



# AACPS Digital Citizenship

## Lesson Title: Cyberspace Country

Grade:3

Time: 30 minutes

**Overview:** Students contrast cyberspace with actual and fantasy places, learning that cyberspace is where *real* people connect using computers and *real* experiences take place. Then they visually express their understanding of the geography of cyberspace in the U.S.

### Objectives:

- Differentiate cyberspace from actual places and fantasy places
- Draw a map, visually representing their conception of cyberspace within the U.S.
- Infer that communication through computers connected to the Internet is common to all cyberspace experiences

### Materials:

#### Site Preview

No Internet site is used in this lesson.

#### Materials

- Activity sheets (2)  
*Cyberspace Country*
- U.S. map, showing names of major cities and states; colored pencils

## 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.

### Activities:

#### Introduce:

- Have students brainstorm a list of actual places in the U.S. that they would like to visit (for example,

Washington D.C. and the Grand Canyon). Then have them list fantasy places from literature (for example, Alice's Wonderland and C.S. Lewis' Narnia®) and from movies and video games (for example, the planets of Star Wars® and the island of Myst®).

- **Ask:** *What is the difference between the first list of places and the second?* (The first list names real places that can be physically visited.)
- Distribute Activity Sheet 1 to read with students.
- **Ask:** *Is cyberspace real like (an actual place they named) or imaginary like (a fantasy place they named)?* Guide students to understand that although cyberspace is not an actual, physical place, it does have real people communicating with each other.
- Distribute Activity Sheet 2.
- Together, have students draw dots on their maps for places where friends and relatives live, where they have visited, and where they would like to visit.
- Brainstorm how to symbolize the communications that take place between people all over the country, including E-mail, web cam, chat, messaging, and visiting their favorite Web sites. Encourage students to be creative, using varying lines (zigzags, dots, waves), colors, and shading (to create a cloud-like effect) to represent communications in cyberspace.
- Have students write a paragraph explaining what their map shows about cyberspace and display the maps and descriptions together.

## Close

- **Ask:** *What is real about cyberspace?* (It involves real people and you can get into real trouble.)
- **Ask:** *What do your maps tell about cyberspace?*
- **Ask:** *What is meant by "Cyberspace is all about connected communication"?* (Any activity in cyberspace requires communication between computers and/or people.)

## Extend

Have students use Inspiration software to symbolize the links between people using the World Wide Web. Have them displayed for everyone to view.

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

## Cyberspace Country

### Thinking About Cyberspace

Where do people GO when they say “I’m going online.” Where do they LOOK when they say “I can find it in cyberspace?” Write your ideas.

---

---

---

---

---

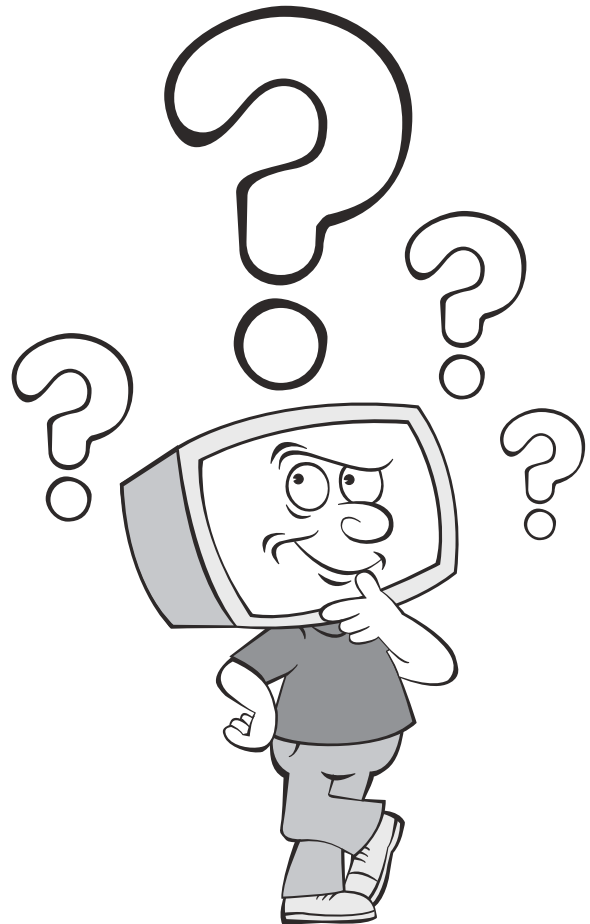
---

---

---

---

---



### What Cyberspace Is Not

Cyberspace is not a real place like outer space, where people can go to live in a space station. Nor is it a fantasy place—like Dorothy’s Land of Oz and Peter Pan’s Never Never Land. In a fantasy place nothing real can happen to you.

### What Cyberspace Is

Cyberspace is where people like you exchange ideas using computers that are connected to the Internet. It is *real* people communicating with other *real* people. In cyberspace, your adventures are real. You can have real fun and learn a lot. But, it is also possible to get into very real trouble. Hanging out with people you meet in cyberspace is not the same as being with people you know face to face—your family, friends, teachers, and coaches.

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

Think about places you'd like to visit around the country. Think about where friends and relatives live. Then use colors and symbols to show your ideas about people connecting and communicating in cyberspace.

## Cyberspace Country

