

# GUTS

**Course Name:** 1<sup>st</sup> grade  
**Unit/Theme:** Digital Citizenship

**Time Frame:** 1 day  
**Grade Level:** 1<sup>st</sup>

| CONTENT AND SKILLS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
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| <b>Learning Objectives:</b> <ul style="list-style-type: none"> <li>Students will identify computing technologies they use in their life and ways they use it.</li> <li>Students will draw and illustrate the 3 rules for staying safe when using technology.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Students I can statements . . .</b> <ul style="list-style-type: none"> <li>I can identify computing technologies I use in my life and how I use them.</li> <li>I can identify ways to stay safe when using technology.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>How will you meet the needs of SWD and ENL students?</b> <ul style="list-style-type: none"> <li>Use information from individual student IEP's/504 plans</li> <li>Visual supports</li> <li>Support from Special Education teacher and ENL teacher</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <p align="center"><b>Content Standards</b><br/> List all standards and how learners will meet the standard</p> <ul style="list-style-type: none"> <li>1SL.1a</li> <li>1SL.1c</li> <li>1SL.5</li> </ul> <p><b>NOTE:</b> This lesson will be embedded into our Economic Choices unit which will be taught in May.</p>                                                                                                                                                                                                                                                                                                                                                                                                         |
| <p align="center"><b>NYS Computer Science and Digital Fluency Standards</b><br/> List all standards and how learners will meet the standard</p> <p>Digital use<br/> K-1.DL.4- Use at least one digital tool to create a digital artifact.</p> <p>Digital citizenship<br/> K-1.DL.7- Identify actions that promote good digital citizenship, and those that do not.</p> <p>Ethics<br/> K-1.IC.3- Identifying computing technologies in the classroom, home and community.</p> <p><b>How will students meet these standards:</b></p> <p>IC- Students will participate in class discussion and contribute to a class chart.<br/> DL-Students will watch a video and then share what they learned using a digital artifact.</p> |

### CASEL COMPETENCIES and/or NYS SEL BENCHMARKS

- 3b.1a- Identify a range of decisions that students make at school and at home.
- 3a.1b- Identify social norms and safety considerations that guide behavior.

### INSTRUCTIONAL PLAN

List the steps of the lesson, including instructions for the students.  
*How will you make sure this lesson is culturally responsive?*

**Step 1: K-1.IC.3**

Brainstorm a list of computing technologies students use at home, at school or in the community. Create a chart on the board or chart paper.

**Step 2:**

Discuss the different ways they use the technology (youtube, apps, video games, phone calls, etc.)

**Step 3:**

Say, "Let's think about the rules we have for technology at school." Have students share. Then ask "What are rules in your home for technology?"

**Step 4: K-1.DL.7**

Watch the video from commonsensemedia.org called "Meet the Digital Citizens: Guts" After the video is over make a list of the rules and discuss why they are important.

**Step 5: K-1.DL.4**

Have students select from one of the following apps: ShowMe, Seesaw or Book Creator. Students will write/label and illustrate the 3 safety rules from the video.

**Step 6:**

Share student responses with the class.

### BACKGROUND OR PRIOR KNOWLEDGE

- Knowledge of how to use the digital tool they select
- Knowledge of what the word "technology" means

### INSTRUCTIONAL TECHNOLOGY INTEGRATION

- Common Sense Media  
<https://www.commonsense.org/education/digital-citizenship/lesson/meet-guts-of-the-digital-citizens>
- Seesaw
- Book Creator app

- ShowMe app

### **MATERIALS / RESOURCES**

Add additional resources needed for this lesson such as templates, images, videos, etc.

- Common Sense Media  
<https://www.commonsense.org/education/digital-citizenship/lesson/meet-guts-of-the-digital-citizens>
- Seesaw
- Book Creator app
- ShowMe app
- Promethean board
- Chart paper/markers