Digital Media Studies

Grade(s) 6th - 8th, Duration 1 Year Required Course

**Duration:** Ongoing

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#### **Course Overview**

This course addresses key components of the digital experience: internet safety, privacy and security, relationships and communication, cyberbullying, digital footprint and reputation, self image and identity, information literacy, creative credit and copyright.

The cross-curricular units spiral to address digital literacy and citizenship topics in an age-appropriate way.

### **Scope And Sequence**

Timeframe	Unit	Instructional Topics
Ongoing	Using the Internet Responsibly	1. Communication and Creativity
		2. Social Media and Intellectual Property
		3. Connecting and Communicating Safely

#### **Materials and Resources**

Common Sense Media educational resources (https://www.commonsensemedia.org/educators/scope-and-sequence)

#### **Course Details**

## **Unit:** Using the Internet Responsibly

# Unit Overview

Students will learn the basics of using the internet responsibly and safely.

## Topic: Communication and Creativity

#### **Topic Overview**

Students will discuss issues which could arise in the course of using internet resources. They will learn practical steps to maximize their safety and guard their privacy.

#### **Learning Targets**

Digital Life 101

Students are introduced to the 24/7, social nature of digital media and technologies, and gain basic vocabulary and knowledge for discussing the media landscape.

Strategic Searching

Students learn that to conduct effective and efficient online searches, they must use a variety of searching strategies.

Scams and Schemes

Students learn strategies for guarding against identity theft and scams that try to access their private information online.

Cyberbullying: Be Upstanding

Students learn about the difference between being a passive bystander versus a brave upstander in cyberbullying situations.

A Creator's Rights

Students are introduced to copyright, fair use, and the rights they have as creators.

#### Topic: Social Media and Intellectual Property

## **Topic Overview**

Students will discuss issues which could arise in the course of using internet resources. They will learn practical steps to maximize their safety and guard their privacy.

# **Learning Targets**

My Media

Students review their media habits and the array of media they use on a weekly basis, and reflect on the role of digital media in their lives.

A Creator's Responsibilities

Students reflect on their responsibilities as creators and users of creative work.

Safe Online Talk

While acknowledging the benefits of online talk and messaging, students learn how to handle situations or online behavior which may make them feel uncomfortable.

Which Me Should I Be?

Students learn that presenting themselves in different ways online carries both benefits and risks.

Gender Stereotypes Online

Students analyze a "Dress Up Your Avatar" feature of a virtual world for kids for evidence of stereotypes about boys and girls.

# **Digital Citizenship (6-8)**

Digital Media Studies

Grade(s) 6th - 8th, Duration 1 Year Required Course

**Duration:** Ongoing

# Topic: Connecting and Communicating Safely

#### **Topic Overview**

Students will discuss issues which could arise in the course of using internet resources. They will learn practical steps to maximize their safety and guard their privacy.

#### **Learning Targets**

Trillion Dollar Footprint

Students learn that they have a digital footprint and that this information can be searched, copied and passed on, but that they can take some control based on what they post online.

Identifying High-Quality Sites

Students learn that anyone can publish on the Web, so not all sites are equally trustworthy.

The Reality of Digital Drama

Students draw connections between young teens' perceptions of digital drama and stereotypes of men and women on reality TV.

Cyberbullying: Crossing the Line

Students learn to distinguish good-natured teasing from cyberbullying.

Rework, Reuse, Remix

Students expand their understanding of fair use, apply it to case studies, and create an original work of fair use.