Standard 3: Create, present, and evaluate the final product.

- **K** Students will apply criteria for presenting and evaluating the final product.
 - Present media message to appropriate group.
 - Evaluate final product and presentation for effectiveness.
 - Reflect on production process and determine elements that worked well and those that might be modified in the future (e.g., via teacher questioning).
- **1-2** Students will apply criteria for presenting and evaluating the final product.
 - Prepare presentation setting.
 - Present media message to appropriate group.
 - Evaluate final product and presentation for effectiveness.
 - Reflect on production process and determine elements that worked well and those that might be modified in the future.

- **3-4** Students will apply criteria for presenting and evaluating the final product.
 - Prepare presentation setting.
 - Present media message to appropriate group.
 - Evaluate final product and presentation for effectiveness.
 - Reflect on production process and determine elements that worked well and those that might be modified in the future.

- 5 Students will apply criteria for presenting and evaluating the final product.
 - Prepare presentation setting.
 - Present media message to appropriate group.
 - Evaluate final product and presentation for effectiveness.
 - Reflect on production process and determine elements that worked well and those that might be modified in the future.

STRAND 14: Digital citizenship

Standard 1: Understand and practice safe and responsible use of information and technology.

- **K** Students will utilize online safety practices .
 - Always get permission to go online.
 - Go to places that are appropriate.
 - Communicate only with people you know.
 - Keep all personal information private.

- **1-2** Students will utilize online safety practices.
 - Always get permission to go online.
 - Go to places that are appropriate.
 - Communicate only with people you know.
 - Keep all personal information private.

- **3-4** Students will utilize online safety practices.
 - Always get permission to go online.
 - Go to places that are appropriate.
 - Be informed/cautious about the people you interact with.
 - Keep all personal information private.
 - Save and report hurtful messages to a teacher or trusted adult.
 - Be aware of and understand that online activity leaves a permanent digital footprint.

- **5** Students will utilize online safety practices.
 - Always get permission to go online.
 - Go to places that are appropriate.
 - Be informed/cautious about the people you interact with.
 - Keep all personal information private.
 - Save and report hurtful messages to a teacher or trusted adult.
 - Be aware of and understand that online activity leaves a permanent digital footprint.

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Standard 2: Identify issues and consequences of misusing media.

- **K** Students will identify what information is appropriate to share online (i.e., "basic netiquette").
- **1-2** Students will identify likely consequences of sharing inappropriately online (e.g., stranger danger).

Discuss ways to utilize adult support for internet use (e.g., seen by a trusted adult).

- **3-4** Students recognize that misuse of media has consequences:
 - Emotional, physical, and legal consequences of cyberbullying for the sender and the receiver.
 - Negative consequences of excessive violence (e.g., desensitization, being fearful of the world, increased aggression, increased desire for more violent programming).
 - Negative consequences of excessive screen time (e.g., addiction, lack of interpersonal socialization, less outdoor activity).

- **5** Students recognize that misuse of media has consequences.
 - Emotional, physical, and legal consequences of cyberbullying for the sender and the receiver.
 - Negative consequences of excessive violence (e.g., desensitization, being fearful of the world, increased aggression, increased desire for more violent programming).
 - Negative consequences of excessive screen time (e.g., addiction, lack of interpersonal socialization, less outdoor activity).