



Integration Opportunities

Visual Arts 3.1b Demonstrate safe and responsible behaviors when using computing technologies to collaborate on works of art.

Health 3.2.k, 3.3.k Have students role-play various safe and unsafe internet scenarios and model strategies from a collaborative online safety plan including identifying when adult assistance may be necessary.

English 3.R.1 b,d Have students use various resources (e.g. reference texts, electronic resources, etc) to research the risks of using computing devices inappropriately. Then have students organize their evidence to identify and model safe computing behaviors.

3.CYB.3 Cybersecurity

The student will define and explain cybersecurity. (a) Define cybersecurity. (b) Research and identify problems and consequences related to inappropriate use of computing devices and networks. (c) Model safe and responsible behaviors when using computing technologies and online communication.

Understanding the Standard

Digital safety is a growing concern as students expand their use of networks and online interactions with others outside the school and home environment. Students should regularly review their campus and district rules regarding appropriate technology use and safety requirements. Students will also identify examples of inappropriate technology use and common problems that can arise, and model strategies to prevent unauthorized access to information, such as using and protecting strong passwords, logging off of computers when finished using them, and using multi-factor authentication when appropriate.

Term	Definition
Cybersecurity	Protecting digital data from loss, theft, or tampering.
Computing device	An electronic device that can store and receive information.
Appropriate	Correct or right for a specific situation.

Prerequisite Knowledge

Students will need a rudimentary understanding of how people use computing devices and the Internet to gather information and connect with others. They should also have a basic understanding of safe and unsafe actions and knowledge of the word "private" as applied to information.

Summary of a Lesson

The teacher will present a diagram depicting their campus network and how devices are connected. Students will take 2 minutes to speak with a partner about the benefits of accessing the school network. Then with their partners, students will read and annotate their campus or district technology use policy. Partner pairs will create a T-chart and for each rule, they will brainstorm a problem or situation for which the rule is necessary. As a whole group, students will wrap up the lesson by creating a poster of good practices that can help avoid or prevent tech-related problems.

