### Digital Citizenship Lesson Plan

**Age Appropriate Sites**

<table>
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<th>General Topic (as defined in the Digital Literacy Framework)</th>
<th>DA2</th>
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<td>Digital Citizenship</td>
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<tr>
<td>a) Internet Safety</td>
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| Applicable Grade Range | 3-5 |

**Outcome(s) to be Addressed**

The student understands that he/she should stay safe online by choosing websites that are good for him/her to visit, and avoids sites that are not appropriate for him/her.

**Importance / Significance of Lesson**

The internet can be a scary place for young eyes. It is important that students are able to recognize and choose sites that are safe for them to play or learn on and what to do if they get to a place that is not safe.

**Duration**

20 minutes

**Overview**

Teachers will take their students on a web tour where they will visit a variety of sites and choose which ones are appropriate for them to use to learn.

**Required Resources**

Computer hooked up to a projector

**Lesson Plan and Extension Activities**

Teachers will take students on a web tour of various sites and discuss with their students which sites would be appropriate for them. Choose a school and age appropriate subject – like the life cycle of a butterfly. Search it using [www.google.com](http://www.google.com) and choose a variety of the links (teachers can quickly read the Google descriptions as they tour) to look at and discuss what works and what doesn’t on each site. As you visit each site, think out loud of things you like or don’t like.
and ask for input from the class as to what they like or how they would like to learn about your topic.

Things to look for – links that have the word ‘kids’ in them (usually developed with kids in mind), a website that can be read to you (for young students), cartoony look and feel with lots of colours (not always appropriate but generally geared towards kids), music playing (to engage the senses), videos to watch (less text based for a younger audience), passwords required (we don’t have email addresses yet, so that one’s not for us), advertisements (can be questionable and we need to worry about that in school), games (we like to learn through games), etc. Often times students are taken to websites with their parents or teachers and are not allowed to simply search the web until they find something. However, sometimes a link that they click will take them somewhere confusing or they won’t be able to make it work like they think it should. Review some tips and tricks to help them get themselves back to where they should be:

1) The arrow pointing to the left at the top of the screen will take them back page by page.
2) The ‘x’ on the internet tab they are playing on will close that tab and return them to a previous page.
3) The ‘x’ on the right hand side will close the internet completely.
4) The house icon will take them to the home page (typically a safe page set up by the school district).
5) The arrow that goes around in a circle will ‘refresh’ their page, so if something isn’t working properly they can try to refresh it to see if it goes back to normal.
6) And adult or older buddy can always help them get back to where they want to be.
7) If they ever find themselves on a website that makes them feel uncomfortable or where they don’t know what to do, have them go and get an adult to help.

Finish the lesson by watching a video (you can go back to the Google page and find one under ‘videos’) to sum up your learning.
### Adaptations
Younger students will need more guidance in reading the content of sites and understanding what will work for them. Older students will have a wider range of appropriate sites that might not work for their younger counterparts.

### Additional Resources
- [www.google.com](http://www.google.com)
  For some suggestions on great websites for kids of all ages:
  - [https://www.commonsensemedia.org/](https://www.commonsensemedia.org/)
  - [https://www.commonsensemedia.org/website-lists](https://www.commonsensemedia.org/website-lists)

### Cross-curricular Outcomes Also Addressed
- Language Arts – reading for information
- Social Studies – researching information

~developed by Kristin Sward, 2014

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