

Mineola ISD is committed to providing instruction for all of our students that supports them in becoming safe and responsible digital citizens. We believe in focusing on positive empowerment – reinforcing positive norms by showing students that the majority of young people make safe and responsible decisions.

In accordance with the Protecting Children in the 21<sup>st</sup> Century Act, the Federal Communications Commission (FCC) requires schools to educate students about appropriate online behavior. This includes showing students how to interact with other individuals on social networking websites and in chat rooms, and teaching them about cyberbullying awareness and response.

In order to ensure the delivery of effective digital citizenship instruction, we have created a website that contains digital resources that will help strengthen our students' problem solving and decision-making skills in a digital environment. Lessons from Common Sense Media will be integrated into our digital citizenship curriculum as follows:

Kindergarten			
Lesson/Activity Title	Description	Resource(s)	Digital Citizenship Concept(s)
Appropriate Use of Resources	MISD Acceptable Use Policy	Acceptable Use Presentation	Appropriate Use of Resources
Going Places Safely	Students learn that they can go to exciting places online, but they need to follow certain rules to remain safe.	https://www.commonsens e.org/education/lesson/goi ng-places-safely-k-2	Privacy & Security
A-B-C Searching	Students search for pictures online by clicking on the letters of the alphabet. They learn that directory sites with alphabetical listings offer one way to find things on the Internet.	https://www.commonsens emedia.org/educators/less on/a-b-c-searching-k-2	News and Media Literacy
Keep It Private	Students learn that many websites ask for information that is private and discuss how to responsibly handle such requests.	https://www.commonsens emedia.org/educators/less on/keep-it-private-k-2	Privacy & Security
My Creative Work	Students are introduced to the concept of having ownership over creative work. They practice putting	http://www.commonsense media.org/educators/lesso n/my-creative-work-k-2	News & Media Literacy

their name and date on something	
they produce.	

	First Grade			
Lesson/Activity Title	Description	Resource(s)	Digital Citizenship Concept(s)	
Appropriate Use of Resources	MISD Acceptable Use Policy	Acceptable Use Presentation	Appropriate Use of Resources	
Staying Safe Online	Students understand that they should stay safe online by choosing websites that are good for them to visit, and avoid sites that are not appropriate for them.	https://www.commonsens e.org/education/lesson/sta ying-safe-online-k-2	Privacy & Security	
Using Keywords	Students understand that keyword searching is an effective way to locate information on the internet. They learn how to select keywords to produce the best search results.	http://www.commonsens emedia.org/educators/less on/using-keywords-k-2	News & Media Literacy	
Screen Out the Mean	Students learn that children sometimes can act like bullies when they are online. They explore what cyberbullying means and what they can do when they encounter it.	http://www.commonsens emedia.org/educators/less on/screen-out-mean-2-3	Cyberbullying & Digital Drama	
Sites I Like	Students discuss criteria for rating informational websites and apply them to an assigned site. Students learn that all websites are not equally good sources of information	http://www.commonsens emedia.org/educators/less on/lesson-sites-i-like	News & Media Literacy	

Second Grade			
Lesson/Activity	Description	Resource(s)	Digital Citizenship
Title			Concept(s)
Appropriate Use	MISD Acceptable Use Policy	Acceptable Use	Appropriate Use of
of Resources		<u>Presentation</u>	Resources
Follow the	Students learn that the information	https://www.commonsens	Privacy & Security
Digital Trail	they put online leaves a digital	e.org/education/lesson/fol	
	footprint or "trail." This trail can be	low-the-digital-trail-k-2	
	big or small, helpful or hurtful,		
	depending on how they manage it.		
Sending Email	Students explore how they can use	http://www.commonsens	Relationships &
	email to communicate with real	emedia.org/educators/less	Communication
	people within their schools, families,	on/sending-email-k-2	
	and communities		
My Online	Students explore the concept that	https://www.commonsens	Relationships &
Community	people can connect with one another	e.org/education/lesson/m	Communication
	through the internet. They	y-online-community-k-2	
	understand how the ability for people		

	to communicate online can unite a community.		
Things for Sale	Students examine product websites and understand that the purpose of the site is to encourage buying the product. Students learn methods used to promote products on these sites.	http://www.commonsens emedia.org/educators/less on/things-sale-2-3	News & Media Literacy

