

AACPS Digital Citizenship

Lesson Title: Cyberbullying- Be Comfortable Grade 4

Time: 30 minutes

Overview:

Students learn to recognize feelings of discomfort and how to responsibly manage uncomfortable situations in cyberspace.

Objectives:

- Explain that, just like in the face-to-face world, there are good and bad places and people in cyberspace.
- Describe and compare comfortable and uncomfortable feelings.
- Identify strategies for responsibly managing uncomfortable online situations.

Materials:

Activity Sheets:

- Be Comfortable (2 pages)
- It's Not Your Fault

Maryland Technology Literacy Standards for Students (MTLSS):

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 3.0 – Technology for learning and Collaboration: Students will use a variety of technologies for learning and collaboration.

Activities:

Introduce:

- Have students imagine that one morning their principal announces, "Today instead of classes, we're having an all-day picnic at the park."
- **Ask:** How would you feel? (relaxed; relieved; happy; at ease). Discuss their responses, explaining that those feelings could be categorized as *comfortable*.

- Next, have students imagine that their teacher says, "We're having a surprise math test today. Take out a pencil and paper."
- **Ask:** How would you feel? (confused; caught off-guard; shocked; weird; nauseated; upset; stupid; afraid; angry) Discuss their responses, helping them conclude that those feelings could be categorized as *uncomfortable*.
- Tell students they may experience online situations in which they feel comfortable or uncomfortable, and that they will learn how to manage their actions accordingly.

What's the Problem?

- **Distribute** Activity Sheet: *Be Comfortable*.
- Have students complete the sheets individually or in small groups and then share their responses. NOTE: Postpone discussion until students have read and applied the information on ActivitySheet: It's Not Your Fault.

Think About It

- **Distribute** and help students read Activity Sheet: *It's Not Your Fault.*
- **Discuss** Jan's use of the words *embarrassed*, *upset*, *afraid*, and *scared* to show how uncomfortable she felt. Explore with students other words that might also be used, such as *guilty*, *ashamed*, or *confused*.

Find Solutions

• Have students revisit Activity Sheets: *Be Comfortable* and discuss how their answers might be changed or enhanced.

Take Action

 Have students record brief audio or video clips of one another in which they explain about uncomfortable feelings and tell how they can take action when these feeling occur online. View the clips as a mini film festival in your class and/or share with parents when they visit. Use tools such as digital storytelling, Photostory, PowerPoint, and podcasting, to help students create multimedia presentations. Then have them share their final products with others.

Closure

- Ask: How are people and places in cyberspace like people and places in the face-to-face world? (There are both good and bad people and places in cyberspace and in the face-to-face world.)
- **Ask:** What are some words that describe feeling comfortable? uncomfortable? (Accept all reasonable adjectives and descriptions.)
- Ask: What should you do when you get an uncomfortable feeling online? (log off; block; ignore; hit the back button; say "No;" tell a trusted adult)

Extension

• Have the class create and maintain an interactive word wall+display of words and expressions that describe how people feel- comfortable and uncomfortable, online and offline. For each addition to the wall, have them contribute definitions, examples of when they might feel this way, and drawings showing appropriate facial expressions (using the pictures on Activity Sheet: It's Not Your Fault (for inspiration) for each word or expression. In this way students will develop a vocabulary for speaking and writing about strong emotions and about how to handle them when they occur.



	_	Cyber Smart
Name	Date	21st century skills for education

Be Comfortable

actress. Her fr the actress ma the Web addre	rader, likes to visit Web sites about her friend tells her about a site with fun photoaking her latest film. After school, Jan tyess she thinks is correct. Instead of finding a movie set, she finds pictures that ups	os of vpes ing photos
entered the w	assed by the photos. She realizes she nong site address (or URL). She is afraider parents. Scared, Jan stays away from	d she will get in
What words ir	n this story tell that Jan feels uncomforta	able?
What advice v	vould you give Jan?	



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buddies. Lat	ely, one of his budd	space to talk to his dies is using rude la nfortable with such	inguage in	
is afraid his	parents will see the	e words on his com take away his mes	puter screen	
	•	se words in school of the second seco	•	
What do you	ı think Marcos shou	uld do about the pro	oblem?	

Name	Date	CyberSmart/ 21st century skills for education

It's **NOT** your fault.

It's fun to explore Web sites and search for information. However, sometimes you may find things you don't want to see. It's easy to stumble across icky or embarrassing sites by mistake. In fact, some sites have tricky addresses on purpose. So, you might tell Jan, "It's not your fault."



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Take ACTION!

When you get that uncomfortable feeling at a Web site, get out of there. Click the **back** button on your browser. If you feel upset, you should tell your parent, guardian, or teacher what happened.

Some PEOPLE CHANGE when they go into cyberspace.

Marcos' friend has good manners face to face, but uses rude words in cyberspace. Some people think it's okay to say things in cyberspace that they'd never say to someone face to face. Why? Maybe they think they can't get in trouble in cyberspace. Maybe they think it makes them seem cool. Or, maybe, when they're behind a computer screen they just forget they're talking to a real person.

Take ACTION!

If someone on the street makes you uncomfortable, you know to walk away and tell a grownup. The same rule works in cyberspace. Ignore them, block them, or get offline.