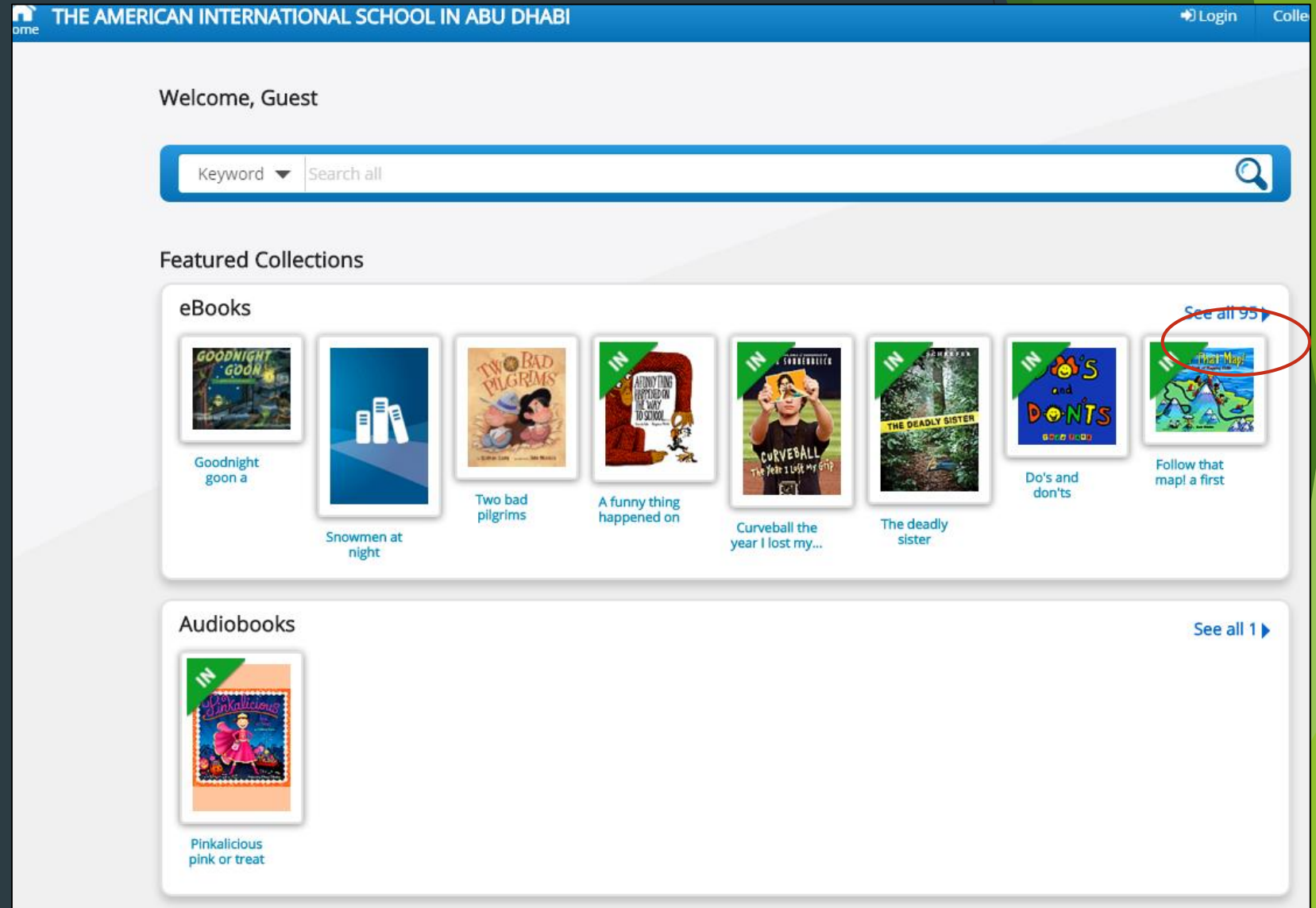


**Don't forget to check the Portal
Activity Stream and Portal
Bulletins for messages from all
your teachers!**

bit.do/ag9



Are you aware you can visit this page and read tons of ebooks for free?



