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