Standard: NI.C.01 Grade: 4

Standard 4.NI.C.01

Identify problems that relate to unsecure **networks** and inappropriate use of computing devices and potential subsequent consequences.

Essential Skills

Describe the consequences of using unsecure **networks** and inappropriate use of computing devices.

Essential Questions

Why should you use caution when using public Wi-Fi and public **computing devices**?

How can you use computing devices in a responsible manner?

Explanation

Student will discuss why and how **personal identifiable information** (PII) can and should be protected online. Responsible use of **computing devices**, such as use of anti-**virus software** and accessing only safe internet sites, will help protect devices and PII. Students will examine how PII can be compromised (e.g., through the use of public, unsecured Wi-Fi and not logging out when using public computers) and determine the consequences that are associated with unprotected PII such as the identity theft, **hacking**, and computer viruses. By fifth grade students should have a complete understanding of how almost everything they do on the internet creates their **digital footprint**, information, that is acceptable to share publicly (e.g., their favorite color), and the kinds of situations in which it is acceptable to share some of their PII (e.g., ordering merchandise from a reputable internet site).

Think of this as similar to….

We protect our personal property by locking doors and using a home or car security system.

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

Title	Description	Link	Content Connection & Notes
Children's Interactive Cybersecurity Activity Kit	**Grade 3**--Students identify appropriate and inappropriate online behaviors in this video and workbook. Discuss how using public Wi-Fi and devices can increase the chances of others gaining access to personal information. Students should brainstorm ways of staying safe on public Wi-Fi and devices, such as logging off correctly, and avoiding inputting sensitive private information when in public places. **Grade 4**--Students identify instances in the video and workbook where consequences of using computing devices inappropriately are discussed. Students can role play scenarios and ways to keep themselves and their information safe.	Use the [Captain Awareness Video](#) and the [Epic Cyber Hero Handbook](#)	This lesson also aligns with **CS** IC.SI.01
Winning the Cyber Security Game	**Grade 4**--In this lesson, students discuss their online experiences and learn how to minimize the potential risks that may be associated with them. Using the Cyber Security Tip Sheet, students explore the many tools and strategies that can be used to mitigate or prevent negative online experiences. Once they have reviewed these strategies and resources, students will extend and test their knowledge by playing a game in which they compete against other students to match a series of technological "Tools" to the "Risks" they can help to prevent. This lesson is written for older students but can be adapted.	[Winning the Cyber Security Game](#)	Allow adequate time for set up of game and adjust implementation so students have appropriate background knowledge.

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