Click the link:

<https://search.follettsoftware.com/metasearch/ui/index.html?routeId=destiny-JJPW-JBKG#/>

What's happening in Week 9 IT Classes?

First Grade: If you wish, bring *again* your small stuffed animal to class. We will try again to play Sid's Safety Game together. The animal is optional.

Second Grade: Assessment of Surf Swell Comics About Web Safety and completion of Comic Creator Stories.

Third Grade: Finish Professor Garfield's Infinite Learning Lab Quizzes (Part 1, Cyberbullying/Part 2, Online Safety. HOMEWORK: If you have not finished Cyberbullying and Online Safety, finish at home. It's time for a final assessment.

Fourth Grade: Continue Digital Passport Modules. Do "Cyberbullying-EVOLVE" this week. HOMEWORK: re-play "Twalkers" and "Privacy Share Jumper" modules if you didn't pass with at least 60%.

Fifth Grade: Team Project: 9 Elements/ISTE Standard 5. Finish research Mini-Lesson about Keywords. HOMEWORK: FIND AT LEAST 3 EXAMPLES ABOUT YOUR TOPIC using what you learned about research. In class we will finish RESEARCHING work (Standard 3) on our projects.

GRADES 1 AND 2 ONLY

User:

room112

Password:

kitten

**If someone else is logged in,
just PRESS RESTART.**

goNoodle!

Target:

Student-friendly Version

**I CAN ACT SAFELY, LEGALLY
AND TRUTHFULLY WHEN I USE
TECHNOLOGY.**



5. Protect It!

Grade 5

2015-16

NEXT STEPS:



1. Let's Make Sure I Have A List Of All Your Topics.

2. Due Today: You should have finished finding or making 3 examples of your topic. You Should Have Looked At The Rubrics And Planning Resources On 2020Nexus or Portal By Now So You Know Your Targets. QUESTIONS?

3. Let's start putting your examples into apps!

All the rubrics, planners, and help files are on the portal **INSIDE**

👉 **RESOURCES** *and inside*

👉 **OTHER RESOURCES NOT AGENDAS**



**This Week In
Class We Will
Work On
starting the
project.**

Assignment

- ☺ **Find or Make 3 Correct Examples of Your Objective or Element**
- ☺ **Use your examples to Teach Others**
- ☺ **Demonstrate Your Understanding of the Topics In One of These Ways:**
 - ~iMovie
 - ~Book Creator
 - ~Puppet Pals Play
- ☺ **Finished Product Expectation: present it for between 30 seconds to 2 minutes**
- ☺ **Want An E For Exceeding? Explain How Your Element Relates To The Standards or vice versa.**

What are keywords?

KEYWORDS:

Sum up your topic

Represent your main ideas

Are single words or very short phrases

Should be used when searching for information



Why do they matter?



The world of online
information is
beyond a locked door
and keywords are
how you get in.

REMEMBER

WE WANT TO FIND JUST THE RIGHT AMOUNT OF
GOOD INFORMATION FROM OUR SEARCHING

too much

WRONG INFO OR NOT ENOUGH





Search engines perform well only if correct keywords are used, and everyone needs to learn how to come up with those words to get the results they need.

Keywords are usually based on the most common ways people talk about a subject.




Often it will take some experimenting to discover just what keyword combination gets the best results.

CHOOSE YOUR KEYWORDS WITH CARE

Pick the strongest words with the most relevance to your main ideas.

Take your thesis or topic and “sum it up” in two or three main keywords.



Take those keywords and make sure they're the best choices for what you want to find.

CHOOSING THE BEST KEYWORDS

Are there any synonyms for this keyword?
Alternate terms? Other phrasings?
Broader terms? Narrower terms?

Choosing a Topic, Creating Keywords and Search Strings

Brainstorm first! Then use these Tools:

AND

OR

NOT

* {asterisk}

ADVANCED SEARCH

QUOTES

CTRL-F

synonyms

see also

Wikipedia's suggestions

<http://www.sweetsearch.com/>
www.kidsrex.org

<http://www.edutopia.org/blog/elementary-research-mary-beth-hertz>
<http://www.studshare.net/kythard13/digital-citizenship-for-elementary-students>
<https://www.pinterest.com/explore/digital-citizenship-posters/>

The Asterisk *

When you put it at the end of a word, a search will find that word with all possible word endings.

