

Digital Citizenship Lesson Plan
Online Code of Conduct

General Topic (as defined in the Digital Literacy Framework)	DH1
Digital Citizenship h) Legal and Ethical Aspects	
Applicable Grade Range	
3-5	
Outcome(s) to be Addressed	
The student communicates and collaborates with others in accordance with codes of conduct appropriate to the context.	
Importance / Significance of Lesson	
Rules surround us and are intended to keep us safe from harm. The best rules are those that guide us while giving us an understanding of why they are in place. The internet has great potential to aid students in their learning, however there are also many things there that students should not see. It is important to develop rules and guidelines to govern student use of the internet to ensure all students remain safe online.	
Duration	
30-45 minutes	
Overview	
Students will work in groups to research internet code of conduct rules. Ideas and objectives will be shared and then all groups will work together to develop an online code of conduct for their class.	
Required Resources	
Computer hooked up to a projector Class set of laptops/access to the computer lab OR class set of iPads/iPods	

Lesson Plan and Extension Activities

Divide the class into groups and have them research online code of conduct samples (a number of sites are listed below to assist). Each group should come up with 4 to 5 items that they think are important to include and a reason for why they think each is important. Groups can have 20 minutes (more if needed) to compile their lists and be ready to present.

Once the research has been done, have each group present one 'rule' at a time. Discussion can be held around each topic (the idea might have been chosen by numerous groups and this will give each group to provide their supporting reasons as well). The teacher can keep a master list going on the board or on a computer projected onto the board. Once all groups have contributed all of their ideas, rules can be discussed, merged, edited and generally fixed up until they are in a form that everyone agrees to. This master list can then be printed off and posted in the classroom to remind everyone of the agreed upon 'Online Code of Conduct'.

Adaptations

Younger students will have simpler rules and likely fewer. The brainstorming sessions will be directed by the teacher.

Older students will need to have more complex rules to govern the more complex issues they encounter online. The general idea can be the same, however, and guidelines should be set in place, especially concerning what is and isn't acceptable on school owned computers.

Additional Resources

<http://a-better-child.tripod.com/id15.html>

<https://www.commonsemmedia.org/blog/internet-safety-tips-for-high-school-kids>

<http://www.screenretriever.com/online-safety-rules-and-code-of-conduct-online> **some really good ideas here

<http://www.microsoft.com/security/family-safety/childsafety-internet.aspx>

<http://blog.kaspersky.com/simple-rules-kids-social/>

<http://www.doncasterps.vic.edu.au/file/file/Microsoft%20Word%20-%20Student%20Code%20of%20Conduct%20for%20Internet%20Use.pdf>

Cross-curricular Outcomes Also Addressed

Language Arts – reading for information, debating an opinion or idea, collaborating towards a common goal

Social Studies – researching skills

Health and Career Prep – developing class rules and shaping class behaviour

~developed by Kristin Sward, 2014



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