# **Level 1 | Digital Citizenship | Course Introduction**

#### **Review:**

1. Ask students to reflect on what they know about computers or technology and what they would like to know. Have them write quietly or share with a partner, then open up to a class discussion.

2. Class Contract Handout

Standards: ISTE 1.1.a

Vocabulary	
Computer	a machine used to work with information
Mouse	a device you move with your hand to move the cursor on a computer screen
Internet	a large network of connected computers around the world
Cyberbully	someone who frightens or hurts others online
Digital	using or related to computers
Citizen	a person who lives in a certain place and belongs to that community

# Level 1 | Week 1 | Digital Literacy | Mouse Magic

**Weekly Question:** What are some ways we can use the computer mouse?

Suggested In-class Extension Activity: Mouse Magic Coloring Activity

Standards: ISTE 1.1.d

Vocabulary	
Scroll	to move up, down, left, or right
Scroll wheel	the part of the mouse that lets you scroll
Scroll bar	the long rectangle that you can move to let you see different parts of the screen
Text	letters and words
Drag and drop	to move something by clicking, holding, and moving the pointer using a mouse or touchpad
Left-click	to press the left button
Right-click	to press the right button
Double click	to click two times fast

### Level 1 | Week 2 | Digital Literacy | Touchpad Tricks

Weekly Question: How can we use a computer touchpad?

**Suggested In-class Extension Activity:** Have student pairs compare and contrast a computer mouse and a computer touchpad. They may share out loud with the class, or record their ideas using the Venn Diagram Template.

Standards: ISTE 1.1.d

Vocabulary	
Zoom in	to make something look closer
Zoom out	to make something look further away
Touchpad	part of a computer that lets you move the pointer with your finger
Mouse	a device you move with your hand to move the cursor on a computer screen
Select	to choose an item by clicking on it

# Level 1 | Week 3 | Digital Literacy | External Parts of a Computer

Weekly Question: What parts make up a computer?

Suggested In-class Extension Activity: External Parts of a Computer Cut and Paste Activity

**Standards:** ISTE 1.1.c, 1.1.d, 1.2.b

Vocabulary	
Computer	a machine used to work with information
Information	pictures, numbers, letters, words, or sounds
Speakers	boxes that play sounds that come from the computer out loud
Headphones	small speakers that go over your ears and play sounds that come from the computer
Keyboard	a set of buttons that lets you type letters, numbers, and symbols into the computer
Tablet	a fact, rectangular computer
Touch screen	a computer screen you can use with your finger
Monitor	the screen of a computer

# Level 1 | Week 4 | Digital Literacy | What is a Window?

**Weekly Question:** What is a computer window?

Suggested In-class Extension Activity: What is a Window Labeling and Drawing Activity

**Standards:** ISTE 1.1.c, 1.1.d, 1.3.d, 1.5.b

Vocabulary	
Window	a rectangle on the screen that lets you see information or a program
Title bar	the bar that has the name of the program or file
Menu	a list of choices you can make when using the computer or a program
Minimize	to make smaller
Maximize	to make bigger
Horizontal	going side to side
Vertical	going up and down
Scroll	to move up, down, left, or right
Exit	to leave
Toolbar	a row of buttons onscreen that you can click to do things in a program
Resize	to change the size

# **Level 1 | Week 5 | Digital Literacy | Icons and Symbols**

Weekly Question: What are some common computer icons and symbols?

Suggested In-class Extension Activity: Icons and Symbols Cut and Paste Activity

Standards: ISTE 1.1.d, 1.6.a

Vocabulary	
Symbol	a picture that stands for an idea
Icon	a small picture that you can click to open a file or program
Exit	to leave

#### Level 1 | Week 6 | Digital Citizenship | Take a Break, Get Active

Weekly Question: How can breaks help keep our brains and bodies healthy?

**Suggested In-class Extension Activity:** Put students together in small groups. Ask each group to come up with examples of "Good Break Ideas" and "Bad Break Ideas." Ask them to share their examples with the class. Which break ideas appeal to them the most? Which do they think they will use?

**Standards:** ISTE 1.1.d, 1.3.d, 1.7.c

Vocabulary	
Exercise	working your body to stay healthy
Sore	achy; painful
Moderation	not too much and not too little

#### Level 1 | Week 7 | Digital Citizenship | Stay Safe & Have Fun Online

**Weekly Question:** How can we have fun online while practicing safety?

**Suggested In-class Extension Activity:** Break the class into 6 groups. Assign each group one of the tips from the video/reading:

- 1. Don't share private information online.
- 2. Only go to safe websites.
- 3. Do not buy anything over the Internet.
- 4. Tell an adult if you see bullying.
- 5. Don't share passwords.
- 6. When in doubt, X it out!

Have groups create a poster and present it to the class.

