MODULE: E-Rate



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

This Sock Puppet Nation themed unit is comprised of five lessons. The coordinating PowerPoints and student handouts are separated by lesson to enable 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: *PowerPoints

- **Introduction to Online Personal Safety** [Age 10 (US Gr. 5) **AOB**] **ER**
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** [Age 10 (US Gr. 5) **AOB**] **ER**
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** [Age 10 (US Gr. 5) **AOB**] **ER**
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** [Age 10 (US Gr. 5) **AOB**] **ER**
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** [Age 10 (US Gr. 5)] **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.

-- End of Unit --



Text Messaging: A Major Misunderstanding [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 Story with Activity
*Printable Activity pages
*Teacher Guide



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 Story with Activity*
 * *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 strategies to avoid it. Enrichment goal: Make a display to provide anti-cyber bullying awareness information to students of the school.

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

Series of 3 lessons. 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.

- Bullying and Cyber Bullying: The Basics
- Cyber Bullying: The Players
- Action Against Cyber Bullying

- **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 Twist** [Ages 8-11 (US Gr. 3-6) **CB**] **ER**

“Uma Duck a.k.a. UGLY” is a story about cyber bullying and the potential advantages of online networking.

- **Royalties, Respect & Ownership** [Age 8-10 (US Gr. 3-5) **SN**] **ER**

Students understand that in the world of technology and online sharing there are new challenges and new opportunities for owners of creative works.

- **Mix + Match: The Magic of Making Music** [Age 8-10 (US Gr. 3-5) **SN**] **ER**

Students will understand that the line between derivative work and transformative work is often unclear. Those who remix and publicly perform creative works based on an original should obtain permission from the rights holder in order to avoid copyright infringement, or search for digital music that is either licensed to remix or in the public domain.

- **Memes, Mashups & Media** [Age 8-10 (US Gr. 3-5) **SN**] **ER**

As students closely examine Internet memes with reference to copyright laws, fair use, and cultural trends they will generate a balanced perspective between the rights of the content owner and the innovative use of digital media.

- **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 usage of social media and improved 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 the latest developments in 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**
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**
Learners develop a comprehensive understanding of safety tips to remember when designing and building their own Web sites.
Includes: **Coordinating PowerPoint*
 **HTML Activity*
 **Activity page in Spanish*
- **Social Networking In Online Communities** [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
An investigation of the current trends in usage of social networking sites, safety strategies for social networking, and the positive uses of these activities.

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

Unit of 3 lessons. Comprehensive unit looking at one's online identity; how an online identity is formed, etc.:

- Forming An Identity Online [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
- When Online Identity Mistakes Are Safety Risks [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
- From Identity Mistakes to Security Risks [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
 -- *End of Unit* --
- **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: **PowerPoint*

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

Unit of 7 lessons. 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 are the same as for grades 9-12 but these activities are age appropriate for grades 5-8):

- Understanding Substance Abuse Concerns [Ages 10-13 (US Gr. 5-8)] **DS**
- Sorting It Out: Misuse of Prescription Drugs and OTDSS [Ages 10-13 (US Gr. 5-8)] **DS**
- Medical and Pharmaceutical Information Online [Ages 10-13 (US Gr. 5-8)] **DS**
- Peer Pressure Online [Ages 10-13 (US Gr. 5-8)] **DS**
- Online Advertising [Ages 10-13 (US Gr. 5-8)] **DS**
- The Online Drug Culture and Social Networking [Ages 10-13 (US Gr. 5-8)] **DS**
- Enrichment Activity – Wrap It Up! [Ages 10-13 (US Gr. 5-8)] **DS**

Includes: *Teacher Guide (Workbook)

-- End of Workbook Unit --

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

Supplemental lesson/activity to the Personal Safety core Module. This lesson investigates safety and security issues surrounding online shopping.

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

Unit of 7 lessons. Students will learn about risks associated with cell phone use such as sexting, cell harassment, correct cell usage, etc.:

- Cell Phone Basics [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phone Safety – Text Messaging [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phone Safety – Cell Phone Photos/Sexting [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phone Safety – Harassment [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phones and Mobility [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phones and School – School Considerations/Cheating [Ages 10-13 (US Gr. 5-8)] **DS**
- Wrap up and Review [Ages 10-13 (US Gr. 5-8)] **DS**

-- End of Unit --

Acceptable Use Policies UNIT [Ages 10-17 (US Gr. 5-12)] **DS**

Unit of 2 lessons (with activities) designed to encourage familiarity with the school's AUP:

- Know Your Code of Conduct [Ages 10-17 (US Gr. 5-12)] **DS**
- Learn About Acceptable Use Policies (AUP) [Ages 10-17 (US Gr. 5-12)] **DS**

-- End of Unit --

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

This lesson investigates current legal trends concerning the Internet.

MODULE: Digital Security Skills & Practices

Cyber Security UNIT [Age 11 (US Gr. 6)] **DSS**

Unit of 4 lessons. Through discussion and interactive activities, students will better understand how to protect their computer security:

- Cyber Security and E-mail Protocol [Age 11 (US Gr. 6)] **DSS**
- Risks of Spyware [Age 11 (US Gr. 6)] **DSS**
- Spam Scams [Age 11 (US Gr. 6)] **DSS**
- Cyber Security Review PowerPoint lesson [Age 11 (US Gr. 6)] **DSS**

Includes: *Coordinating PowerPoint

*HTML Activity

-- End of Unit --

- **Integrated Literacy and Learning – Cyber Safety Focus: Action Against Malware CCSS Model-Aligned Series** [Age 11 (US Gr. 6)] **DSS**
An i-SAFE CCSS model-aligned lesson providing 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.
- **Henny Penny – Spam, Scams and other E-mail Disasters** [Ages 8-11 (US Gr. 3-6)] **DSS**
As part of i-SAFE’s Fairy Tales with a Twist series, Henny Penny thinks the sky is falling because of what she received 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 and 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**
A facilitated PowerPoint lesson, that investigates and identifies key concepts associated with responsible and safe online interaction, with a focus on issues associated with Internet predators including key characteristics of suspicious online communication, the grooming process and proactive techniques to reduce risk.
Includes: *Activity pages in Spanish
*Coordinating PowerPoint
- **Fairy Tales with a 21st Century Twist** [Ages 8-11 (US Gr. 3-6)] **OCC**
An exploration of cyber safety issues through “twists” in familiar fairy tales. The Story of Little Red promotes understanding of online friendships and predators.
- **Avoiding Online Predators** [Ages 11-13 (US Gr. 6-8)] **OCC**
A facilitated PowerPoint lesson introduces students to the grooming process.
Includes: *Coordinating PowerPoint

