## Lesson Plan

<table>
<thead>
<tr>
<th>Topic</th>
<th>Digital Citizenship</th>
</tr>
</thead>
<tbody>
<tr>
<td>Area</td>
<td>Primary</td>
</tr>
<tr>
<td>Grade</td>
<td>6</td>
</tr>
<tr>
<td>Duration</td>
<td>45 minutes</td>
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</tbody>
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### Key Vocabulary

<table>
<thead>
<tr>
<th>Digital citizenship</th>
<th>Respect</th>
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<tr>
<td>Rights</td>
<td>Behaviour</td>
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<tr>
<td>Responsibilities</td>
<td>Community</td>
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<tr>
<td>Online Gaming</td>
<td>Online Bullying</td>
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### Objectives

Students will:

- Create a sense of **empowerment** and **manage** their digital lives and the **responsibilities** they have in the digital world by learning how to be:
  - good digital citizens
  - safe and responsible users of the Internet

### Resources

- Laptop
- Projector
- Presentation
- Comic
- Worksheets
- 3D props for role plays
## Lesson Development

### Introduction

| Step 1 | 10 minutes | The ‘Be Smart Online!’ project is introduced to the class through a short **PowerPoint presentation**. Objectives of the lesson are stated. Students are introduced to the term *digital citizenship* and their rights and responsibilities when online are discussed. |

### Development

| Step 2 | 15 minutes | Students are given a comic and the story is read. The story depicts 3 scenarios that may occur during online gaming: *online bullying* • *respect to authority* (parents) • *chatting with people whom they may not know in the real world* |
| Step 3 | 15 minutes | Students are divided into groups and encouraged to finish the story on a worksheet provided. The write-up is in the form of a script so as to give them the opportunity to act it out in class. |

### Conclusion

| Step 4 | 5 minutes | Students are encouraged to reflect upon their choices and whether their online activities portray them as good digital citizens. |
BeSmartOnline! is coordinated by the Malta Communications Authority and brings together Aġenzija Appoġġ and the Office of the Commissioner for Children.

Aġenzija Appoġġ operates a helpline, via 179 or 179.appogg@gov.mt, through which the public can seek help on internet-related issues. The Helpline service is offered on a 24-hour basis, 7 days a week.

It also operates a Hotline via an online platform, www.childwebalert.gov.mt where the public can anonymously report online content and activities which are deemed harmful or even illegal. The Hotline collaborates strongly with the Cyber Crime Unit of the Malta Police Force.

This project is co-funded by the European Union, through the Safer Internet Programme.

For further information, visit www.besmartonline.org.mt
WHO MESSED YOU ELI?

CHRIS...I'M GOING TO MY ROOM TO PLAY ONLINE!

DON'T BE LONG! FOOD IS NEARLY READY!

TAP! TAP! TAP!

TRINN! TRINN!

TOIN! TOIN!
ELAINE PLAYED THIS GAME VERY OFTEN, SO SHE WAS VERY GOOD AT IT. CHRIS DIDN'T KNOW THIS, BUT IT DIDN'T TAKE HIM LONG TO REALISE THAT IT WAS GOING TO BE VERY DIFFICULT TO WIN!

Elly WINS!
490 points

Elly WINS again!!
570 points
BONUS

...and again Elly WINS!!!
620 points
BONUS
FIND THE WORD

SHARE THE KNOWLEDGE YOU HAVE GAINED WITH FRIENDS AND FAMILY SO THAT WE ALL LEARN THE DO'S AND DON'TS WHEN GOING ONLINE!

CAN YOU FIND ALL THE WORDS THAT ARE HIDDEN? USE THE LIST AS A GUIDE.

BESMARTONLINE
INTERNET
RIGHTS
CITIZEN
RESPONSIBLE
SAFETY
DIGITAL
PRIVACY
RESPECT
GAMES
HELPLINE
BEHAVIOUR
TRUST
FRIENDS

CROSSWORD

ACROSS
1. IF YOU ARE BEING MEAN TO SOMEONE ONLINE, YOU ARE BEING A ... AND CAN GET INTO TROUBLE.
2. NEVER OPEN EMAILS FROM ... .
3. YOU SHOULD NEVER ... ANYTHING WITHOUT AN ADULT'S PERMISSION.
4. BE CAREFUL OF THE ... YOU POST ONLINE. DO NOT POST A PHOTOS ON THE INTERNET YOU WOULDN'T WANT YOUR PARENTS TO SEE.

THE INTERNET IS A USEFUL TOOL, BUT IT CAN ALSO BE DANGEROUS IF NOT USED PROPERLY. A GOOD DIGITAL CITIZEN KNOWS HIS/HER RIGHTS AND RESPONSIBILITIES WHEN USING THE INTERNET AND BEHAVES ACCORDINGLY.

CHECK YOUR KNOWLEDGE WITH THIS CROSSWORD PUZZLE.

DOWN
5. WHAT SHOULD YOU ASK FOR BEFORE YOU USE THE INTERNET?
6. IF YOU ARE BULLIED ONLINE, TELL AN ... YOU TRUST.
7. BY GOING ONLINE, YOU ARE GOING ON THE ... .
8. A BROWSER WINDOW THAT APPEARS ON TOP OF ANOTHER WINDOW, OFTEN TO SHOW ADVERTISEMENTS.
9. BY BEING A GOOD DIGITAL CITIZEN, YOU WILL STAY ... ONLINE.
This project is co-funded by the European Union through the Safer Internet Programme and is part of the joint Insafe-Inhope networks.
DIGIZEN GROUP 2
WHAT DO YOU THINK HAPPENED?

1. HAVE A LOOK AT THE ABOVE SCENE.
2. AS A GROUP, DISCUSS WHAT YOU THINK HAPPENED NEXT.
3. WRITE A SHORT SCRIPT TO FINISH THE STORY.
4. SELECT THE ROLES AND ACT IT OUT IN CLASS!
DIGIZEN GROUP 3

WHAT DO YOU THINK HAPPENED?

1. HAVE A LOOK AT THE ABOVE SCENE.
2. AS A GROUP, DISCUSS WHAT YOU THINK HAPPENED NEXT.
3. WRITE A SHORT SCRIPT TO FINISH THE STORY.
4. SELECT THE ROLES AND ACT IT OUT IN CLASS!
WHAT DO YOU THINK HAPPENED?

1. HAVE A LOOK AT THE ABOVE SCENE.
2. AS A GROUP, DISCUSS WHAT YOU THINK HAPPENED NEXT.
3. WRITE A SHORT SCRIPT TO FINISH THE STORY.
4. SELECT THE ROLES AND ACT IT OUT IN CLASS!