



## Unit Planner: Unit 2: Digital Citizen Technology 6

Last updated August 1, 2019

\*Archdiocesan Essential Curriculum > 2019-2020 > Grade 6 > Technology > Technology 6 (EM) > Week 5 - Week 12

### Unit 2: Digital Citizen

Stage 1: Desired Results	
<p><b>General Information</b></p> <p>The unit calendar is flexible and can be taught when it best fits. Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act in ways that are safe, legal and ethical.</p>	<p><b>Essential Question(s)</b></p> <ul style="list-style-type: none"> <li>• How can we share ideas and information fairly, ethically and legally?</li> <li>• How do we recognize and prevent irresponsible and/or unsafe online activities?</li> <li>• How can we integrate our Catholic identity into our digital identity and reputation?</li> </ul>
<p><b>Enduring Understandings and Knowledge</b></p> <ul style="list-style-type: none"> <li>• Rights and responsibilities of creators and consumers of media</li> <li>• Ethics and safety in the digital world</li> </ul>	<p><b>Skills</b></p> <ul style="list-style-type: none"> <li>• Discuss and comply with Network Use and the School Internet Acceptable Use Policy</li> <li>• Demonstrate appropriate computer etiquette.</li> <li>• Use appropriate judgment upon entering Internet sites.</li> <li>• Appropriately cites materials taken from another source, under issues of plagiarism.</li> <li>• Understand and obey copyright laws and licensing restrictions.</li> <li>• Evaluate accuracy, reliability and bias in media sources.</li> <li>• Exhibit grade-appropriate ethical behavior relating to privacy, ethics, passwords and personal information.</li> <li>• Identify cyberbullying and describe strategies to deal with threatening situations.</li> <li>• Recognize and describe the potential risks and dangers associated with various forms of online communication and data-collection technology.</li> <li>• Recognize and describe the permanence of actions in the digital world.</li> <li>• Recognize how a digital footprint is developed</li> <li>• Compare and contrast a good digital footprint versus a bad digital footprint.</li> </ul>
<p><b>Connections to Catholic Identity / Other Subjects</b></p> <p>Cross-curricular project-based learning experiences should be coordinated with content area teachers based on their pacing guide.</p> <p><b>ELA</b> - use of MLA format for citations, evaluating</p>	<p><b>Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Acceptable Use Policy (AUP)</li> <li>• copyright</li> <li>• plagiarism</li> <li>• piracy</li> <li>• intellectual property</li> <li>• creative work</li> </ul>

sources for accuracy and bias.

**Religion** - incorporation of Catholic values and identity into online presence.

- Creative Commons
- fair use
- public domain
- license
- bias
- stereotype
- cyberbully
- up-stander
- bystander
- harassing
- deceiving
- flaming
- hate speech
- digital footprint
- digital citizen (citizenship)
- identity theft
- phishing
- malware
- netiquette

## Standards & Frameworks Addressed

### ISTE: Educational Technology (2016)

#### ISTE: All Grades

#### 2. Digital Citizen

**Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical. Students:**

- cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.
- engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.
- demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.
- manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.

#### 3. Knowledge Constructor

**Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others. Students:**

- evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources.

#### 2016 ISTE Standards

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