MODULE: Online Creativity & Ownership

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

- **Intellectual Property Basics with Donny the Downloader** [Age 11 (US Gr. 6)] **OCO**
Includes: *HTML activity
*Activity page in Spanish
- **Music Makers – Unknown Victims** [Age 11 (US Gr. 6)] **OCO**
- **Plagiarism and the World Wide Web** [Age 11 (US Gr. 6)] **OCO**
- **Cite Your Sources** [Age 11 (US Gr. 6)] **OCO**

- Let's Talk About Intellectual Property [Age 11 (US Gr. 6)] **OCO**
(Review PowerPoint lesson featuring Donny the Downloader)
Includes: *Coordinating PowerPoint
- Donny the Downloader on All About Piracy PowerPoint [Age 11 (US Gr. 6)] **OCO**
Includes: *Coordinating PowerPoint

-- End of Unit --

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

As part of i-SAFE'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 concepts of beneficial webcam usage and digital literacy among users.
- **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**
Learners 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 a good search query and then selecting productive search results can be difficult for them. This lesson guides students to conduct the best possible search for good, 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, to learn about the concepts of invention and innovation, students 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 [Age 11-13 (US Gr. 6-8)] **CML**

Unit of 4 lessons. 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:

- Janice and Maria – A Bullying Story
- Katie – A Cyber Predator Story
- Mark – A Computer Virus Story
- Culminating Activity

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** [Ages 11-13 (US Gr. 6-8)] **IOE**
Learners 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** [Ages 11-13 (US Gr. 6-8)] **IOE**
Learners 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** [Ages 11-13 (US Gr. 6-8)] **IOE**
Learners 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** [Ages 11-13 (US Gr. 6-8)] **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.

-- End of Unit --

MODULE: E-Rate



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

Empower students through iDrive. This unit 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 the culminating project: students complete one of several iDrive Empowerment Activities.

Includes: * *Coordinating PowerPoints*

- **Introduction to Online Personal Safety** [Age 11 (US Gr. 6) **AOB**] **ER**
Students engage in dialogue about their experience in various online communities and discuss the role of parental supervision.
- **Protecting Online Identity** [Age 11 (US Gr. 6) **AOB**] **ER**
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** [Age 11 (US Gr. 6) **AOB**] **ER**
Students will understand the threats to their online security and safety, and practice creating strong passwords.
- **Safe Communication Skills** [Age 11 (US Gr. 6) **AOB**] **ER**
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** [Age 11 (US Gr. 6) **AOB**] **ER**
Students demonstrate their knowledge, skills, and understanding about protecting personal safety and complete an iDrive Empowerment Activity.

-- End of Unit --



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*

- **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.
- **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: * *Coordinating PowerPoint*

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

Series of 3 lessons. 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:

- Cyber Bullying is No Joke
- Upstanders Take Action
- Action Plans Against Cyber Bullying

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

“Uma Duck a.k.a. UGLY” is a story about cyber bullying and the potential advantages of online networking.

- **Video Webcast lesson – Cyber Harassment: Online Bullying and Stalking** [Ages 11-17 (US Gr. 6-12) **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.
- **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 usage of social media and improved 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**
Learners develop a comprehensive understanding of safety tips to remember when designing and building their own Web sites.
Includes: **Coordinating PowerPoint*
 **HTML Activity*
 **Activity page in Spanish*
- **Social Networking In Online Communities** [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
An investigation of the current trends in usage of social networking sites, safety strategies for social networking, and the positive uses of these activities.

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

Unit of 3 lessons. Comprehensive unit looking at one’s online identity; how an online identity is formed, etc.:

- Forming An Identity Online [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
- When Online Identity Mistakes Are Safety Risks [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
- From Identity Mistakes to Security Risks [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
 -- *End of Unit* --
- **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: **PowerPoint*
- **Cyber Safety and Photo Management** [Ages 11-13 (US Gr. 6-8) **SN**] **ER**
This lesson explores the safe management of personal photos in Cyberspace – in the online environment and through cell phone usage. Students will understand potential negative consequences of posting photos in Cyberspace 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 11-17 (US Gr. 6-12) **SN**] **ER**
Students examine the interactive Web and how to navigate it safely through supporting and coordinating activities.
- **Your Digital Footprint** [Ages 11-17 (US Gr. 6-12) **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 108 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; Statistic compilation and analysis.

Includes: *Activity in Spanish
*Cyber Community PowerPoint

- **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: *Coordinating PowerPoint

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

Learners 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**

Unit of 3 lessons. A cultural approach to online safety:

- Hawaii Cultural 1 – Our Cultural Awareness and Cyber Safety Issues of Respect – Ho’ihi
- Hawaii Cultural 2 – Our Cultural Awareness and Cyber Safety Worlds of Friendship
- Hawaii Cultural 3 – Our Cultural Awareness and Cyber Safety Making Connections

Includes: *Audio file (song) “Ma Ka Punaiwele”
-- End of Unit --

- **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 cyber community online.

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

Learners 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**

Supplemental lesson/activity to the Personal Safety core Module. This lesson investigates safety and security issues surrounding online shopping.

