

Impacts of Computing: Social Interactions (1) Grade: 4

Standard: 4.IC.Si.01

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

Essential Skills

Identify real-life situations encountered while online that could cause problems in school or at home.

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
Children's Interactive Cybersecurity Activity Kit	<p>Grade 3--Students identify appropriate and inappropriate online behaviors in this video and workbook.</p> <p>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.</p>	KnowBe4 website has video and activity workbooks.	This lesson also aligns with CS NI.C.01.
Be a Super Digital Citizen	<p>Grade 4-- Students will recognize and describe characteristics of a good digital citizen as they view the video, "Super Digital Citizen". Students will demonstrate and describe appropriate ways to respond to cyberbullying behavior.</p>	Be a Super Digital Citizen	This is a Common Sense Media lesson; teachers need a free account to access the lesson plans.
Keeping Games Fun and Friendly	<p>Grade 4-- Students will provide examples of social interactions, focusing on communication within online gaming environments. Students will recognize positives and negatives within online gaming environments and develop guidelines for positive social interactions</p>	Keeping Games Fun and Friendly	This is a Common Sense Media lesson; teachers need a free account to access the lesson plans.

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