Educat*

educate, educator, education, educating

Lov*

Love, loving, lovely, lovingly, lover

Quotation Marks

You can use quotation marks to tell a search that words are an item – that they must appear together exactly as they are inside the quotations.

“economic hardship”

A search will only bring back results with the exact phrasing “economic hardship”
Will NOT bring back results for economic hard times or economy hardships

Homeroom:
RYAN

Assignment: Create 3 Correct Examples of Your Objective or Element to Teach Others. Demonstrate How the Elements Relate to The Objectives.

Team		Objectives
Digital Access Digital Commerce Digital Communication Digital Literacy Digital Etiquette Digital Health & Wellness Digital Security	Amani and Eshal	<div>a. Advocate and practice safe, legal use of <i>information</i> and <i>technology</i></div> <div>b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity</div> <div>c. Demonstrate personal responsibility for lifelong learning</div> <div>d. Exhibit leadership for digital citizenship</div>
	Mian and Laith	
	Sara	
	Lamar, samar	
	Arisa and Dana	
	Grace and rawdha	
	Mohamed and sultan	
	Ryley, Hamshan	Khalifa Al Romaithi
	John,Abdullah	
	Justin,Andy	

Leena and Tina safe legal ethical iM
Seif and Ali lifelong dig pers life lng iM
Edward and Alex digital leadrshp iM

Digital
Access

Nick and Conor

Hamad and Talal Digit Commerce iM **Digital Commerce**

Marcelo and Khalifa communication iM **Digital Communication**

Assigned 10/12 to: **Digital Literacy**

Katrina and Sofia NETIQUETTE iMovie **Digital Etiquette**

Jude Health and Wellness iM **Digital Health Wellness**

Kate and Jeongwon Security iMovie **Digital Security**

Homeroom:

Fitzgibbon

- a. Advocate and practice safe, legal use of *information* and *technology*
- b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity
- c. Demonstrate personal responsibility for lifelong learning
- d. Exhibit leadership for digital citizenship

http://www.classtools.net/random-name-picker/77_FC Ud68

Please allow
me to type
up your
teams.
Thanks.

Digital
Access

Digital
Commerce

Digital
Communication

Digital
Literacy

Digital
Etiquette

Digital Health &
Wellness

Digital
Security

Homeroom:

Krysta

http://www.classtools.net/random-name-picker/77_FC Ud68

- a. Advocate and practice safe, legal use of *information* and *technology*
- b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity
- c. Demonstrate personal responsibility for lifelong learning
- d. Exhibit leadership for digital citizenship

Please allow
me to type
up your
teams.
Thanks.

Digital
Access

Digital
Commerce

Digital
Communication

Digital
Literacy

Digital
Etiquette

Digital Health &
Wellness

Digital
Security

Homeroom:

Lundy

http://www.classtools.net/random-name-picker/77_FC Ud68

Objectives

- a. Advocate and practice safe, legal use of *information* and *technology*
- b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity
- c. Demonstrate personal responsibility for lifelong learning
- d. Exhibit leadership for digital citizenship

Please allow
me to type
up your
teams.
Thanks.

Digital
Access

Digital
Commerce

Digital
Communication

Digital
Literacy

Digital
Etiquette

Digital Health &
Wellness

Digital
Security

Grade

4

2015-16

See me privately if you want your exact score

If you find you did pass, you have no homework! 😊

If you did NOT pass, you must do the failing Modules again at home until you pass.

100% EXCEEDING

85 - 99% MEETING

60 - 84% APPROACHING

BELOW 60%

YET TO MEET
NOT PASSING



Digital Passport™ from



**common
sense**

(You must get at least
60% to pass.)

100% EXCEEDING

85-99% MEETING

60-84% APPROACHING

**BELOW 60% YET TO
MEET**

**If you did not
pass, you must do
the Modules again
at home until you
pass.**



Privacy Share Jumper -- TO DO

1. Students *evaluate* examples of online messages.
2. They decide what information is *appropriate* to share and when.
3. Students are also reminded that *nothing is truly "private"* or "erasable" online.