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

Unit of 7 lessons. 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 9-12 but the activities associated with these lessons are different and are age appropriate for grades 5-8):

- Understanding Substance Abuse Concerns [Ages 10-13 (US Gr. 5-8)] **DS**
- Sorting It Out: Misuse of Prescription Drugs and OTDSS [Ages 10-13 (US Gr. 5-8)] **DS**
- Medical and Pharmaceutical Information Online [Ages 10-13 (US Gr. 5-8)] **DS**
- Peer Pressure Online [Ages 10-13 (US Gr. 5-8)] **DS**
- Online Advertising [Ages 10-13 (US Gr. 5-8)] **DS**
- The Online Drug Culture and Social Networking [Ages 10-13 (US Gr. 5-8)] **DS**
- Enrichment Activity – Wrap It Up! [Ages 10-13 (US Gr. 5-8)] **DS**

Includes: *Teacher Guide (Workbook)

-- End of Workbook Unit --

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

Unit of 7 lessons. Students will learn about risks associated with cell phone use such as sexting, cell harassment, correct cell usage, etc.:

- Cell Phone Basics [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phone Safety – Text Messaging [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phone Safety – Cell Phone Photos/Sexting [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phone Safety – Harassment [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phones and Mobility [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phones and School – School Considerations/Cheating [Ages 10-13 (US Gr. 5-8)] **DS**
- Wrap up and Review

-- End of Unit --

Acceptable Use Policies UNIT [Ages 10-17 (US Gr. 5-12)] **DS**

Unit of 2 lessons (with activities) designed to encourage familiarity with the school's acceptable use policy:

- Know Your Code of Conduct [Ages 10-17 (US Gr. 5-12)] **DS**
- Learn About Acceptable Use Policies (AUP) [Ages 10-17 (US Gr. 5-12)] **DS**

-- End of Unit --

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

Investigates current legal trends concerning the Internet.

• **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: *Coordinating PowerPoint

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

Series of 7 lessons. Students learn how health can be impacted from prolonged Internet use and develop strategies to maintain a healthy lifestyle while using digital technologies:

- Vision-Related Problems [Age 12-17 (US Gr. 7-12)] **DS**
- Headaches and Seizures [Age 12-17 (US Gr. 7-12)] **DS**
- Musculoskeletal Problems [Age 12-17 (US Gr. 7-12)] **DS**

- Sleep Problems, Münchhausen [Age 12-17 (US Gr. 7-12)] **DS**
- Syndrome by Internet [Age 12-17 (US Gr. 7-12)] **DS**
- Cyberchondria – Internet-Induced Health Anxiety [Age 12-17 (US Gr. 7-12)] **DS**
- Addiction, Anxiety and Depression [Age 12-17 (US Gr. 7-12)] **DS**

-- End of Unit --

MODULE: Digital Security Skills & Practices

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

Unit of 5 lessons. Through discussion and the development and presentation of scenarios and skits, students will develop an understanding of malware issues and how they affect e-mail, understand the necessity of using caution when opening e-mail to protect computer security, and inform others about cyber security issues:

- Malware Issues [Age 12 (US Gr. 7)] **DSS**
- Acceptable Use Policies [Age 12 (US Gr. 7)] **DSS**
- Risks of Spyware [Age 12 (US Gr. 7)] **DSS**
- National Student Watch [Age 12 (US Gr. 7)] **DSS**
- Cyber Security Review PowerPoint [Age 12 (US Gr. 7)] **DSS**

Includes: *Coordinating PowerPoint
*HTML Activity

-- End of Unit --

- **Computer Security – Virus Recognition and Action** [Ages 12-13 (US Gr. 7-8)] **DSS**
Learners will develop a basic understanding of online security issues and basic prevention and maintenance to prevent these security issues.

MODULE: Online Creativity & Ownership

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

Unit of 6 lessons.

- **Understanding Intellectual Property** [Age 12 (US Gr. 7)] **OCO**
Learning the basics of intellectual property, copyright, etc. Includes: *HTML Activity
- **Music Copyright in the Digital Age** [Age 12 (US Gr. 7)] **OCO**
Learners will understand how copyright laws apply to online usage of music and be able to determine legal alternatives when using copyrighted music for school assignments and/or personal use.
- **Plagiarism and the World Wide Web** [Age 12 (US Gr. 7)] **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** [Age 12 (US Gr. 7)] **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 – Review PowerPoint Lesson Featuring Donny the Downloader** [Age 12 (US Gr. 7)] **OCO**
PowerPoint lesson to review major concepts taught in the i-SAFE Intellectual Property lessons.
Includes: *Coordinating PowerPoint

- **Donny the Downloader on All About Piracy PowerPoint Lesson** [Age 12 (US Gr. 7)] **OCO**

A PowerPoint lesson reviews piracy basics.

Includes: **Coordinating PowerPoint*

-- End of Unit --

MODULE: Online Contacts & Connections

- **Grade 7 Identifying Online Predators** [Age 12 (US Gr. 7)] **OCC**
A facilitated PowerPoint lesson that investigates and identifies key concepts associated with responsible and safe online interaction – with a focus on issues associated with Internet predators including key characteristics of suspicious online communication, the grooming process, and proactive techniques to reduce risk.
Includes: **Spanish Activity*
**Coordinating PowerPoint*
- **Avoiding Online Predators** [Ages 11-13 (US Gr. 6-8)] **OCC**
This facilitated PowerPoint lesson introduces students to the grooming process.
Includes: **Coordinating PowerPoint*
- **Developing Online Predator Awareness** [Ages 12-13 (US Gr. 7-8)] **OCC**
This lesson introduces key cyber safety concepts and is designed to raise an awareness of the grooming techniques used by predators and demonstrate understanding of how to avoid online predators.
- **Examining the Risks: “Willing Participation”** [Ages 12-13 (US Gr. 7-8)] **OCC**
This lesson provides a closer investigation of the concept of willing participation in online relationships with strangers.
Includes: **Activity pages in Spanish*

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, 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**
Learners 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.
- **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, to learn about the concepts of invention and innovation, students 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.
- **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 a good search query and then selecting productive search results can be difficult for them. This lesson guides students to conduct the best possible search for good, valid information when using the Internet as a resource tool.

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

Unit of 4 lessons. 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.

