

Grade: One	Lesson: 2	Topic: Digital Citizenship
Virginia Standards of Learning	English 1.1, 1.2	
Virginia School Counseling Standards	Kindergarten-Third Grade, Personal/Social Development EP1, EP4, EP5	
Materials Needed	• Art supplies • Comic strip- handout • Book- <i>Clicker the Cat</i> by Kyla Cullinane	
Learning Objectives	• Learn and define key vocabulary terms. (online, internet, digital citizenship) • Learn and discuss safety rules for being online. • Identify and explain safe and unsafe behaviors online.	
I DO	Introduce yourself.	
Introduction/Relationship Building	Build a positive relationship with the students by sharing a fun fact about yourself. (For example: your favorite ice cream flavor, your favorite food, or your favorite color, etc.) Next, use the Learning-Ready Visuals and define the classroom expectations for when you visit. Say, "We will learn a lot about safety, responsibility, and respect within our school and community! When we are learning, we must be learning-ready! When we are learning-ready, we will:	
Learning-Ready Reminders	• Keep our bodies in our own space! • Use our quiet voices! • Keep our ears open! • Have our brains ready!"	
Content	Introduce the vocabulary words "internet" and "online" while connecting them to the various devices within the classroom that access the internet (phones, tablets, and computers). Explain to students that these devices connect to the internet which gives us access to all kinds of things. Say, "However, we must learn how to identify what things are safe and unsafe when we are online. When we go online, we are accessing the internet on these devices. We use the internet to talk to other people, play games, learn new information, and create art (like videos)." The internet is a network that we use to communicate with others on computers, phones, iPads, and games. I can be in my house and use my computer to send messages, emails, or call other people in other	

places. When we get on the internet and use the network we are "online".

Display vocabulary cards for the **internet** and **online** (from PowerPoint).

"Here are some examples of ways we use the internet." Feel free to ask students to provide some examples of this if they have experience with any of these examples.

- Play games
- Search for information
- Schoolwork
- Talk with Friends
- Shop

Read *Clicker the Cat* by Kyla Cullinane.

"Clicker the cat carries his tablet everywhere he goes. He'll play for hours and doesn't know when to quit. That is until his friend, Digi the dog, comes along. Follow Clicker as he learns to balance his screen time with outside play. It's a valuable lesson for any child growing up in this digital age!"

This book will provide additional context to the previous discussion. During this story, focus on the lack of balance Clicker has by overusing his device and how there were other things outside of the device he could do.

Ask students to provide you with examples of things they like to do outside of going online and using the internet.

Wrap up the story by introducing that not only do we have to think about how much time we are spending on these devices, but we also must make sure that we stay safe when accessing the internet.

Review the rule slides from the PowerPoint.

Let students know that you have a list of rules to follow when online and using the internet.

1. **"Always ask a trusted adult (parent, teacher, etc.) if you can go online."**
 - a. Ask students to provide examples of trusted adults.
Provide students with additional examples if needed.
2. **"Do not talk to people you do not know in real life and immediately tell an adult if someone tries to talk to you."**

	• You should not give your personal information to websites. (True) • If you don't know what sites are safe online, you should ask a trusted adult. (True) • A stranger is someone you don't know. (True) • Private information should be shared with anyone. (False)
YOU DO Check for Understanding	Have students complete a trio of cartoon strips that simulate these scenarios: • Asking an adult for help when trying to find a safe activity or game online. • Children using the internet in a safe way. • How they can protect their personal information.