

Ignition

Digital Literacy & Responsibility

Digital literacy is defined as having the knowledge and ability to use technology to find and evaluate information, connect and collaborate with others, and produce and share content. Many falsely think that because children have been immersed in a technology since a young age, they are naturally “digitally literate” or skilled in using technology. Like traditional literacy, children and adults alike benefit from guidance, instruction, and practice.

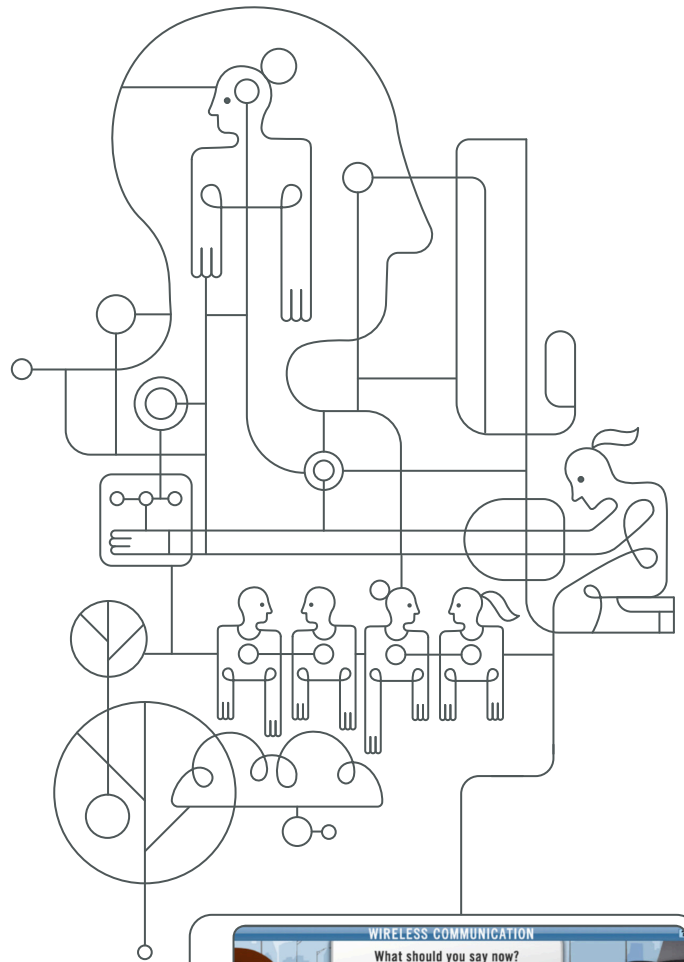
Ignition – Digital Literacy & Responsibility educates students on the nuts and bolts of how technology works while placing them in virtual environments to tackle issues surrounding digital citizenship. The course covers everything from internet safety and cyberbullying to how to evaluate online content and properly credit creators of online content.

Course Highlights

- Rich media and simulations to educate teens and empower them with the skills to leverage technology safely and responsibly
- Unique, real-world simulations that allow students to apply the lessons they have learned
- Robust measurement and assessment of knowledge gains
- Supplemental materials, including curriculum guide and lesson plan

Course Topics

- Short- and long-term personal effects of digital decisions security
- Basic and advanced technology terms concepts, systems, and operations
- Using technology tools to appropriately and responsibly conduct research
- Incorporating technology appropriately into life and career goals



Recommended Grade Level: 6-9

Total Time: 3.5-4 hours

Subject Fit: Computer Technology

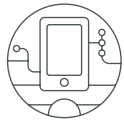
Standards Alignment: ISTE Standards for Students established by the International Society of Technology in Education (ISTE)

Course Flow



Lesson 1

Choosing a Computer



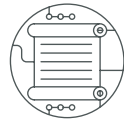
Lesson 2

Wireless Communication



Lesson 3

The Viral World



Lesson 4

Internet Resources and Credibility



Lesson 5

Creating Multimedia Products



Lesson 6

Digital Relationships and Respect



Lesson 7

The Future of Technology and You

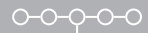
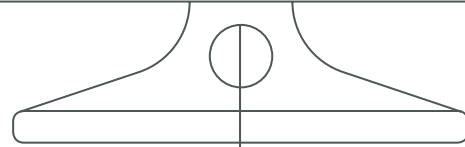
Learning Activity Highlights

The Viral World - It just takes one wrong click to end up in a world of trouble. From crashing hard drives to hijacking passwords, computer viruses can be lethal. This lesson teaches students about cybersecurity and how to keep their identity safe.

Digital Relationships and Respect - As our social networks keep growing, it's important to maintain perspective on positive, healthy digital relationships. The consequences of cyberbullying have never been more real—both for the bully and the person being bullied. In this lesson, students learn how to identify and intervene when cyberbullying is at play.

My Digital Life: Gaming Simulation - The most memorable learning experiences are the fun ones. That's no exception here, where everything comes together with a final interactive game. In this simulation, students demonstrate their mastery of digital issues – creating a blog, managing a social networking site, solving technology problems, and working to resolve a cyberbullying situation.