- Janice and Maria – A Bullying Story
- Katie – A Cyber Predator Story

- Mark – A Computer Virus Story
- Culminating Activity

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** [Ages 11-13 (US Gr. 6-8)] **IOE**
Learners 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** [Ages 11-13 (US Gr. 6-8)] **IOE**
Learners 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** [Ages 11-13 (US Gr. 6-8)] **IOE**
Learners 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** [Ages 11-13 (US Gr. 6-8)] **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.

-- End of Unit --

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

Includes 5 Items :

- **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 Agent program.
- **iDrive Online Campaigns:** Shareable media and information regarding iDrive’s monthly awareness campaigns. Available on www.iDriveTVonline.com

-- End of Resources --

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

Unit of 8 lessons. 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 “service to the community” to be completed beneficially for all concerned. The lessons can be used in traditional classrooms, in a specified school Service Learning atmosphere, or in a community-service club setting:

- Public Service Announcements
- Student Assembly Experience
- Community Leaders Meeting
- Brochure Creation/Distribution
- Orientation Presentation

- i-PARENT Presentation
- Library Safe Card Program
- Community Posters

-- End of Unit –

MODULE: E-Rate



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.

**Coordinating PowerPoints*

- **Online Community: My User Experience** [Age 12 (US Gr. 7) AOB] ER
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** [Age 12 (US Gr. 7) AOB] ER
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** [Age 11-12 (US Gr. 6-7) AOB] ER
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** [Age 11-12 (US Gr. 6-7) AOB] ER
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** [Age 12 (US Gr. 7) AOB] ER
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.

-- End of Unit –

- **App-titude: Real-Time Photo Chatting** [Ages 12-17 (US Gr. 7-12)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 [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 12-17 (US Gr. 7-12) **AOB**] **ER**

Series of 2 lessons. Lessons cover the routine online activities that young people engage in and force critical thinking and open discussion on the merits and safety/security issues associated with each. The goal is to empower students to make wise choices:

- Video Sharing [Age 12-17 (US Gr. 7-12) **AOB**] **ER**
- Online Friending [Age 12-17 (US Gr. 7-12) **AOB**] **ER**
- **Integrated Literacy and Learning – Cyber Safety Focus: Cyber Bullying CCSS Model-Aligned Series** [Age 12 (US Gr. 7) **CB**] **ER**
An i-SAFE 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 cyberbullying, and techniques to avoid/report bullying.
Includes: **Coordinating PowerPoint*

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

Series of 3 lessons. 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:

- School Climate, Social Norms and Cyber Bullying
- Cyber Bullying: Bystanders and Upstanders
- Coping with Cyber Bullying – Positive Planning
- **Video Webcast lesson – Cyber Harassment: Online Bullying and Stalking** [Ages 11-17 (US Gr. 6-12) **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.
- **Safe Web Site Design** [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
Learners develop a comprehensive understanding of safety tips to remember when designing and building their own Web sites.
Includes:
**Coordinating PowerPoint*
**HTML Activity*
**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 usage of social media and improved communication between teacher, parents and students.
- **Social Networking In Online Communities** [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
An investigation of the current trends in usage of social networking sites, safety strategies for social networking, and the positive uses of these activities.

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

Unit of 3 lessons. Comprehensive unit looking at one's online identity; how an online identity is formed, etc.:

- Forming An Identity Online [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
- When Online Identity Mistakes Are Safety Risks [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
- From Identity Mistakes to Security Risks [Ages 10-13 (US Gr. 5-8) **SN**] **ER**

-- End of Unit --

- **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: *PowerPoint
- **Cyber Safety and Photo Management** [Ages 11-13 (US Gr. 6-8) **SN**] **ER**
This lesson explores the safe management of personal photos in Cyberspace – in the online environment and through cell phone usage. Students will understand potential negative consequences of posting photos in Cyberspace 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 11-17 (US Gr. 6-12) **SN**] **ER**
Students examine the interactive Web and how to navigate it safely through supporting and coordinating activities.
- **Your Digital Footprint** [Ages 11-17 (US Gr. 6-12) **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 111 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; Creation of Web site evaluation tool; and Evaluation of sample Web pages. Students will create posters to inform others how to evaluate Web sites.

Includes: * *Activity in Spanish*
 * *Cyber Community PowerPoint*
 * *HTML Activity*

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

Learners 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**

Unit of 3 lessons. A cultural approach to online safety:

- Hawaii Cultural 1 – Our Cultural Awareness and Cyber Safety Issues of Respect – Ho'ihi
- Hawaii Cultural 2 – Our Cultural Awareness and Cyber Safety Worlds of Friendship
- Hawaii Cultural 3 – Our Cultural Awareness and Cyber Safety Making Connections

Includes: * *Audio file (song) "Ma Ka Punaiwele"*

-- End of Unit --

- **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 cyber community.

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

Learners 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**

Supplemental lesson/activity to the Personal Safety core Module. This lesson investigates safety and security issues surrounding online shopping.

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

Unit of 7 lessons. 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 9-12 but the activities associated with these lessons are different and are age appropriate for grades 5-8):

- Understanding Substance Abuse Concerns [Ages 10-13 (US Gr. 5-8)] **DS**
- Sorting It Out: Misuse of Prescription Drugs and OTDSS [Ages 10-13 (US Gr. 5-8)] **DS**

- Medical and Pharmaceutical Information Online [Ages 10-13 (US Gr. 5-8)] **DS**
- Peer Pressure Online [Ages 10-13 (US Gr. 5-8)] **DS**
- Online Advertising [Ages 10-13 (US Gr. 5-8)] **DS**
- The Online Drug Culture and Social Networking [Ages 10-13 (US Gr. 5-8)] **DS**
- Enrichment Activity – Wrap It Up! [Ages 10-13 (US Gr. 5-8)] **DS**

Includes: *Teacher Guide (Workbook)

-- End of Workbook Unit --

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

Unit of 7 lessons. Students will learn about risks associated with cell phone use such as sexting, cell harassment, correct cell usage, etc.:

- Cell Phone Basics [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phone Safety – Text Messaging [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phone Safety – Cell Phone Photos/Sexting [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phone Safety – Harassment [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phones and Mobility [Ages 10-13 (US Gr. 5-8)] **DS**
- Cell Phones and School – School Considerations/Cheating [Ages 10-13 (US Gr. 5-8)] **DS**
- Wrap up and Review [Ages 10-13 (US Gr. 5-8)] **DS**

-- End of Unit --

Acceptable Use Policies UNIT [Ages 10-17 (US Gr. 5-12)] **DS**

Unit of 2 lessons (with activities) designed to encourage familiarity with the school's acceptable use policy:

- Know Your Code of Conduct [Ages 10-17 (US Gr. 5-12)] **DS**
- Learn About Acceptable Use Policies (AUP) [Ages 10-17 (US Gr. 5-12)] **DS**

-- End of Unit --

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

Investigates current legal trends concerning the Internet.

