

# Impacts of Computing: Social Interactions (1) Grade: K

Standard: K.IC.Si.01

Identify appropriate and safe behaviors when participating online.

Essential Skills

Provide examples of appropriate behavior when on the internet

Essential Questions

What are appropriate ways to use the internet in school?

What are inappropriate ways to use the internet in school?

Explanation

Students will be able to distinguish between appropriate and inappropriate uses of the internet. These include (but are not limited to) accessing approved websites, posting comments that are constructive and kind, and understanding what information should not be shared online. By second grade students should know that they can walk away from inappropriate interactions, close websites that make them uncomfortable, and report inappropriate behaviors to a trusted adult,

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
<b>Pause for People</b>	Grade K--Students will understand the importance of having a balance between online and in person interactions and will practice transitioning from using computing devices to face to face activities.	<a href="#">Pause for People</a>	This is a <a href="#">Common Sense Media</a> lesson; teachers need a free account to access the lesson plans
<b>Internet Traffic Light</b>	Grade K--Students practice identifying the types of internet sites that are safe for them.	<a href="#">Internet Traffic Light</a>	This is a <a href="#">Common Sense Media</a> lesson; teachers need a free account to access the lesson plans
<b>Safety in my Online Neighborhood</b>	Grade K--Students identify rules for staying safe in the real world. and compare them with being safe when traveling online. Students go on a virtual field trip and practice staying safe during online adventures. Grade 1--Provide some scenarios (a cousin wants to chat online, a stranger wants to chat in an online game, a website links to another website that an adult hasn't visited with you) and have students identify them as appropriate or inappropriate.	<a href="#">Safety in my Online Neighborhood</a>	

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