For more information about bringing this program to your school or district, visit everfi.com/k-12



EVERFI is the leading education technology company that provides learners of all ages education for the real world, through innovative and scalable digital learning.

EVERFI

3299 K Street NW
Washington DC, 20007
202-602-1295
www.everfi.com

Ignition Digital Literacy and Responsibility

Curriculum Guide

Recommended Grade Level 6-9 **Total Time** 3-4 hours **Subject Fit** Technology, Digital Media, Research, Health & Science

Standards Alignment Aligns with both state and National Educational Technology Standards (NETS) established by the International Society for Technology in Education (ISTE)

Ignition Digital Literacy & Responsibility combines the power of cutting-edge instructional design, rich media and simulations to educate teens and empower them with the skill set to leverage technology safely and effectively.

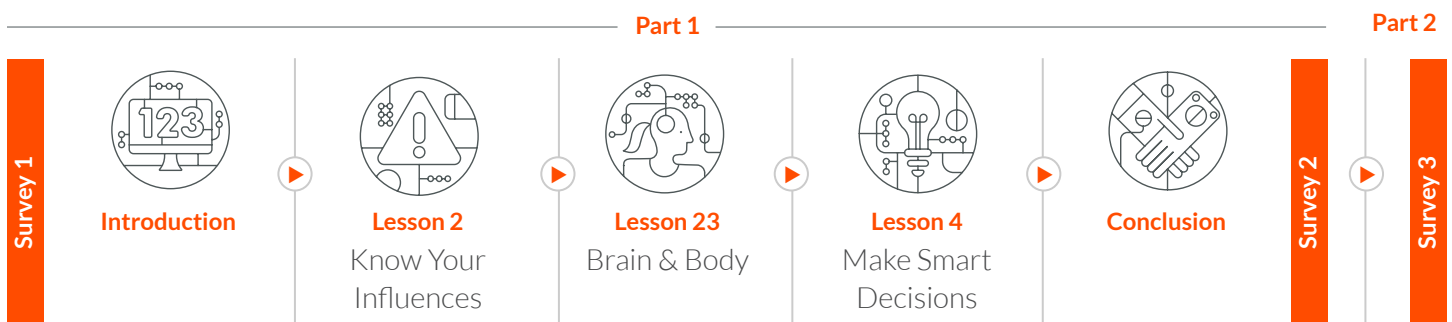
The interactive Ignition curriculum includes the following components:

- Seven learning lessons that cover key concepts such as digital footprint, security, privacy, cyberbullying and digital time management
- Up to 10 hands-on activities in each lesson that build skills ranging from picking out a computer to choosing credible sources while doing online research
- Pre- and post-assessments to measure student knowledge gains
- Embedded surveys to measure student attitudes and behaviors
- Unique, real-world simulation that allows students to apply what they have learned

Standards

Ignition equips students to meet a set of learning objectives derived from The National Educational Technology Standards (NETS). After completing the course students will be able to:

- Determine short- and long-term personal effects of digital decisions, as well as the human, legal and social implications of digital usage and technology
- Understand basic and advanced technology terms, concepts, systems and operations and how they are applied
- Explore the possibilities of positive communication and collaboration, including the benefits of helping peers avoid negative online behavior
- Use technology tools to appropriately, responsibly, and creatively generate new projects, conduct research and solve problems
- Identify how to stay current on emerging technologies
- Identify how to incorporate technology appropriately into life and career goals



Detailed Course Outline:

Lesson 1: Choosing a Computer

In this introduction to the course, students assess their values and goals and investigate common social myths about drinking culture.

Overview

- This lesson provides an overview of computer hardware and software in the context of making informed decisions when choosing a computer.

Learning Objectives:

- Identify and prioritize different software and hardware features e.g. hard drive size, internet capabilities, desktop vs. laptop vs. tablet, etc.) based on specific purchase needs
- Understand the advantages and disadvantages of key technology concepts such as open source software and cloud computing

Performance-Based Activities and Assessments:

- Make informed computer and software purchasing decisions based on the needs of different scenarios.
- Students answer a series of pre-assessment questions at the beginning of each lesson, followed by 10 summative multiple choice post-assessment questions at the end of each lesson. Students' scores on the assessments are counted toward their certification.

Lesson 2: Wireless Communication

Overview

- This lesson includes a discussion of the mechanics and services of wireless communication and strategies for using mobile devices safely and responsibly.

Learning Objectives:

- Identify smart phone features, applications and capabilities
- Discuss how cell phones transmit messages and the underlying causes of coverage issues and service interruptions
- Recognize the dangers and consequences of using phones while driving
- Recognize the dangers and negative consequences of sending sexually explicit messages to others

Performance-Based Activities and Assessments:

- Select the right cell phone and phone plan based on the needs of different scenarios.
- Role-play the most effective approach when faced with a friend who is texting while driving.
- Students answer a series of pre-assessment questions at the beginning of each lesson followed by 10 summative multiple choice post-assessment questions at the end of each lesson. Students' scores on the assessments are counted toward their certification.