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

Series of 7 lessons. Students learn how health can be impacted from prolonged Internet use and develop strategies to maintain a healthy lifestyle while using digital technologies:

- Vision-Related Problems [Age 12-17 (US Gr. 7-12)] **DS**
- Headaches and Seizures [Age 12-17 (US Gr. 7-12)] **DS**
- Musculoskeletal Problems [Age 12-17 (US Gr. 7-12)] **DS**
- Sleep Problems, Münchhausen [Age 12-17 (US Gr. 7-12)] **DS**
- Syndrome by Internet [Age 12-17 (US Gr. 7-12)] **DS**
- Cyberchondria – Internet-Induced Health Anxiety [Age 12-17 (US Gr. 7-12)] **DS**
- Addiction, Anxiety and Depression [Age 12-17 (US Gr. 7-12)] **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: *Coordinating PowerPoint

- **Integrated Literacy and Learning – Focus on Cyber Safety CCSS Model-Aligned Series**
[Age 13 (US Gr. 8)] **DS**
An i-SAFE CCSS model-aligned lesson providing 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**

Unit of 5 lessons. Students will develop an understanding of the issues surrounding malware and secure e-mail protocol and the necessity of enabling computer security functions to ensure computer security:

- Point of Attack – Malware [Age 13 (US Gr. 8)] **DSS**
- Security Risks of P2P File Sharing [Age 13 (US Gr. 8)] **DSS**
- Homeland Security [Age 13 (US Gr. 8)] **DSS**
- National Student Watch [Age 13 (US Gr. 8)] **DSS**
- Cyber Security Review PowerPoint [Age 13 (US Gr. 8)] **DSS**

Includes: *Coordinating PowerPoints

*HTML Activity

-- End of Unit --

- **Spyware Risks** [Ages 13 (US Gr. 8)] **DSS**
Students review the security risks associated with downloading items online develop an understanding of the term spyware, which types of programs can be infected with spyware, and how it can compromise personal information.
- **Homeland Security** [Ages 13-17 (US Gr. 8-12)] **DSS**
Learners will apply knowledge and concepts previously learned, such as hacking, steganography, and malicious code (i.e., viruses and worms), to information on cyber terrorism. They will be able to identify and comprehend the utilization of the Internet in cyberterrorism and cyber warfare and will be able to identify and comprehend security prevention techniques. Includes: *HTML activity
- **Computer Security – Virus Recognition and Action** [Ages 12-13 (US Gr. 7-8)] **DSS**
Learners will develop a basic understanding of online security issues and basic prevention and maintenance to prevent these security issues.

MODULE: Online Creativity & Ownership

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

Unit of 7 lessons.

- **Creation and Copyright** [Age 13 (US Gr. 8)] **OCO**
The basics of intellectual property.
- **Plagiarism and the World Wide Web** [Age 13 (US Gr. 8)] **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** [Age 13 (US Gr. 8)] **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** [Age 13 (US Gr. 8)] **OCO**
Students learn about Internet piracy and the differences between legal and illegal downloading.
- **Mock Trial Lesson and Activity** [Age 13 (US Gr. 8)] **OCO**
Activity lesson involving a mock trial.
Includes: **Activity pages in Spanish*
- **Let's Talk About Intellectual Property. A Donny the Downloader Guided PowerPoint Based Lesson** [Age 13 (US Gr. 8)] **OCO**
PowerPoint lesson to review major concepts taught in the i-SAFE Intellectual Property lessons. Includes: **Coordinating PowerPoint*
- **Donny the Downloader on All About Piracy PowerPoint Lesson** [Age 13 (US Gr. 8)] **OCO**
PowerPoint lesson reviewing piracy basics. Includes: **Coordinating PowerPoint*
-- End of Unit --

MODULE: Online Contacts & Connections

- **Grade 8 Identifying Online Predators** [Age 13 (US Gr. 8)] **OCC**
A facilitated PowerPoint lesson that investigates and identifies key concepts associated with responsible and safe online interaction – with a focus on issues associated with online Predators; including key characteristics of suspicious online communication, the grooming process, and proactive techniques to reduce risk.
Includes: **Spanish Activity*
**Coordinating PowerPoint*
- **Avoiding Online Predators** [Ages 11-13 (US Gr. 6-8)] **OCC**
This facilitated PowerPoint lesson introduces students to the grooming process.
Includes: **Coordinating PowerPoint*
- **Developing Online Predator Awareness** [Ages 12-13 (US Gr. 7-8)] **OCC**
This lesson introduces key cyber safety concepts; it is designed to raise awareness of the grooming techniques used by predators and demonstrate understanding of how to avoid online predators.
- **Examining the Risks: “Willing Participation”** [Ages 12-13 (US Gr. 7-8)] **OCC**
This lesson provides a closer investigation of the concept of willing participation in online relationships with strangers. Includes: **Activity pages in Spanish*

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**
Learners 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 a good search query and then selecting productive search results can be difficult for them. This lesson guides students to conduct the best possible search for good, 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, to learn about the concepts of invention and innovation, students 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 [Age 11-13 (US Gr. 6-8)] **CML**

Unit of 4 lessons. 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.

- Janice and Maria – A Bullying Story
 - Katie – A Cyber Predator Story
 - Mark – A Computer Virus Story
 - Culminating Activity
-
- **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** [Ages 11-13 (US Gr. 6-8)] **IOE**
Learners 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** [Ages 11-13 (US Gr. 6-8)] **IOE**
Learners 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** [Ages 11-13 (US Gr. 6-8)] **IOE**
Learners 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** [Ages 11-13 (US Gr. 6-8)] **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.

