The Leader in e-Safety Education

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LESSON PLAN—Safety for the Interactive Web

Suggested grade level 3

Goal

Learners will develop an understanding of the need to make responsible choices to ensure personal Safety when using the Internet. Students will engage in a group discussion moderated by the teacher, to gain a basic understanding of the dangers of Cyberspace. Students will complete activities that foster an expression of ideas and reinforce concepts introduced.

Materials / Preparation

- Paper

Youth Empowerment

This learning unit will incorporate the core lesson activities into a correlated empowerment activity.

Learners and instructors will choose a Youth Empowerment activity which best reflects their needs and interests.

Lesson Procedures
Discussion

Lead students in a discussion about what they know about the cyber community

- Ask what kinds of Web sites they visit, what types of activities they like to do etc.
- Ask students how they communicate on the Internet. (e-mail, messaging, etc.). Ask is any of their families have family Web sites or post pictures on the Internet – stress that this is online communication too.
- Ask students if they know how to send instant messages to others while they are playing online games. Web sites they may mention may include social networking sites for young children such as Webkinz and Club Penguin.

> **Note**: In today's technology-driven world, it is not appropriate to teach children never to provide their personal information online. At some point we all need to provide it to engage in Internet activities. Very young children need to know that they need an adult's help. As they grow older they should be taught how to safely take on more of the responsibility for knowing what to provide and when it is safe to provide this type of information.

Present the term, Web 2.0.

In simple terms, Web 2.0 is about being active online vs. being passive.

Examples: Passive– sitting and watching tv is a passive activity. Playing your Wii, is an active activity.

On the Internet, passive Web activities are reading text on your screen. Web 2.0 activities are those activities that engage one in doing things, like messaging with a friend, playing games that interact with pother players, posting pictures, making a webpage, etc.

Common Web 2.0 activities for children include those found at sites such as Webkinz, Club Penguin, Neopets, Whyville, Runescape, and Imbee. (These Web sites are monitored and fairly secure. However, children need to learn to be cautious wherever they are on the Internet.)

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Discuss

These type of sites are great to interact. Overall they are designed specifically for kids your age to use which helps make them safer. They have rules and guidelines to keep people safe. But no matter what, before you sign up on any site, make sure you have your parents permission first and you know what their rules are for you to get online.

Reinforce the following

- Sending messages online is lots of fun, especially when online friends like to do the same games.
- It's good to remember that you can't really see the people you are messaging.
- It's best to let parents or a teacher help with messages to people known from the internet.
- An adult should help any time you need to put personal information about yourself on the Internet – those are things like your full name, address, phone number, and e-mail address.
- Parents, or the person who cares for you, must decide who will get to know you.

Activity

Pass out a blank piece of paper to each child and have a place to write on the board.

- Have students list of the Web sites they like to visit or play games on, and write them on the board.
- As a group, brainstorm age-appropriate tips that reflect what has been learned about communicating in Cyberspace. Write them on the board or have students take turns writing them on the board.
- Instruct students to choose one of the Web sites listed and using the tips you have gone over, create a picture with safety tip or safety statement that will help others be safe on the selected Web site.
- Have the students share their pictures with you and the class.

Empowerment in Action

Select one of the following to incorporate Youth Empowerment and Outreach:

- Have students display their pictures on a bulletin board.
- Have students display tips around the classroom computer.
- Display safety tips n the school's computer lab or media center.

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