Lesson 3: The Viral World

Overview

- This lesson discusses the various methods of digital communication and best practices for using these methods in safe and responsible ways.

Learning Objectives:

- Understand the damaging effects of computer viruses and how to protect one's computer from them
- Recognize the dangers and consequences of not protecting one's identity online; recall tips and strategies for preventing identity theft
- Recognize the dangers and consequences of sharing too much personal information on social networks; understand how to set up a secure online profile, including customizing privacy settings and creating strong passwords
- Develop awareness of digital addiction and identify signs and consequences of overusing technology

Performance-Based Activities and Assessments:

- Practice creating a secure profile and password.
- Name ways to keep ones technology use in check.
- Students answer a series of pre-assessment questions at the beginning of each lesson followed by 10 summative multiple choice post-assessment questions at the end of each lesson. Student's scores on the assessments are counted toward their certification.

Lesson 4: Internet Resources and Credibility

Overview

- This lesson discusses best practices for conducting online research, including how to investigate the credibility of online sources and how to cite sources responsibly.

Learning Objectives:

- Identify the differences between primary and secondary research
- Verify a source's credibility when gathering information
- Understand the consequences of plagiarism and how to cite research sources appropriately
- Understand how to use school technology responsibly

Performance-Based Activities and Assessments:

- Practice discerning credibility and sourcing web materials effectively.
- Students answer a series of pre-assessment questions at the beginning of each lesson followed by 10 summative multiple choice post-assessment questions at the end of each lesson. Students' scores on the assessments are counted toward their certification.

Lesson 5: The Viral World

Overview

- This lesson discusses the various uses and benefits of emerging technologies and offers tips and strategies for safe and responsible digital publishing.

Learning Objectives:

- Identify different types of multimedia programs and how to effectively use them for academic purposes
- Recognize and compare different tools for creating and sharing media webcams, blogs, etc.
- Recognize and avoid piracy, copyright infringement and intellectual property violation

Performance-Based Activities and Assessments:

- Practice setting up and designing a blog.
- Students answer a series of pre-assessment questions at the beginning of each lesson followed by 10 summative multiple choice post-assessment questions at the end of each lesson. Student's scores on the assessments are counted toward their certification.

Lesson 6: Digital Relationships and Respect

Overview

- This lesson discusses the problem of cyberbullying, including the activities that constitute cyberbullying, its consequences, and tips and strategies for intervening and putting an end to cyberbullying behaviors.

Learning Objectives:

- Identify the different forms of cyberbullying and understand its personal, emotional and legal repercussions
- Pinpoint strategies for preventing cyberbullying and helping those who have been cyberbullied
- Detect warning signs that a person is being victimized and take a stand
- Grasp how the choices one makes online can become viral and damaging to different aspects of one's life

Performance-Based Activities and Assessments:

- Practice how to intervene and stop a friend from cyberbullying, as well as how to assist a friend who is being cyberbullied.
- Students answer a series of pre-assessment questions at the beginning of each lesson followed by 10 summative multiple choice post-assessment questions at the end of each lesson. Student's scores on the assessments are counted toward their certification.

Lesson 7: The Viral World

Overview

- This brief lesson introduces users to an array of careers in STEM science, technology, engineering and math and discusses various life paths leading to such careers.

Learning Objectives:

- Discuss technology's role in various professions, new careers created by technology, and the importance of STEM careers
- Recognize how different life and academic paths may lead to certain opportunities

Performance-Based Activities and Assessments:

- Consider how technology and STEM have changed and will continue to change society, thus opening new career possibilities.
- Students answer a series of pre -assessment questions at the beginning of each lesson followed by 10 summative multiple choice post -assessment questions at the end of each lesson. Student's scores on the assessments are counted toward their certification.

Lesson 8: My Digital Life: Gaming Simulation

Overview

- Upon completing the lessons, students can apply their learning in a variety of real -life gaming scenarios. While working toward the goal of organizing a concert for their school, students must demonstrate their mastery of digital skills: creating a blog, managing a social networking site, solving technology problems, and working to resolve a cyberbullying situation.

Learning Objectives:

- Create and grow a blog to promote the concert, while completing such complex tasks as adding polling and media, and managing comments posted on the blog
- Set up a social networking site while making safe and responsible choices when populating their profile, managing their privacy settings, and creating an event for the concert
- Advise others on a number of digital issues. Specifically, help a concert sponsor identify and resolve a malware issue, advise a classmate on how to select the appropriate sources for a research project, and convince a classmate to avoid piracy and copyright violations
- Resolve cyberbullying situations that appear in a number of different scenarios. Scenarios include helping a victim of cyberbullying to report the incident, helping a friend to avoid cyberbullying, and advising someone on what to do upon receiving an inappropriate text message

Performance-Based Activities and Assessments:

- Students sell tickets by successfully completing the tasks listed above, with the goal of selling out the show. Students can repeat the simulation to improve their answers and increase their ticket sales.