-- End of Unit --

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

Includes 5 Items :

- **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 Agent program.
- **iDrive Online Campaigns:** Shareable media and information regarding iDrive’s monthly awareness campaigns. Available on www.iDriveTVonline.com

-- End of Resources --

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

Unit of 9 lessons. 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 “service to the community” to be completed beneficially for all concerned. The lessons can be used in traditional classrooms, in a specified school Service Learning atmosphere, or in a community-service club setting:

- Public Service Announcements
- Student Assembly Experience
- Community Leaders Meeting
- Brochure Creation/Distribution
- Orientation Presentation
- i-PARENT Presentation
- Library Safe Card Program
- Community Posters

-- End of Unit --

MODULE: E-Rate

- **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.

Grade 8 Personal Safety UNIT [Age 13 (US Gr. 8) **AOB**] **ER**

Unit of 4 lessons. A selection of lessons designed to be taught as a complete unit, but can also be implemented individually:

- **Your Online Safety: Understanding the Issues** [Age 13 (US Gr. 8) **AOB**] **ER**
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; and Identify risk elements of screen names, passwords and profiles.
- **Proactive Protection Online** [Age 13 (US Gr. 8) **AOB**] **ER**
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** [Age 13 (US Gr. 8) **AOB**] **ER**
Provides an in-depth investigation into the concept of providing indirect information which aids bullies and predators in finding you.
- **Grade 8 Online Personal Safety Review and Action** [Age 13 (US Gr. 8) **AOB**] **ER**
Review activities to reinforce Personal Safety Unit concepts and HTML activity.
Includes: **Coordinating Unit PowerPoint*
 **HTML Activity*

-- End of Unit --

Thinking Things Through SERIES [Ages 12-17 (US Gr. 7-12) **AOB**] **ER**

Series of 2 lessons covering the routine online activities that young people engage in and force critical thinking and open discussion on the merits and safety/security issues associated with each. The goal is to empower students to make wise choices:

- Video Sharing [Age 12-17 (US Gr. 7-12) **AOB**] **ER**
- Online Friending [Age 12-17 (US Gr. 7-12) **AOB**] **ER**

- 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.
- 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 usage of social media and improved 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 usage 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.
- App-titude: Real-Time Photo Chatting** [Ages 12-17 (US Gr. 7-12) **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*
- Safe Web Site Design** [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
 Learners develop a comprehensive understanding of safety tips to remember when designing and building their own Web sites.
Includes: * *Coordinating PowerPoint*
 * *HTML Activity*
 * *Activity page in Spanish*
- Social Networking In Online Communities** [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
 An investigation of the current trends in usage of social networking sites, safety strategies for social networking, and the positive uses of these activities.
- 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: * *PowerPoint*

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

Unit of 3 lessons. Comprehensive unit looking at one's online identity; how an online identity is formed, etc.:

- **Forming An Identity Online** [Ages 10-13 (US Gr. 5-8) **SN**] **ER**

- When Online Identity Mistakes Are Safety Risks [Ages 10-13 (US Gr. 5-8) **SN**] **ER**
- From Identity Mistakes to Security Risks [Ages 10-13 (US Gr. 5-8) **SN**] **ER**

-- End of Unit --

- **Cyber Safety and Photo Management** [Ages 11-13 (US Gr. 6-8) **SN**] **ER**
This lesson explores the safe management of personal photos in Cyberspace – in the online environment and through cell phone usage. Students will understand potential negative consequences of posting photos in Cyberspace and develop guidelines to safely and responsibly manage photos while engaging in online.
- **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 11-17 (US Gr. 6-12) **SN**] **ER**
Students examine the interactive Web and how to navigate it safely through supporting and coordinating activities.
- **Your Digital Footprint** [Ages 11-17 (US Gr. 6-12) **SN**] **ER**
Students will understand how their actions impact their footprint online.

 **Inquiry Learning: Social Networking & Privacy – Facebook** [Ages 13-17 (US Gr. 8-12) **SN**] **ER**

Series of 5 lessons. 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:

- Guided Inquiry Lesson
- Exploring Privacy Settings
- Default vs. Customized Settings
- Facial Recognition
- Photo Tagging and Privacy

 **Instagram Guide for Education** [Ages 13-17 (US Gr. 8-12) **SN**] **ER**

Series of 4 lessons. 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.

- Instagram – My Experience
- Instagram – A Closer Look
- Build or Bust (Your Reputation)
- Instagram – Beyond the Selfie

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

Series of 3 lessons. 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:

- School Climate, Social Norms and Cyber Bullying
 - Cyber Bullying: Bystanders and Upstanders
 - Coping with Cyber Bullying – Positive Planning
-
- **Video Webcast lesson – Cyber Harassment: Online Bullying and Stalking** [Ages 11-17 (US Gr. 6-12) **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.

9th-12th Grades

(Library of 108 Lessons)

MODULE: Digital Communication & Citizenship

Citizens of World 2.0 Series: Origins of the Net [Age 14-17 (US Gr. 9-12)] **DCC**

Unit of 4 lessons. 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.

- Mainframe Computers
- Timesharing
- Changing the Concept of Computers
- Military Origins of the Net: Packet-Switching

Citizens of World 2.0 Series: Infrastructure of the Information Age [Age 14-17 (US Gr. 9-12)]

DCC

Unit of 3 lessons. 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.