	Third Grade			
Lesson/Activity Title	Description	Resource(s)	Digital Citizenship Concept(s)	
Appropriate Use of Resources	MISD Acceptable Use Policy	Acceptable Use Presentation	Appropriate Use of Resources	
Rings of Responsibility	Students examine both in-person and online responsibilities, describe the Rings of Responsibility as a way to think about how our behavior affects ourselves and others, and identify examples of online responsibilities to others.	https://www.commonsens e.org/education/digital-cit izenship/lesson/rings-of-r esponsibility	Media Balance & Well Being	
Password Power-Up	Students define the term "password" and describe a password's purpose, understand why a strong password is important, and practice creating a memorable and strong password.	https://www.commonsens e.org/education/digital-cit izenship/lesson/password -power-up	Privacy & Security	
This Is Me	Students will consider how posting selfies or other images will lead others to make assumptions about them, reflect on the most important parts of their unique identify, and identify ways they can post online to best reflect who they are.	https://www.commonsens e.org/education/digital-cit izenship/lesson/this-is-m e	Digital Footprint & Identify	
Our Digital Citizenship Pledge	Students will define what a community is, both in person and online, explain how having norms helps people in a community achieve their goals, and create a pledge to adhere to shared norms for being in an online community.	https://www.commonsens e.org/education/digital-cit izenship/lesson/our-digita l-citizenship-pledge	Relationships & Communication	
The Power of Words	Students will understand that it's important to think about the words we use because everyone interprets things differently, identify ways to respond to mean words online using S-T-O-P, and decide what kinds of statements are OK to say online and which are not.	https://www.commonsens e.org/education/digital-cit izenship/lesson/the-powe r-of-words	Cyberbullying, Digital Drama & Hate Speech	

Is Seeing	Students will recognize that photos	https://www.commonsens	News & Media
Believing	and videos can be altered digitally,	e.org/education/digital-cit	Literacy
	identify different reasons why	izenship/lesson/is-seeing-	
	someone might alter a photo or	believing	
	video, and analyze altered photos		
	and videos to try to determine why		
	they were altered.		

	Fourth Grade			
Lesson/Activity Title	Description	Resource(s)	Digital Citizenship Concept(s)	
Appropriate Use of Resources	MISD Acceptable Use Policy	Acceptable Use Presentation	Appropriate Use of Resources	
My Media Choices	Students will learn the "What, When, How Much?" framework for describing their media choices, use the framework and their emotional responses to evaluate how healthy different types of media choices are, and begin to develop their own definition of a healthy media balance.	https://www.commonsens e.org/education/digital-cit izenship/lesson/my-medi a-choices	Media Balance & Well Being	
Private and Personal Information	Students will identify the reasons why people share information about themselves online, explain the difference between private and personal information, and explain why it is risky to share information online.	https://www.commonsens e.org/education/digital-cit izenship/lesson/private-a nd-personal-information	Privacy & Security	
Our Online Tracks	Students will define the term "digital footprint" and identify the online activities that contribute to it, identify ways they are – and are not – in control of their digital footprint, and understand what responsibilities they have for the digital footprints of themselves and others.	https://www.commonsens e.org/education/digital-cit izenship/lesson/our-onlin e-tracks	Digital Footprint & Identify	
Keeping Games Fun and Friendly	Students will define "social interaction" and give examples, describe the positives and negatives of social interaction in online games, and create an online video game cover that includes guidelines for positive interaction.	https://www.commonsens e.org/education/digital-cit izenship/lesson/keeping- games-fun-and-friendly	Relationships & Communication	
Super Digital Citizen  Digital Citizenship Lessons	Students will reflect on the characteristics that make someone an upstanding digital citizen,	https://www.commonsens e.org/education/digital-cit	Cyberbullying, Digital Drama, & Hate Speech	

	recognize what cyberbullying is,	izenship/lesson/super-dig	
	and show ways to be an upstander	<u>ital-citizen</u>	
	by creating a digital citizenship		
	superhero comic strip.		
A Creator's Rights	Students will define "copyright"	https://www.commonsens	News & Media
and	and explain how it applies to	e.org/education/digital-cit	Literacy
Responsibilities	creative work, describe their rights	izenship/lesson/a-creators	
	and responsibilities as creators, and	-rights-and-responsibiliti	
	apply copyright principles to	<u>es</u>	
	real-life scenarios.		