Students will:

- *reflect* on the benefits of sharing online, while *acknowledging* that information can spread fast and far.
- *classify* information that should be kept private online.
- *predict* the effect that an online post or message might have on someone's *reputation*.

YOU ARE REGISTERED AS FOLLOWS

First

Last

USER *library number*

Unique iD *Library#*

Password *6-digits*

bit.do/digiport

 **Digital Passport™** from  **common sense**

Login

Welcome students. Start your adventure by logging in here with the username and password your teacher has given you.

Username: *

YOUR LIBRARY NUMBER

Type your username.

Password: *

YOUR LIBRARY NUMBER + ZERO(s)

Type your password.

LOGIN



Please do
E-VOLVE this
week IF you finished
Twalkers and Privacy:
Share Jumper last
week.
If you finish early, do
Mix & Mashup or see
next slide

THIS WEEK

1. Students make choices about what to do if they or their friends are cyberbullied.
2. They are encouraged to "evolve" into an "Upstander" – someone who takes action to stop cyberbullying, rather than standing by.

Students will:

- compare different forms of cyberbullying and the roles of those involved.
- interpret scenarios that illustrate how targets of cyberbullying feel.
- identify ways to be an "Upstander" when cyberbullying occurs.

<http://www.att.com/Common/images/safety/game.html?partner=LinkShare&siteId=TnL5HPStwNw-l4FYqDYQQZq5iM07qaX7oQ>

Or

<http://bit.do/safTland>

Finished
Early?



Grade

3

2015-16

Professor Garfield's Learning Lab – Part Two

www.learninglab.org

By now you should have finished all parts, including quizzes.

user: **missshanks**
pw: **aisa123**

The screenshot displays the Professor Garfield's Learning Lab interface. At the top, there are banners for "INFINITE LEARNING LAB" and "LEARN WITH PROFESSOR GARFIELD". On the right, a "LIFE SKILLS" section contains a login form with fields for "User name" and "Password", a "GO" button, and a "SIGN UP" button. Below the login form, another "LIFE SKILLS" section lists "Missshanks" as the user, with a "Sign out" button and links for "Teacher resources" and "Account tools".

A large white arrow points from the login form towards the "LESSONS" section. The "LESSONS" section is titled "Life Skills" and lists four topics: "Self-Control", "Listening", "Peer Pressure", and "Online Safety". Each topic has a corresponding cartoon illustration. Below the lessons, there are sections for "Downloads" (Poster, iPad App) and "Related topics" (Cyberbullying, Forms of Media).

At the bottom, a large cartoon cat is shown sitting at a desk with a laptop. The laptop screen displays a message from "Comic_cat" about a "Pet Force comic". Below the cat, there are three buttons labeled "1. WATCH", "2. TRY", and "3. APPLY". Three brown arrows point from the "1. WATCH", "2. TRY", and "3. APPLY" buttons towards the laptop screen.

<http://www.att.com/Common/images/safety/game.html?partner=LinkShare&siteId=TnL5HPStwNw-l4FYqDYQQZq5iM07qaX7oQ>

Or

<http://bit.do/safTland>

Finishe
d Early?



Mini-dictionary

avatar	a cartoon or virtual representation of someone
privacy	freedom from the unwanted attention of others
personal information	private information such as your telephone number, address, or plans
search engine	a computer program that searches for specific words and returns a list of documents found on the Internet

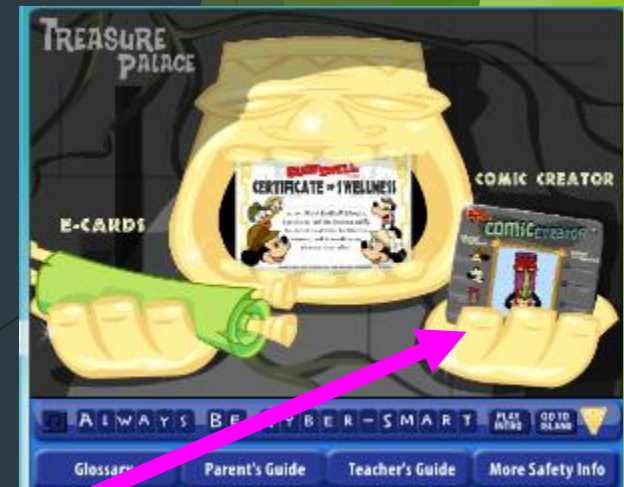
anonymous	someone who does not reveal their name
comments or postings	messages people write on a website message board
message board	a website where a group can gather and communicate through chat or message posting
email	messages you get through the internet
cyberbully	someone who picks on, harasses, or embarrasses a target over and over again using technology, such as the Internet or cell phones
insulting	rude or hurtful
harass	to bother repeatedly
password	a special word that you use to get into your own network and Web accounts
insecure	lack of confidence
screen name or user name	the name that someone uses online
webmaster	a person who is in charge of a website

