i-SAFE Lesson Plan
Suggested Grade Level: 3 – 4

Goal
This lesson introduces the concept that the Internet is part of an online community which necessitates certain safety rules on the part of participants along with cyber citizenship.

Learning Objectives
Learners will:
• explore the concept of the Internet as an online community comparable to the physical community
• be introduced to the concept that there are rules one must follow when online
• understand the concept of cyber citizenship
• share what has been learned with a family member

Materials
• a copy of the activity page for each student
• a copy of the i-Buddy Times newsletter on cyber citizenship
• materials for developing the cyber citizenship license

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.

Procedures
Empowerment Activity Selection
At the end of the lesson, you will be asked to select a student empowerment activity. You may select one of the following or use your own Outreach idea:
• Submit a created joke/riddle to i-SAFE for the next i-Buddy Times.
• Have students create and hang posters with their tips.
• Have students write a short story about what they have learned with I-SAFE for possible publication in the next i-Buddy Times
• Have students write a short i-Buddy story on cyber citizenship.

Introduction
Inform students that today they will be learning how to be good and responsible cyber citizens online.

Discussion
Guide a brief discussion about the analogy of the physical community to the Cyber community (Internet) and cover the following:

1. Ask the students to define the term "community". The community is the physical area where we live; comprised of places we know and interact with real people. Community is also a group of people who enjoy the same things, or engage in the same activities, such as: a club; team; or school.
2. Present the question: Why is Cyberspace (the Internet) called the Cyber community? *Both the physical community and the Cyber community contain places in which real people interact.*

3. Ask the students to: (a) give examples of places in the community that have counterparts on the Internet; and (b) give examples of ways Internet use for certain activities has become as popular as use of the physical community for the same activities. Example: research for school projects online rather than at the library.

4. Discuss modes of communication in Cyberspace: How do they communicate on the Internet, and where? How does Internet communication compare to communication in the physical community?

5. Discuss rules of communities. Ask students about rules they have in their communities (such as the school community). Ask students why rules are important in communities.

6. Have students brainstorm a list of rules to keep themselves safe when in the cyber community. Use the scenario list located at the end of this lesson plan to guide brainstorming. Read through each scenario and discuss with students a good rule for cyber citizenship to reflect the scenario. Guide discussion and brainstorming so that the following are covered in list of rules:
   1. Don’t talk to strangers (remind them that people met online are strangers.)
   2. Ask for help from an adult
   3. Be polite

7. Introduce the concept of cyber citizenship. Explain that as members of the cyber community it is up to each of them to be a good citizen online and follow the rules (such as the ones they brainstormed.) **Reinforce:** Online behavior should reflect good cyber citizenship.

**Newsletter:**
- Hand out the *i-Buddy Times* newsletter to students.
- As a class read through the newsletter on cyber citizenship.
- Discuss the term netiquette.
- Have students take some time to brainstorm possible riddles/jokes for the next issue of *i-Budd Times.*
- Optional: Have students write an article for possible publication on what they are learning with i-SAFE.

**Activity**
1. As a class, decide on a final list of five rules that good cyber citizens should follow when online.
2. Write out the rules as a class and post somewhere in the classroom.
3. Hand out the Cyber Citizenship Card Activity Sheet
4. Students write the five rules down on their cyber citizenship card.
5. Students decorate and sign card showing that as citizens of the cyber community they agree to be good cyber citizens.

**Concluding Activity**
Students take their cyber citizenship cards home and share with their families.
Empowerment in Action
Select one of the following to incorporate Youth Empowerment and Outreach:
- Submit a created joke to i-SAFE for the next *i-Buddy Times*
- Have students create and hang posters with their tips.
- Have students write a short story about what they have learned with I-SAFE for possible publication in the next *i-Buddy Times*
- Have students write a short i-Buddy story on cyber citizenship.

Conclusion
- Please submit photographs of students who create exceptional youth empowerment projects, for special recognition from i-SAFE. Photographs must be accompanied by corresponding personal release forms.
- We’d like to hear from you! Send an e-mail to teachers@isafe.org to share any unique ideas and/or experiences you had during implementation of this lesson.

Children who participate in activities that share what they have learned about Internet safety are more likely to practice safe habits online.