- Setting the Stage for ARPANET
 - IMP in a Subnet
 - The Internet is a Physical Thing
-
- **Cyber Community Survey** [Ages 14-17 (Gr. 9-12)] **DCC**

Students will identify and discuss their understanding of the comparison between the physical community and the cyber community, including their behaviors within those communities. Student activities include survey completion and compilation of results. Students will: Be able to identify the key general attributes of their personal and cyber communities; Be able to identify and comprehend the critical attributes that differentiate personal and cyber communities; Demonstrate the ability to make informed choices about appropriate and inappropriate decisions in accessing and using the Internet; and Be able to articulate and communicate their knowledge and understanding of the cyber community to peers and others. Includes: *Activity page in Spanish
 - **Emerging Leaders: Cyber Citizens** [Ages 14-17 (Gr. 9-12)] **DCC**

Learners will develop a basic understanding of online issues and their role as cyber 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 and how the Internet has been utilized, students will begin to conceptualize how important the Internet is to our infrastructure as a country and the necessity of digital citizenship on everyone's part.
 - **Online Freedoms and Culture of the Internet Community** [Ages 14-17 (Gr. 9-12)] **DCC** An investigation of 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**

Collection of 4 lessons/stories. What better way to bring concepts of cyber citizenship to students than to re-author classic fairy tales and their themes. Further, by exploring the complex messages found in these updated fairy tales students are challenged to think critically, creatively and philosophically about both the stories and characters being explored as well as about the implications those stories and characters have for the students' own lives:

- The Pig Family
 - Uma Duck a.k.a. UGLY
 - Goldy Locks and the Three Bears
 - Henny Penny
- **Online Gambling** [Ages 14-17 (Gr. 9-12)] **DCC**
An investigation of the risks and consequences of online gambling.
Includes: *Activity pages in Spanish
 - **Safety In Online Gaming** [Ages 11-18 (US Gr. 6-12)] **DCC**
Learners 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**
Learners 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. 5-12)] **DS**

Unit of 2 lessons (with activities) designed to encourage familiarity with the school's acceptable use policy:

- Know Your Code of Conduct [Ages 10-17 (US Gr. 5-12)] **DS**
 - Learn About Acceptable Use Policies (AUP) [Ages 10-17 (US Gr. 5-12)] **DS**
- End of Unit --

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

Series of 7 lessons. Students learn how health can be impacted from prolonged Internet use and develop strategies to maintain a healthy lifestyle while using digital technologies:

- Vision-Related Problems [Age 12-17 (US Gr. 7-12)] **DS**
 - Headaches and Seizures [Age 12-17 (US Gr. 7-12)] **DS**
 - Musculoskeletal Problems [Age 12-17 (US Gr. 7-12)] **DS**
 - Sleep Problems, Münchhausen [Age 12-17 (US Gr. 7-12)] **DS**
 - Syndrome by Internet [Age 12-17 (US Gr. 7-12)] **DS**
 - Cyberchondria – Internet-Induced Health Anxiety [Age 12-17 (US Gr. 7-12)] **DS**
 - Addiction, Anxiety and Depression [Age 12-17 (US Gr. 7-12)] **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: *Coordinating PowerPoint

- **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 in Cyberspace, including in the online environment and through cell phones/smartphones, by utilizing risk-assessment techniques.
- **Identity Theft** [Ages 14-17 (US Gr. 9-12)] **DS**
Students will be enabled to: 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; and 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**
A look at current legal trends concerning the Internet. Includes: *Activity page in Spanish
- **Online Shopping Risks** [Ages 14-17 (US Gr. 9-12)] **DS**
Supplemental lesson/activity to the core Personal Safety Unit; Investigates 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 and understand how their actions can decrease risk in various online situations.

Substance Abuse Issues In an Online Culture (Workbook) [Ages 14-17 (US Gr. 9-12)] **DS**
Unit of 7 lessons. 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):

- Understanding Substance Abuse Concerns [Ages 14-17 (US Gr. 9-12)] **DS**
- Sorting It Out: Misuse of Prescription Drugs and OTDSS [Ages 14-17 (US Gr. 9-12)] **DS**
- Medical and Pharmaceutical Information Online [Ages 14-17 (US Gr. 9-12)] **DS**
- Peer Pressure Online [Ages 14-17 (US Gr. 9-12)] **DS**
- Online Advertising [Ages 14-17 (US Gr. 9-12)] **DS**
- The Online Drug Culture and Social Networking [Ages 14-17 (US Gr. 9-12)] **DS**
- Enrichment Activity – Wrap It Up! [Ages 14-17 (US Gr. 9-12)] **DS**

Includes *Teacher Guide (Workbook)

-- End of Workbook Unit --

Cell Phone UNIT [Ages 14-17 (US Gr. 9-12)] **DS**

Unit of 7 lessons. Students will learn about risks associated with cell phone use such as sexting, cell harassment, correct cell use, etc.:

- Cell Phone Basics [Ages 14-17 (US Gr. 9-12)] **DS**
- Cell Phone Safety – Understanding Texting [Ages 14-17 (US Gr. 9-12)] **DS**
- Cell Phone Safety – Understanding Cell Photos/Sexting [Ages 14-17 (US Gr. 9-12)] **DS**
- Cell Phone Safety – Mobile Harassment [Ages 14-17 (US Gr. 9-12)] **DS**
- Cell Phones and Mobility [Ages 14-17 (US Gr. 9-12)] **DS**
- Cell Phones and School [Ages 14-17 (US Gr. 9-12)] **DS**
- Wrap up and Review [Ages 14-17 (US Gr. 9-12)] **DS**

-- End of Unit --

MODULE: Online Security Skills & Practices

- **Homeland Security** [Ages 13-17 (US Gr. 8-12)] **DSS**
Learners will apply knowledge and concepts previously learned, such as hacking, steganography, and malicious code (i.e., viruses and worms), to 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 be able to identify and comprehend security prevention techniques.
Includes: *HTML activity
- **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** An investigation 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**
An investigation of citizenship issues presented by Internet use focusing on hacking and hacktivism, steganography, potentials of terrorists' use of the Internet, and associated legal consequences; provides information on techniques to protect computers from external threats.

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**
Learners 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**

Unit of 4 lessons. Students learn about Internet piracy and the differences between legal and illegal downloading:

- Music Makers: Behind The Scenes Victims [Ages 14-17 (US Gr. 9-12)] **OCO**
- Music Copyright Basics [Ages 14-17 (US Gr. 9-12)] **OCO**
- Peer-to-Peer Networking [Ages 14-17 (US Gr. 9-12)] **OCO**
- Learn Before You Burn [Ages 14-17 (US Gr. 9-12)] **OCO**

-- End of Unit --

• **Video Webcast Lesson – Intellectual Property** [Ages 14-17 (US Gr. 9-12)] **OCO**

Identify appropriate use of the Internet and intellectual property by covering the definition of intellectual property, related key terminology, rules, U.S. laws, and consequences.

