

Grade 6 Digital Literacy Skills - Mystery of the Ethical Navigator: Charting a Responsible Digital Path

LEARNING OBJECTIVES:

In these lessons students will be learning the importance of keeping their digital footprint clean by doing an activity with scenarios. They will also be learning about how to stay safe online while exploring a world in Minecraft.

Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.

- A digitally literate person is aware that his/her activities on the Internet leave a permanent "digital footprint" or "trail" and behaves accordingly.
- A digitally literate person is aware that he/she has a digital footprint, and that this information can be searched, copied, and passed on, and that he/she can take some control based on what he/she posts online. (6-9)
- A digitally literate person knows strategies for guarding against identity theft and scams that try to access his/her private information online.
- A digitally literate person understands that presenting themselves in different ways online carries both benefits and risks.

-from BC's Digital Literacy Framework

TECH SKILLS:

- I can use technology responsibly and make safe choices.
- I can understand the importance of not sharing personal information online.
- I can recognize how overuse of technology can impact one's mental, physical and emotional health (gaming/video games, social media, screen time)
- I can set appropriate profile pictures and other profile content across social media, webpages, blogs, portfolios etc.
- I understand that digital content is permanent and cannot be deleted.
- I can build a positive digital footprint/reputation.

CORE COMPETENCIES:

Communicating	Thinking	Personal and Social
<p>Connecting and Engaging with Others: Building and sustaining of relationships at home, at school, in the community, and through social media.</p>	<p>Critical and Reflective Thinking: Students apply critical, metacognitive, and reflective thinking in given situations, and relate this thinking to other experiences, using this process to identify ways to improve or adapt their approach to learning.</p>	<p>Personal Awareness and Responsibility: They keep themselves healthy and stay active, manage stress, and express a sense of personal well-being. They make choices that contribute to their safety in their communities, including their online communities and use of social media.</p>

MATERIALS:

- Students will need laptops or iPads (with Minecraft on them) for Part 2

- Teacher will be presenting PowerPoint slides for both sections so will need a computer connected to a projector/TV

INSTRUCTIONS:

This lesson is split into two lessons. For the first lesson you will be following a [Common Sense Media](#) lesson plan about the importance of keeping your digital footprint clean. The second lesson involves using a Minecraft lesson plan about online safety. Students will each be in their own word learning about digital balance, cybersecurity and the importance of stopping to think before you click!

Part 1: The Power of Digital Footprints: How Might our Digital Footprints Shape our Future.

1. Go to **Common Sense: The Power of Digital Footprints** lesson ([The Power of Digital Footprints | Common Sense Education](#)). You will need to create a Common Sense Media account to open the full lesson. It is totally worth it! There are many great resources here!
 - Print out the lesson as it serves as a script. You can save it as a pdf file and print that out or [click here to open it](#).
 - Open or download the PowerPoint slide presentation. ([Click here](#) or on the link in the lesson plan online.)
 - Make copies of the handout for students. They will only need one for each group of 4 or 5 students ([Click here](#) or on the link online).
 - Print out the Teacher Handout with the answers ([Click here](#) or on the link online)
2. Teach the lesson by following the lesson plan and using the PowerPoint slides they provided.
3. At the end there is an online quiz that students take: [Click here to open the template](#) (https://forms.office.com/Pages/ShareFormPage.aspx?id=q8AzilrcYUiVdGwfASd9HC-v5Bvp_HVNk7-w1OyIPVBUOfkWRFBMWTdUSFVXMEJDVVIVVzk5STITMy4u&sharetoken=UgPH4BVCZif2GS8ziNDz)

Extensions:

- Print out the family activity, Family Tips and Family Engagement Resources and send them home for homework
- Have students fill out this [My Digital Wellness](#) handout with all of the things that they do online (they can draw the symbols or use words).

Part 2: Home Sweet Hmm...

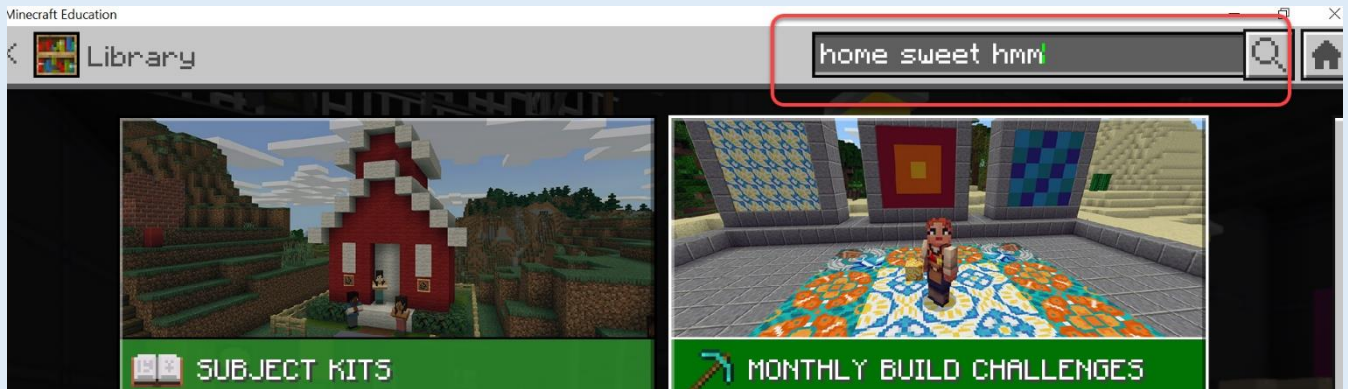
1. Like the previous lesson, this one has a PowerPoint presentation and you can follow. This should take one, one hour lesson. The first half you are presenting the slideshow and the second half the students are playing in a Minecraft world called **Home Sweet Hmmm...** Go to Minecraft Education Edition online and type Home Sweet Hmm in the search (or click here [Cyber Safe: Home Sweet Hmm | Minecraft Education](#))

To prep for the lesson you will need the following:

- The Educator Guide ([click here](#) or on the online link)
 - The PowerPoint presentation ([Click here](#) or on the online link)
2. Open up the PowerPoint presentation and go through it the students (they will be good listeners if they know they may play Minecraft if they listen to the first half of the lesson).
 3. Now students can go into the Minecraft World called Home Sweet Hmm.... and complete the activities.

Some tips for this activity:

- All students have a Minecraft account. They shouldn't need to log in to the game on laptops but there are usually one or two students who are asked to. Their username is [student number@learn71.ca](mailto:student_number@learn71.ca) (ex. 213456@learn71.ca) and they should use the password that they use to get onto the computer. If they are using an ipad they all will have to log in.
- All the students should go into this world individually.
- To begin they should click on Play, then Lesson Library then in the search bar in the top right corner, type in home sweet hmm



- Click on the Cybersafe: home Sweet Hmm



- Then students click on
- If students have trouble getting around in the world, press H to see the controls if they are on a laptop

Extensions:

- There are some excellent extensions in the **Minecraft Educator Guide**
- At the end of the game there is a certificate that you can print out for each student
- If you didn't do the "My Digital Wellness" handout at the end of Part 1, have them do it now: [My Digital Wellness](#) handout students fill in the footprint with all of the things that they do online (they can draw the symbols or use words) and then give advice to other students about online safety.