

K.CYB.1 Cybersecurity

The student will demonstrate safe and responsible use of computing technologies. (a) Identify safe and responsible uses of computing technologies based on the school rules and acceptable use policy (AUP). (b) Demonstrate safe and responsible uses of computing technologies. (c) Communicate the process(es) for reporting behaviors that do not comply with school rules or acceptable use policy.



Integration Opportunities

English K.RV.1f Students will use vocabulary and terms related to cybersecurity in discussions and speaking activities.

Physical Education K.4a,b Have students identify and model three rules for class safety. Then, have students explain how following the rules keeps everyone safe and how to report unsafe or inappropriate behavior.

History K.1 Students identify traits of being a good citizen while using technology, maintaining and following rules, understanding consequences, taking care of belongings, and showing respect.

Understanding the Standard

Computer networks, including the Internet, enable connections between people, locations, information, and ideas. To prioritize student safety, schools, and educational institutions establish guidelines concerning the appropriate use of technology. In Kindergarten, this may include procedures such as asking permission from a trusted adult before using a computing device, storing devices in a safe place, carrying and handling devices securely and gently, and keeping food and drinks away from technology. To keep students safe, it's important for students to know not only what they can and cannot do with technology but also how to report any problems or inappropriate behaviors they might see. Following these guidelines and communicating any issues ensures everyone stays safe.

Term	Definition
Digital citizenship	Responsible behavior exhibited when using technology.
Computing device	An electronic device that can store and receive information
Digital safety	Protecting yourself while using electronic devices.

Prerequisite Knowledge

Students should be familiar with why humans have rules and norms and should be comfortable with following rules (e.g., rules at home, school, or rules for a game).

Summary of a Lesson

The teacher will explain the importance of following rules to ensure a safe and positive experience when using technology. The teacher will display technology rules cards (pictures with simplified statements of rules) on the whiteboard or chart paper one at a time. As a class, discuss the meaning of each rule. Students will then work with a set of digital or physical cards with pictures of children performing different actions with computing devices (e.g., sneaking a smartphone away to use it, tapping a keyboard hard, using a tablet while drinking a beverage, sitting down to use a device, running with a device, going to an app shown by a teacher on the board), sorting them into two categories: "Allowed" and "Not Allowed." Review the sorts as a class.