Being Good Digital Citizens... Project

Summary

This lesson describes a basic research and presentation project related to dangerous technology practices and situations.

Main Core Tie

Health Education II (9-12)
Strand 3: SAFETY AND DISEASE PREVENTION (SDP) Standard HII.SDP.3

Time Frame

2 class periods of 60 minutes each

Group Size

Pairs

Life Skills

Thinking & Reasoning, Communication, Social & Civic Responsibility

Materials

Computer Access for each group.

Background for Teachers

Review the lesson plan on "Being Good Digital Citizens with Today's Technologies. This may be presented to students before the project is assigned, or the project may be done without the presentation depending on student knowledge about the suggested topics.
Suggested topics:
- cyber-bullying
- technology
- Internet predators
- sexting
- pornography
- phishing
- identify theft
- social networking
- online dating

Student Prior Knowledge

Students need to have a working understanding that technology use can create dangerous legal and personal situations.

Intended Learning Outcomes

Students will be able to identify dangerous technology practices.

Instructional Procedures

Using Pioneer Online Library (EBSCO or SIRS Knowledge Source databases), have students research any topic related to technology and potentially dangerous behavior or misuse of the

technology. Students should take notes on what they find and then prepare a final project that shares what they learned.

Below are some final project ideas:

- posters
- PowerPoint presentation
- pamphlets
- essays
- videos
- Public Service Announcements (PSA's)

Strategies for Diverse Learners

Pair ELL or LD students with a friend who can assist them in creating a combined project.
Presentations should be appropriate to the learner.
Oral presentations should be optional.

Assessment Plan

Use associated rubric.

Rubrics

Multimedia Presentation Rubric

Authors

ALAN SCHULTZ