Grade 2

2015-16

Your Comic Creator story is how you will **SHOW WHAT YOU KNOW~**

Make your comic
about being safe
on the web.
It needs a
beginning, middle
and end.



FINISHED
GO TO
EARLY?

bit.do/booker

Choose the
links in the
box

[< BACK](#)

Booker's Room

Welcome to Booker's Room! Move your mouse pointer over each item then click for each activity. Click on my pet monster, Red, to the left to begin.

Friends

1	Yasmin
2	Burton
3	Dwayne
4	Garnen

Sea Turtles

TERMS

Animated Activities: [Typing With Booker](#) | [Key Terms](#) | [Glossary](#) | [Time Machine](#) | [Booker's Computer](#)

Non-Animated Activities: [Database Activity](#) | [Booker Learns About Drawing](#) | [Internet Activity](#) | [Presentation Activity](#) | [Spreadsheet Activity](#) | [Word Processing Activity](#)

I have
already
printed
these
because I am
certain you
can do it! 😊



Grade 1

2015-16

SHORT VERSION

Target:

**I CAN ACT SAFELY, LEGALLY
AND TRUTHFULLY WHEN I USE
TECHNOLOGY.**



5. Protect It!

Let's Play Sid's Game~



CHALLENGE Activities

FINISHED WITH YOUR WORK? TRY THESE!

Co-Co's AdverSmarts: What's Up With All That Online Advertising?

- [Play in desktop browser](#)

This game requires Flash Player.

- [Play in mobile browser for Android devices](#)
- Download app from iTunes and Google Play
 - [for iPhone](#)
 - [for iPad](#)
 - [for Android devices](#)

Privacy Pirates

- [Play in desktop browser](#)

This game requires Flash Player.

- Download app from iTunes and Google Play
 - [for iPhone / iPad](#)
 - [for Android devices](#)

My Online Neighborhood [watch](#)

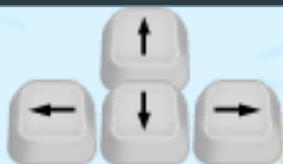


How to play

Your goal is the **fabulous "E - City"**, a place of fun, peace and freedom. To reach it, you have to cross the WWW – the **Wild Web Woods**. There's plenty of adventure and even danger waiting there for you. Be careful, pay attention, and learn!



In order to **get to "E-City"** you need to **find your way through the woods**. You will also pass four cities on your journey where you can discover lots of interesting things. Just **collect (I)ngo, (P)rivacy, (S)ecurity, and (A)wareness Coins** to reach the next level and continue your journey.



Simply **use the arrow keys** to guide your hero through the woods. Find **the key** and bring it safely to the gate as it will open up the way to the next city for you. But **be very careful** and avoid collisions.



You will find **different scrolls** on your way. Be sure and collect them because they can be used to help other **children in need**. Watch out for a map that will help you find those



children in the Wild Web Woods. When you meet a child asking you for help, use your mouse and **click on your hero**. Then choose the right scroll from the menu.

If you have saved all children in the end, you will then be able to play a funny game called **"Scroll Run"** in the E-City.

bit.do/webwoods





Pre-game activities

What is the Internet? (5 minutes)

The positive and negative side of the Internet (10 minutes)

Connecting (1 minute)

Select the language in which you would like to play the game. The game is currently available in more than 20 languages.

