2.CYB.1 Cybersecurity

The student will model safe and responsible behaviors when using information and computing technologies. (a) Explain the need for safe and responsible uses of computing technologies. (b) Create a flowchart to illustrate the process for reporting inappropriate use of technology at school or at home. (c) Demonstrate and model safe and responsible behaviors when using computing technologies and online communication.

Code

Integration Opportunities

History 2.1 Students will connect the rights and responsibilities individuals have to the rights and responsibilities of being a digital citizen.

English 2.Rl.3a, 2.W.1b Research and write either (1) an informative text explaining how to safely and responsible use technology, or (2) a persuasive text explaining the need for safe and responsible technology use.

Visual Arts 2.8 Discuss ways to safely and responsibly research, view, and share art using the Internet.

Understanding the Standard

Computer networks, including the Internet, can be used to connect people to other people, places, information, and ideas. In order to keep students safe, schools and divisions have rules on the appropriate use of technology. All students should be aware of what is allowed and not allowed when using division/school technology. Appropriate use of technology as well as school and division rules when using technology should be reviewed with students on a regular basis. Even though students should be expected to use computing technologies safely and responsibly, consistent monitoring of students when engaged with technology should be conducted at all times.

Term	Definition
Digital Citizenship	Responsible behavior with technology
Digital Safety	Protecting yourself while using devices
Appropriate	Suitable or proper for the situation or place

Prerequisite Knowledge

To engage with this standard, students should be familiar with why people have rules and norms and should be comfortable with following rules (e.g., rules at home, school, or rules for a game). They should also have a basic understanding of safe and unsafe actions. Students will need a rudimentary understanding of how people use computing devices and the Internet to gather information and connect with others,

Summary of a Lesson

Students will engage in a technology treasure hunt designed to teach and review the rules associated with using technology devices at school. Divide students into small groups and give each group a list of class/school technology rules. Students will follow the clues to different technology devices in the classroom (or around the school), where they will find questions related to the technology rules. Optional: The group that answers all the questions and completes the treasure hunt first is the winner.