Standards: ISTE 1.1.d, 1.2.b

Vocabulary	
Approve	to consider good or right
Harmful	causing hurt to something or someone
Internet	a large network of connected computers around the world
Appropriate	right for the purpose or person
Trustworthy	deserving of trust and confidence
Guidelines	a set of rules
Personal information	recorded information about a person like name, email address, or phone number

### Level 1 | Week 8 | Digital Literacy | Browser Basics

Weekly Question: What is a browser and what can it do?

**Suggested In-class Extension Activity:** Have student pairs compare and contrast a street address with a web address. They may share out loud with the class, or record their ideas using the Venn Diagram Template.

**Standards:** ISTE 1.1.b, 1.1.c, 1.1.d, 1.3.a, 1.4.b, 1.5.b, 1.7.d

Vocabulary	
Address bar	the box where you type in a website address
Search bar	the place where you type in search terms
Homepage	the starting page when a browser is first opened
Browser	a program that lets you visit websites on the World Wide Web
Refresh	start over; reload
Search engine	a computer program that is used to look for information on the Internet
Load	to open or begin running a program or website

### Level 1 | Week 9 | Digital Literacy | Making Digital Drawings

Weekly Question: How can we create digital drawings?

**Suggested In-class Extension Activity:** In groups or pairs, students use Google Drawings to create a piece of digital art. Ask them to use at least 3 of the techniques in the video/reading.

Standards: ISTE 1.4.b

Vocabulary	
Digital	using or related to computers
Drop-down menu	a list of choices that appears on a computer screen when a button or word is clicked
Toolbar	a row of buttons onscreen that you can click to do things in a program
Highlight	to mark something with a bright color
Menu bar	a row of menu titles you can click to see different dropdown menus

# Level 1 | Week 10 | Digital Literacy | What Is the Internet?

**Weekly Question:** What is the internet?

Suggested In-class Extension Activity: What is the Internet Network Dot-to-Dot Activity

**Standards:** ISTE 1.1.c, 1.1.d, 1.2.c, 1.3.a, 1.5.d

Vocabulary	
Website	a page that is on the World Wide Web; a webpage
Online	done over the internet
World Wide Web	a way of sharing information on networks
Network	two or more computers connected together
Internet	a large network of connected computers around the world

# Level 1 | Week 11 | Digital Literacy | How the Internet Works

Weekly Question: How does the internet work?

Suggested In-class Extension Activity: How the Internet Works Packet Puzzle Activity

**Standards:** ISTE 1.1.c, 1.1.d, 1.3.a, 1.5.d

Vocabulary	
Data	the information that computers work with, like pictures, numbers, words, or sounds
Packet	a small piece of data
Server	a computer that is connected directly to the Internet
Internet	a large network of connected computers around the world

# Level 1 | Week 12 | Digital Citizenship | Good Digital Citizen

Weekly Question: How can we become good digital citizens?

**Suggested In-class Extension Activity:** Good Digital Citizen Sorting Activity. Read aloud or have students work independently to determine which behaviors describe good digital citizenship.

Standards: ISTE 1.2.b

Vocabulary		
Citizen	a person who lives in a certain place and belongs to that community	
Digital	using or related to computers	
Community	a group of people who depend on one another	
Bully	to frighten or hurt others	
Public	open to anyone	

# Level 1 | Week 13 | Digital Citizenship | Be a Creator

Weekly Question: How can we use the internet to create and inspire?

Suggested In-class Extension Activity: Think, Pair, Share:

1. Do you make any art with technology? If so, what kind?

2. What kind of art would you like to make with technology in the future?

Standards: ISTE 1.1.c

Vocabulary		
Software	the files, programs, and applications on a computer	
Digital	using or related to computers	
Create	to make or produce something	
Responsibility	something that you should do because it is the right thing to do	

# Level 1 | Week 14 | Digital Citizenship | Be Kind: Online & Offline

Weekly Question: How can we be more considerate online?

**Suggested In-class Extension Activity:** Class discussion: examples and non-examples of showing kindness online.

Standards: ISTE 1.2.a, 1.2.b

Vocabulary		
Reaction	the way someone responds	
Online	done over the internet	
Bully	someone who frightens or hurts others	
Cyberbully	someone who frightens or hurts others online	

# Level 1 | Week 15 | Digital Citizenship | See a Cyberbully?

Weekly Question: What can we do about cyberbullying?

**Suggested In-class Extension Activity:** In groups, students design a poster for classroom display listing or drawing the key strategies for reacting to cyberbullying:

1. Ignore the bully

2. Tell a trusted adult

3. Block/report the bully

Standards: ISTE 1.2.b

Vocabulary		
Bully	someone who frightens or hurts others	
Cyberbully	someone who frightens or hurts others online	
Delete	erase or remove	
Counselor	someone who works at a school and helps students, often by talking about feelings	

# Level 1 | Digital Citizenship | Course Conclusion

#### **Review:**

Ask students to reflect on what they have learned. What surprised them the most? What do they remember best? How does their knowledge of technology now compare to their knowledge when they first began the course? Ask students to write quietly or share with a partner, then open up to a class discussion.

Standards: ISTE 1.1.c, 1.2.c