OLD



Finished with All Work? Play This Online or
Get The App on iPad:
PLEASE STICK TO THESE FOR NOW:



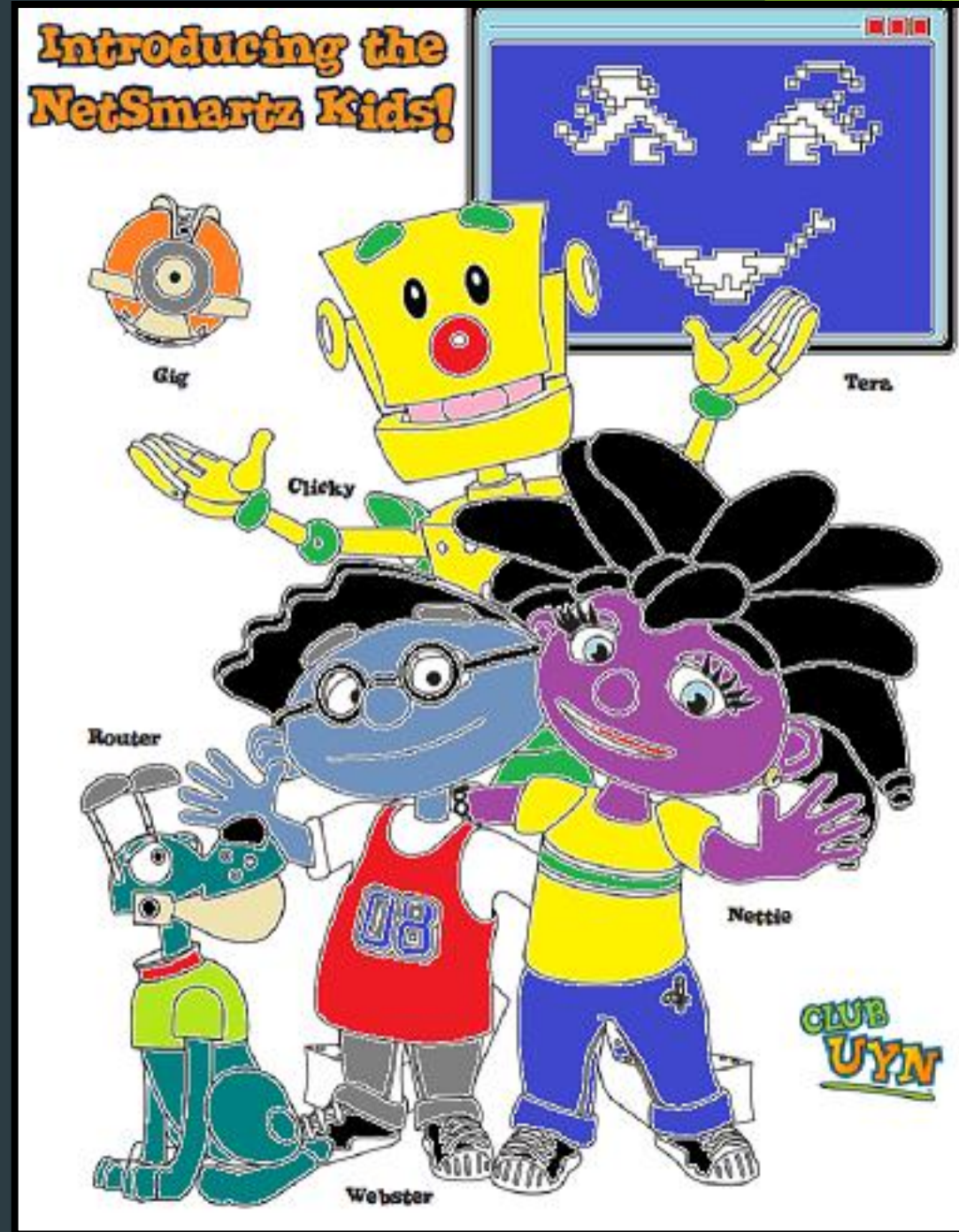
<http://bit.do/dgtcm>

USE YOUR NETSMARTZ
We ALREADY learned from
THE CLICKY

KIDS!
about

Safety ONLINE

<http://www.netsmartz>



Check This For Yourself If You Were Absent