Additional lessons and support for students to go peer-to-peer on Internet safety topics are available through [www.isafe.org](http://www.isafe.org).
Scenario List

Scenario 1:
You are excited, your friend told you about a cool website with lots of games to play. You go to the website and choose a game to play. However, before it will let you play, it wants you to fill in your name, age, location and more. What should you do? Why?

Scenario 2:
You just got your own email account. You’ve been checking it every day but not much comes in except a letter from family every once in a while. Today however, your box is full. There are tons of emails from people you don’t know including one that says You’ve won – claim your prize here – and it has a link. What should you do? Why?

Scenario 3:
You and your friends have been IMing every day. Today while on IM one of your friends keeps saying mean things about other people at school. You are tempted to say a few things yourself so you don’t feel left out. What should you do? Why?

Scenario 4:
While in a chat all about your favorite movie star (your older sister helped you get all set up), you met some cool people. One of them wants to email you and call you outside of the chat to talk. What should you do? Why?
Are You a Good Cyber Citizen???

i-BUDDY wants to know: Are you a good cyber citizen? That can be a tough question to answer, so let's break it down. When you're online, do you follow the rules that i-SAFE has taught you? Do you ask an adult for help? Are you safe and careful online? Do you use good netiquette?

Netiquette, what's that? Never heard of it before? In this issue of the i-BUDDY Times, we will be teaching you about netiquette. i-BUDDY knows netiquette is an important part of being a good cyber citizen. It means treating others online in a nice way—with respect. Let's get started learning how!

Think about it...

Name some manners you think should be displayed online?

Why is it important to be nice and use manners online?

Netiquette = Cyber Citizenship

- Don't hurt others' feelings online. When you are online, people can't tell when you're joking. If you say or write something online, make sure you are clear if you are joking.

- Respect people's online rights. Just like offline, don't say mean things or make threats.

- If someone insults you, don't respond. It could be that they didn't think before they said it. But even if they meant to be insulting, don't make it worse. Just ignore it.

- Respect the privacy of others. Don't reveal secrets online or blab stuff like passwords, names, etc. This includes your own private information.

- Be responsible online. When you are online, you're in control. Use that power responsibly. Don't spread rumors, take things (like music, movies, etc.) that don't belong to you, or forward spam e-mails.

- Be yourself. Don't pretend to be someone you aren't while online.
Using Acronyms and Emoticons

Wow! Those are some long words! What do they mean? Acronyms are letters that are used to stand for words. Like BRB, which is computer lingo for Be Right Back! Emoticons use keyboard characters to make smiley faces and such to show when you are joking. For example :-() Acronyms and emoticons are a good way to get across your point and show how you're feeling. Sometimes you say things that are meant as a joke. It's easy to show that by adding a smiley or an acronym.

We've got an activity for you. See if you can match each of the following acronyms or emoticons with what they stand for! Draw a line from the acronym/emoticon to what it means.

<table>
<thead>
<tr>
<th>Acronym/Eмотicon</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOL</td>
<td>That Stinks</td>
</tr>
<tr>
<td>&lt;J&gt;</td>
<td>Frowning</td>
</tr>
<tr>
<td>:-(`</td>
<td>Just Kidding</td>
</tr>
<tr>
<td>:-P</td>
<td>Surprised</td>
</tr>
<tr>
<td>JK</td>
<td>Sticking Tongue Out</td>
</tr>
<tr>
<td>PU</td>
<td>Are You Ok</td>
</tr>
<tr>
<td>:-O</td>
<td>Laughing Out Loud</td>
</tr>
<tr>
<td>RUOK</td>
<td>Joking</td>
</tr>
</tbody>
</table>

The i-BUDDY Finger Puppet

Cut around the i-BUDDY figure, and tape the tabs together to make a finger puppet.

Options:
1) Cut out the shape of i-BUDDY from felt, and glue on the features.
2) Enlarge and cut out to make an armband.

Visit us on the web at www.isafe.org

For questions or comments e-mail us at teachers@isafe.org, or snail-mail us at: i-SAFE America C/O Curriculum Dept. 5900 Pasteur Court #100 Carlsbad, CA 92008 teachers@isafe.org
CYBER CITIZENSHIP
CYBERSPACE LICENSE TO SURF ONLINE

________________________________________ agrees to follow the following
cyber citizenship rules:
1.
2.
3.
4.
5.

Signature ___________________________ Date __________________

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