

## Standard: IC.SI.01    Grade Band: 3-5

Grade	Impacts of Computing: Social Interactions
3	Develop a code of conduct, explain, and practice grade-level appropriate behavior and responsibilities while participating online.
4	Develop a code of conduct, explain, and practice grade-level appropriate behavior and responsibilities while participating online.
5	Develop a code of conduct, explain, and practice grade-level appropriate behavior and responsibilities while participating online.

Grade	Essential Skills
3	Demonstrate appropriate when online and provide examples of appropriate online interactions.  Recognize inappropriate online behavior and provide examples of inappropriate online interactions.
4	Identify real-life situations encountered while online that could cause problems in school or at home.
5	Model multiple ways to respond to and report issues that may occur online including inappropriate behavior.

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.

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?

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

Grade(s)	Title	Description	Link	Content Connection & Notes
3	<b>This is Me</b>	<b>Grade 3</b> -- 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.	<a href="#">This is Me</a>	This is a <a href="#">Common Sense Media</a> lesson; teachers need a free account to access the lesson plans.
3	<b>Our Digital Citizenship Pledge</b>	<b>Grade 3</b> --.Students will describe characteristics of a healthy online community and recognize appropriate ways to strengthen and participate in these communities.	<a href="#">Our Digital Citizenship Pledge</a>	This is a <a href="#">Common Sense Media</a> lesson; teachers need a free account to access the lesson plans
3-4	<b>Children's Interactive Cybersecurity Activity Kit</b>	<b>Grade 3</b> --Students identify appropriate and inappropriate online behaviors in this video and workbook. <b>Grade 4</b> --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.	<a href="#">KnowBe4</a> website has video and activity workbooks.	This lesson also aligns with <b>CS</b> NI.C.01.
4	<b>Be a Super Digital Citizen</b>	<b>Grade 4</b> -- 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.	<a href="#">Be a Super Digital Citizen</a>	This is a <a href="#">Common Sense Media</a> lesson; teachers need a free account to access the lesson plans.

Grade(s)	Title	Description	Link	Content Connection & Notes
4	<b>Keeping Games Fun and Friendly</b>	<b>Grade 4--</b> 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	<a href="#">Keeping Games Fun and Friendly</a>	This is a <a href="#">Common Sense Media</a> lesson; teachers need a free account to access the lesson plans.
5	<b>Digital Friendships</b>	<b>Grade 5--</b> Students will recognize the benefits and risks of different kinds of online-only friendships by analyzing different scenarios	<a href="#">Digital Friendships</a>	This is a <a href="#">Common Sense Media</a> lesson; teachers need a free account to access the lesson plans.
5	<b>Is it Cyberbullying?</b>	<b>Grade 5--</b> . Students will recognize what is, and what is not, cyberbullying. They will be given a scenario and have to decide whether it is cyberbullying and how to react. Students also will provide strategies for appropriate ways to respond to and combat cyberbullying.	<a href="#">Is it Cyberbullying?</a>	This is a <a href="#">Common Sense Media</a> lesson; teachers need a free account to access the lesson plans.
5	<b>You Won't Believe This!</b>	<b>Grade 5--</b> Students will learn why people click on links that are clickbait and how to distinguish clickbait from legitimate links.	<a href="#">You Won't Believe This!</a>	This is a <a href="#">Common Sense Media</a> 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](#).