Fifth Grade			
Lesson/Activity Title	Description	Resource(s)	Digital Citizenship Concept(s)
Appropriate Use of Resources	MISD Acceptable Use Policy	Acceptable Use Presentation	Appropriate Use of Resources
Finding My Media Balance	Students will reflect on how balanced they are in their daily lives, consider what "media balance" means and how it applies to them, and create a personalized plan for healthy and balanced media use.	https://www.commonsens e.org/education/digital-cit izenship/lesson/finding- my-media-balance	Media Balance & Well Being
You Won't Believe This!	Students will define the "curiosity gap", explain how clickbait uses the curiosity gap to get your attention, and use strategies for avoiding clickbait.	https://www.commonsens e.org/education/digital-cit izenship/lesson/you-wont -believe-this	Privacy & Security
Beyond Gender Stereotypes	Students will define "gender stereotypes" and describe how they can be present online, describe how gender stereotypes can lead to unfairness or bias, and create an avatar and a poem that show how gender stereotypes impact who they are.	https://www.commonsens e.org/education/digital-cit izenship/lesson/beyond-g ender-stereotypes	Digital Footprint & Identify
Digital Friendships	Students will compare and contrast different kinds of online-only friendships, describe the benefits and risks of online-only friendships, and describe how to respond to an online-only friend if the friend asks something that makes them uncomfortable.	https://www.commonsens e.org/education/digital-cit izenship/lesson/digital-fri endships	Relationships & Communication
What's Cyberbullying?	Students will recognize similarities and differences between in-person bullying and cyberbullying,	https://www.commonsens e.org/education/digital-cit	Cyberbullying, Digital Drama & Hate Speech

	empathize with the targets of cyberbullying, and identify strategies for dealing with cyberbullying and ways they can be an upstander for those being bullied.	izenship/lesson/whats-cy berbullying	
Reading News Online	Students will understand the purposes of different parts of an online news page, identify the parts and structure of an online news article, and learn about things to watch out for when reading online news pages, such as sponsored content and advertisements.	https://www.commonsens e.org/education/digital-cit izenship/lesson/reading-n ews-online	News & Media Literacy

	6 <sup>th</sup> Grade			
Lesson/Activity Title	Description	Resource(s)	Digital Citizenship Concept(s)	
Appropriate Use of Resources	MISD Acceptable Use Policy	Acceptable Use Presentation	Appropriate Use of Resources	
Finding Balance in a Digital World	Students will reflect on their common online and offline activities, analyze and prioritize the activities that are most important to them, and identify ways to "unplug" to maintain balance between online and offline activities.	https://www.commonsens e.org/education/digital-cit izenship/lesson/finding-b alance-in-a-digital-world	Media Balance & Well Being	
Don't Feed the Phish	Students will compare and contrast identity theft with other kinds of theft, describe different ways that identity theft can occur online, and use message clues to identify examples of phishing.	https://www.commonsens e.org/education/digital-cit izenship/lesson/dont-feed -the-phish	Privacy & Security	
Who Are You Online?	Students will reflect on reasons why people might create fake social media accounts, identify the possible results of posting from a fake social media account, and debate the benefits and drawbacks of posting from multiple accounts.	https://www.commonsens e.org/education/digital-cit izenship/lesson/who-are- you-online	Digital Footprint & Identify	
Chatting Safely Online	Students will analyze how well they know the people they interact with online, reflect on what information is safe to share with different types of online friends, and learn to recognize red flag feelings and how to respond to them.	https://www.commonsens e.org/education/digital-cit izenship/lesson/chatting-s afely-online	Relationships & Communication	

Digital Drama	Students will reflect on how easily	https://www.commonsens	Cyberbullying,
Unplugged	drama can escalate online, identify	e.org/education/digital-cit	Digital Drama &
	de-escalation strategies when	<u>izenship/lesson/digital-dr</u>	Hate Speech
	dealing with digital drama, and	ama-unplugged	
	reflect on how digital drama can		
	affect not only oneself but also		
	those around us.		
Finding Credible	Students will learn about reasons	https://www.commonsens	News & Media
News	that people put false or misleading	e.org/education/digital-cit	Literacy
	information on the internet, criteria	<u>izenship/lesson/finding-c</u>	
	for differentiating fake news from	redible-news	
	credible news, and practice		
	evaluating the credibility of		
	information they find on the		
	internet.		