MODULE: Online Contacts & Connections

- **Online Relationships** [Ages 14-17 (US Gr. 9-12)] **OCC**
Learners 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: 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 rather must switch focus quickly from task to task. The lesson relates the findings to text messaging safety and homework/studying.
- **Introduction to Media Literacy** [Ages 14-17 (US Gr. 9-12)] **CML**
Learners 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 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 14-17 (US Gr. 9-12)] **CML**
Learners 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 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.

MODULE: ICT Outreach & Empowerment

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

Includes 5 Items :

- **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 Agent program.

- **iDrive Online Campaigns:** Shareable media and information regarding iDrive's monthly awareness campaigns. Available on www.iDriveTVonline.com

-- End of Resources --

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

Unit of 8 lessons. 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 "service to the community" to be completed beneficially for all concerned. The lessons can be used in traditional classrooms, in a specified school Service Learning atmosphere, or in a community-service club setting:

- Public Service Announcements
- Orientation Presentation
- Student Assembly Experience
- i-PARENT Presentation
- Community Leaders Meeting
- Library Safe Card Program
- Brochure Creation/Distribution
- Community Posters

-- End of Unit --

MODULE: E-Rate

Thinking Things Through SERIES [Ages 12-17 (US Gr. 7-12) AOB] ER

Series of 2 lessons. Lessons cover the routine online activities of young people and force critical thinking and open discussion on the merits and safety/security issues associated with each. The goal is to empower students to make wise choices:

- Video Sharing [Age 12-17 (US Gr. 7-12) AOB] ER
- Online Friending [Age 12-17 (US Gr. 7-12) AOB] ER

- **Real World Issues for Debate** [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.

- **App-titude: Real-Time Photo Chatting** [Ages 12-17 (US Gr. 7-12)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.

- **Online Privacy** [Ages 14-17 (Gr. 9-12) AOB] ER

Students will be able to take proactive measures to protect themselves online and be able to articulate and communicate their knowledge to their peers.

Includes: *Activity page in Spanish

- **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**
An Introduction to safety online focusing on personal information, online privacy and various forms of online communication.
- **Video Posting: Choices and Consequences** [Ages 14-17 (US Gr. 9-12) **AOB**] **ER**
Students gain an understanding of how private and personal information can be made public when engaging in seemingly safe online video sharing. This lesson helps them develop guidelines to safely and responsibly manage the posting of videos online.
- **Cyber Bullying** [Age 14-17 (US Gr. 9-12) **CB**] **ER**
Students will explore strategies that promote action when faced with bullying. Students understand the many types of cyber bullying and how prevalent cyber bullying is among students. They develop personal action plans for reference if faced with difficult situations/bullying in the future.
- **Cyber Bullying: Internet and Cell Phone Harassment** [Ages 14-17 (Gr. 9-12) **CB**] **ER**
Learners will develop a basic understanding of online harassment issues and specifically the role cell phones can play in harassment.
- **Video Webcast lesson – Cyber Harassment: Online Bullying and Stalking** [Ages 11-17 (US Gr. 6-12) **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.
- **A Web 2.0 World** [Ages 11-17 (US Gr. 6-12) **SN**] **ER**
Students examine the interactive Web and how to navigate it safely through supporting and coordinating activities.
- **Twitter for the High School Classroom** [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, how to use hashtags, privacy/security, and Twitter etiquette. Then students use Twitter to collaborate and complete assignments and suggested assignments across curriculum topics.
- **Consequences of Photo Sharing** [Ages 14-17 (US Gr. 9-12) **SN**] **ER**
This lesson explores the management of digital photo sharing, while giving students an understanding of potential risk levels in determining how to safely and responsibly post and share photos while engaging in online activities.


Identity Safety UNIT [Ages 14-17 (US Gr. 9-12) **SN**] **ER**


Unit of 3 lessons (with guide). Comprehensive unit looking at one’s online identity – how it is formed, etc.:

- Who Are You Online: An Exploration of Identity [Ages 14-17 (US Gr. 9-12) **SN**] **ER**
- Identity and Online Safety Issues [Ages 14-17 (US Gr. 9-12) **SN**] **ER**

- Identity and Online Security Risk Issues [Ages 14-17 (US Gr. 9-12) **SN**] **ER**
-- End of Unit --

- **Online Social Networking: A New Way to Socialize** [Ages 14-17 (Gr. 9-12) **SN**] **ER**
Learners will examine the risks and benefits associated with providing personal information through online social networking.
- **Social Networking Risks** [Ages 14-17 (Gr. 9-12) **SN**] **ER**
A look at how to network online and the types of networking opportunities.
Includes: *Activity page in Spanish
- **Video Webcast Lesson – Cyber Relationships** [Ages 14-17 (US Gr. 9-12) **SN**] **ER**
An investigation of safety in online communication focusing on how people interact and strategies for safe online interaction.
- **Video Webcast Lesson – Social Issues** [Ages 14-17 (Gr. 9-12) **SN**] **ER**
Developed around a collection of student-produced videos on Internet social issues, including the grooming process, online identities and online relationships.
- **Your Digital Footprint** [Ages 11-17 (US Gr. 6-12) **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.

-  **Inquiry Learning: Social Networking & Privacy – Facebook** [Ages 13-17 (US Gr. 8-12) **SN**] **ER**
Series of 5 lessons. 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:
 - Guided Inquiry Lesson
 - Exploring Privacy Settings
 - Default vs. Customized Settings
 - Facial Recognition
 - Photo Tagging and Privacy

-  **Instagram Guide for Education** [Ages 13-17 (US Gr. 8-12) **SN**] **ER**
Series of 4 lessons. 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.
 - Instagram – My Experience
 - Instagram – A Closer Look
 - Build or Bust (Your Reputation)
 - Instagram – Beyond the Selfie