



Integration Opportunities

History VS Skills h Practice citizenship skills when using computing technologies.

Science 4.1 e,f Communicate scientific information, design ideas, and/or solutions with others.

Health 4.1.k, 4.2.k Have students work in groups to prepare and role-play scenarios of safe and unsafe internet usage (including online gaming). The scenes must include solutions addressing each issue or ways to prevent a problem from occurring.

English 4.DSR.c Have students read and respond to various texts about appropriate and inappropriate use of computing technology through discussion or writing. Have students demonstrate drawing evidence from the text to support claims, draw conclusions, and make inferences.

Summary of a Lesson

As a class, review your school's and division's appropriate use of technology policy. Students will then take part in a jigsaw activity. During the jigsaw activity, students are broken into groups (3-4 students), and each group will receive a different portion of the technology policy. Ask students to take 3-5 minutes to read the policy and talk with their group about why this policy is important. Students will then work as a group to create a 1-3 minute skit or 1-3 slide presentation that will teach others about the technology policy they were assigned and why it is important.

Prerequisite Knowledge

Students will need a basic 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.

Understanding the Standard

Technology allows people to connect, have access to information, and to share ideas. To keep students safe, schools and school divisions have rules on the appropriate use of technology. As students increase their use of technology and interaction with others outside of the school/home environment, it's important to teach students how to navigate the internet and use technology safely. Students should regularly review their school and district rules regarding appropriate technology use and safety requirements. Students should 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.

The student will examine the impacts of appropriate and inappropriate use of computing technologies. (a) Examine and explain scenarios for appropriate and inappropriate use of computing technologies. (b) Develop possible solutions involving inappropriate use of computing technologies.

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.

4.CYB.1 Cybersecurity