	7 <sup>th</sup> Grade			
Lesson/Activity Title	Description	Resource(s)	Digital Citizenship Concept(s)	
Appropriate Use of Resources	MISD Acceptable Use Policy	Acceptable Use Presentation	Appropriate Use of Resources	
My Media Use: A Personal Challenge	Students will make an inventory of their media choices and how those choices make them feel, brainstorm personal strategies for balancing media use, and create personal guidelines for promoting healthy media balance.	https://www.commonsens e.org/education/digital-cit izenship/lesson/my-medi a-use-a-personal-challeng e	Media Balance & Well Being	
Big, Big Data	Students will learn why information about them and their behaviors is valuable to companies, analyze how certain types of data are used by companies, and learn three strategies to limit individual data collection by companies.	https://www.commonsens e.org/education/digital-cit izenship/lesson/big-big-d ata	Privacy & Security	
The Power of Digital Footprints	Students will define the term "digital footprint" and explain how it can affect their online privacy, analyze how different parts of their digital footprints can lead others to draw conclusions about who they are, and reflect on what they want their digital footprints to be in the future and how they can monitor and shape them.	https://www.commonsens e.org/education/digital-cit izenship/lesson/the-powe r-of-digital-footprints	Digital Footprint & Identify	
My Social Media Life	Students will identify the role of social media in their lives, reflect on the positive and negative effects	https://www.commonsens e.org/education/digital-cit	Relationships & Communication	

	of using social media on their relationships, and recognize "red flag feelings" when using social media, and consider ways to handle them.	izenship/lesson/my-social -media-life	
Upstanders and Allies: Taking Action Against Cyberbullying	Students will consider the different perspectives of those involved in a cyberbullying incident, identify ways to be an upstander or ally to someone being bullied, and problem-solve potential challenges to responding to cyberbullying.	https://www.commonsens e.org/education/digital-cit izenship/lesson/upstander s-and-allies-taking-action -against-cyberbullying	Cyberbullying, Digital Drama & Hate Speech
The Four Factors of Fair Use			News & Media Literacy

	8 <sup>th</sup> Grade			
Lesson/Activity Title	Description	Resource(s)	Digital Citizenship Concept(s)	
Appropriate Use of Resources	MISD Acceptable Use Policy	Acceptable Use Presentation	Appropriate Use of Resources	
Digital Media and Your Brain	Students will make an inventory of their media choices and how those choices make them feel, brainstorm personal strategies for balancing media use, and create personal guidelines for promoting healthy media balance.	https://www.commonsens e.org/education/digital-cit izenship/lesson/my-medi a-use-a-personal-challeng e	Media Balance & Well Being	
Being Aware of What You Share	Students will reflect on the concept of privacy, analyze different ways that advertisers collect information about users to send them targeted ads, and identify strategies for protecting their privacy, including opting out of specific features and analyzing app or website privacy policies.	https://www.commonsens e.org/education/digital-cit izenship/lesson/being-aw are-of-what-you-share	Privacy & Security	
Social Media and Digital Footprints: Our Responsibilities	Students will identify reasons for using social media and the challenges that often come along with it, reflect on the responsibilities they have that are related to digital footprints, and identify ways to make the most of social media while still caring for the digital footprints of themselves and others.	https://www.commonsens e.org/education/digital-cit izenship/lesson/social-me dia-and-digital-footprints -our-responsibilities	Digital Footprint & Identify	
Sexting and Relationships	Students will compare the risks and benefits of self-disclosure in	https://www.commonsens e.org/education/digital-cit	Relationships & Communication	

	relationships, identify the risks and potential consequences of sexting, and practice applying strategies to respond to situations where sexting could occur.	izenship/lesson/sexting-a nd-relationships	
Responding to Online Hate Speech	Students will use a circle-discussion structure to strengthen their class community, explore the nature of hate speech by discussing whether it could happen at their school, and identify specific actions to positively affect a situation involving hate speech.	https://www.commonsens e.org/education/digital-cit izenship/lesson/respondin g-to-online-hate-speech	Cyberbullying, Digital Drama & Hate Speech
This Just In!	Students will define breaking news and understand why individuals and news outlets want to be first to report a story, analyze breaking news alerts to identify clues of false or incomplete information, and reflect on the consequences of reacting right away to breaking news alerts.	https://www.commonsens e.org/education/digital-cit izenship/lesson/this-just-i n	News & Media Literacy

