

Impacts of Computing: Social Interactions (1) Grade: 3

Standard: 3.IC.Si.01

Develop a code of conduct, explain, and practice grade-level appropriate behavior and responsibilities while participating online.

Essential Skills

Demonstrate appropriate when online and provide examples of appropriate online interactions.

Recognize inappropriate online behavior and provide examples of inappropriate online interactions.

Essential Questions

How can you distinguish between appropriate and inappropriate behaviors online?

How does being online make it easier for people to engage in inappropriate behavior than being in person?

What are some consequences of inappropriate use of the internet?

Explanation

Students will evaluate their own and their peers' behavior in accordance with a code of conduct they develop and by comparing online and in person behaviors. They will also understand that harassment, lost friendships, and compromised personal information (among others) are actual consequences to inappropriate virtual behavior. Though online communication facilitates positive interactions, such as sharing ideas with many people, the public and anonymous nature of online communication also allows intimidating and inappropriate behavior in the form of cyberbullying. Students will be able to demonstrate appropriate responses to inappropriate online behavior.

Think of this as similar to...

Students develop a code of conduct for behavior in their classroom.

Implementation Examples—What would this look like in the classroom?

Title	Description	Link	Content Connection & Notes
This is Me	Grade 3 -- Students identify appropriate ways to express their identity online by reflecting on their own uniqueness. Students will develop an understanding of how what they share might create incorrect assumptions by others.	This is Me	This is a Common Sense Media lesson; teachers need a free account to access the lesson plans.
Our Digital Citizenship Pledge	Grade 3 --.Students will describe characteristics of a healthy online community and recognize appropriate ways to strengthen and participate in these communities.	Our Digital Citizenship Pledge	This is a Common Sense Media lesson; teachers need a free account to access the lesson plans
Children's Interactive Cybersecurity Activity Kit	Grade 3 --Students identify appropriate and inappropriate online behaviors in this video and workbook. Grade 4 --Students relate the behaviors they identify in the video and workbook to actual scenarios they have encountered, heard about or can imagine. Students can role play some of the scenarios and ways to respond to them.	KnowBe4 website has video and activity workbooks.	This lesson also aligns with CS NI.C.01.

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These annotations are a collaboration between [Maryland Center for Computing Education](#) and the [Maryland State Department of Education](#).