



# AACPS Digital Citizenship

## Lesson Title: Going Places

Grade 1

**Time: 30 minutes**

**Overview:** A virtual field trip helps children experience the power and excitement of the Internet by taking them places in cyberspace that might be impractical for a class to visit. They also learn that, just as when traveling in the face-to-face world, they should always take an adult with them when traveling in cyberspace.

### Materials:

- Activity Sheet: "Going Places"
- Magazines to cut up; scissors; paste; pencils and crayons
- Online computer access

### Objectives:

- Communicate that computers can be used to visit far-off places and learn new things
- Recall that cyberspace travel should include adult supervision

### Maryland Technology Literacy Standards for Students (MTLSS)

**Standard 1.0 – Technology Systems:** Foundation in the use and understanding of technology

**Standard 2.0–Digital Citizenship:** Students will demonstrate an understanding of the history of technology, its implications on society and practice ethical, legal, and responsible use of technology to assure safety.

**Standard 5.0 – Technology for Information Use and Management:** Students will use technology to locate, evaluate, gather, and organize information.

### Activities: Introduce (offline)

- Invite children to go on an imaginary field trip. Have them pantomime the adventure as you narrate. (For example: *Put on your jacket; climb on/off the bus; get your ticket punched and enter!*)

### Teach 1 (online)

- Tell children another way to visit interesting places around the world is through the computer.
- Take students to Student Tech Connection Links, and then click on the *Grade 1- Going Places*. Find the title of this lesson, and open its links. Choose a site to explore with the class.
- Allow the children to decide where to go in the site and in what order. Guide them in making choices and read aloud any relevant text.

### Teach 2 (offline)

- Distribute Activity Sheet 1.
- Invite students to imagine some exciting places to visit in cyberspace. Children can either cut and paste magazine photos of interesting sites or draw their own pictures. *Hint:* If pictures of products are chosen, explain that stores can also be visited through the computer.
- Help children complete the sentence on the activity sheet.

### Teach 3 (offline)

- Tell children to always take a grown-up when they go places on the computer, just as they do when going to the zoo or any other place.
- Distribute Activity Sheet 2 for children to color as they discuss the rule they just learned.
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### Closure: (offline)

- **Ask:** *How is using the computer to visit a place different from really going to the place?* Discuss the ease and speed of traveling via the computer.
- **Ask:** *What same rule do we have for visiting a new place using a computer or in real life?* Direct the discussion to the need to travel with an adult whether online or on a real trip.

### Extension: (offline)

The following activity can be added for students.

- Ask children to make a collage depicting the kinds of information that should be kept private. They can print their names and draw pictures or cut magazine photos to represent their homes. Explain that, just as they do not tell their name or address to strangers, they should not type such private information into the computer without the permission of their teacher or parent.

Name \_\_\_\_\_ Date \_\_\_\_\_

## Go Places Safely

You can visit many places with a computer.  
Show what you would like to see.

**I'd like to use a computer to visit...**



**Note To Families:** Today your children learned that the Internet could take them to many exciting places. They also learned that just as they are never without supervision while traveling in the real world, young children should never be without supervision in cyberspace.

Name \_\_\_\_\_ Date \_\_\_\_\_

Always take an adult when you  
go into cyberspace.



**Note To Families:** Today your children learned an important safety rule: A young child should never be without supervision in cyberspace.