	9 <sup>th</sup> Grade			
Lesson/Activity Title	Description	Resource(s)	Digital Citizenship Concept(s)	
Appropriate Use of Resources	MISD Acceptable Use Policy	Acceptable Use Presentation	Appropriate Use of Resources	
Digital Life 102	Students learn basic statistics about the current digital landscape, explore the role that media plays in their lives, and reflect on the positive and negative impact digital media have on themselves and on society.	https://www.commonsens e.org/education/lesson/di gital-life-102-9-12	Media Balance & Well Being	
Oops! I broadcast It On the Internet	Students will identify some of the benefits of sharing information online, reflect on the risks of oversharing online, and think critically about what they choose to post and share about themselves online.	https://www.commonsens e.org/education/lesson/oo ps-i-broadcast-it-on-the-i nternet-9-12	Digital Footprint & Identity	
Turn Down the Dial on Cyberbullying	Students will reflect on the factors that intensify online cruelty and cyberbullying, identify what targets and upstanders can do when online cruelty occurs, and recognize their	https://www.commonsens e.org/education/lesson/tur n-down-the-dial-on-cyber bullying-9-12	Cyberbullying, Digital Drama & Hate Speech	

own role in escalating or	
de-escalating online cruelty.	

10 <sup>th</sup> Grade			
Lesson/Activity	Description	Resource(s)	Digital Citizenship
Title			Concept(s)
Appropriate Use of	MISD Acceptable Use Policy	Acceptable Use	Appropriate Use of
Resources		<u>Presentation</u>	Resources
Who are You Online?	Students will reflect on the similarities and differences in how people represent themselves online and offline, understand that they might choose to show different parts of themselves online depending on context and audience, and consider the risks and benefits of assuming different personas online, and think critically about	https://www.commonsens e.org/education/lesson/w ho-are-you-online-9-12	Digital Footprint & Identify
	what it means to be genuine in an online context.		
Building Online Community	Students will observe and analyze the factors that foster positive online and offline community, identify characteristics of websites that excel at creating positive online community, and demonstrate their understanding of how to build positive community online.	https://www.commonsens e.org/education/lesson/bu ilding-community-online -9-12	Cyberbullying, Digital Drama & Hate Speech

11 <sup>th</sup> Grade			
Lesson/Activity	Description	Resource(s)	Digital Citizenship
Title			Concept(s)
Appropriate Use of	MISD Acceptable Use Policy	Acceptable Use	Appropriate Use of
Resources		<u>Presentation</u>	Resources
College Bound	Students will learn that they have a	https://www.commonsens	Digital Footprint &
	public presence online called a	e.org/education/lesson/co	Identify
	digital footprint, recognize that	<u>llege-bound-9-12</u>	
	information they post online can		
	help or hurt their image and future		
	opportunities for college admission		
	or employment, and consider how		
	to present an authentic and positive		
	image of themselves online.		

## 12<sup>th</sup> Grade

Lesson/Activity	Description	Resource(s)	Digital Citizenship
Title			Concept(s)
Appropriate Use of	MISD Acceptable Use Policy	Acceptable Use	Appropriate Use of
Resources		<u>Presentation</u>	Resources
Breaking Down	Students will recognize hate speech	https://www.commonsens	Cyberbullying,
Hate Speech	and its impact on individuals,	e.org/education/lesson/br	Digital Drama &
	groups, and online and offline	eaking-down-hate-speech	Hate Speech
	communities, analyze situations to	<u>-9-12</u>	
	determine if they constitute hate		
	speech, and create a set of		
	community guidelines for dealing		
	with online and offline hate speech		
	at school.		