

# Digital Life 101

## Essential Question

*What is the place of digital media in our lives?*

## Lesson Overview

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.


Students watch the video “**Digital Life 101 Animation**,” which shows the 24/7, social nature of digital media — a change from the media consumption culture of the past. They then make similes about their digital lives and learn that because media connect us in more social and interactive ways than ever before, it is important to carry out online relationships responsibly. This lesson also serves as an assessment baseline for teachers to gain a better understanding of their students’ familiarity with digital media and vocabulary associated with digital life.

## Learning Objectives

*Students will be able to ...*

- learn about the 24/7, social nature of digital media.
- explore their digital lives.
- learn that it is important to act responsibly when carrying out relationships over digital media.

## Materials and Preparation

-  Preview the video “**Digital Life 101 Animation**,” and prepare to show it to students.
- Copy the **My Media Life Is Like ... Student Handout**, one for each student.
- Copy the **Got Media Smarts? Student Handout**, one for each student.
- Copy the **Digital Life Glossary Student Handout**, one for each student.

## Family Resources

- Send home the **Digital Life Family Tip Sheet (Middle & High School)**.

**Estimated time:** 45 minutes

## Standards Alignment –

### Common Core:

**grade 6:** RI.7, RI.10, W.4, W.6, W.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.2, SL.5, SL.6, L.6

**grade 7:** RI.10, W.4, W.6, W.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.2, SL.5, SL.6, L.6

**grade 8:** RI.10, W.4, W.6, W.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.2, SL.5, SL.6, L.6

**NETS•S:** 1a, 1b, 2a, 5a, 5b

## Key Vocabulary –

**media:** communication, including television, radio, and newspapers, that often reaches and impacts a large audience

**digital media:** electronic devices and media platforms such as computers, cell phones, the Internet, digital video, social networking sites, video games, and virtual worlds that allow users to create, communicate, and interact with one another or with the device or application itself

**simile:** a literary device for comparing two unlike things

## introduction

### Warm-up (5 minutes)

**DEFINE** the Key Vocabulary terms **media** and **digital media**.

**DISCUSS** some differences between digital media and traditional media, such as TV and radio, and how digital media generally allow people opportunities for interactive communication — for creation and self-expression. Instant messaging, for instance, is more “two-way,” because people are talking with one another. Media such as TV and radio are generally more “one-way,” because people generally do not interact with one another through these technologies. Innovations in digital media enable us to create, share, and communicate in addition to consuming media.

#### ASK:

*What are examples of things you do with one-way media, such as TVs or radios?*

Sample responses:

- Watch TV
- Listen to the radio

*What are some of the ways people communicate with or share with others over digital media?*

Samples responses:

- Go on social networks
- Text
- Talk in virtual worlds
- Blog
- Upload videos and photos
- Play multiplayer games

## teach 1

### Watch Video (10 minutes)

**EXPLAIN** to students that they are going to watch a video about how digital media are a 24/7 part of our culture – that video game consoles and portable devices, such as cell phones, seem to surround us. Remind students, though, that the media lives of all kids and families are not the same. Some kids are allowed to use more digital media than others, and some kids like these tools more than others.

**SHOW** students the video “**Digital Life 101.**” The video touches on the different types of media and digital media that exist, the actions that people take with these technologies, and even specific programs and applications.

#### ASK:

*What are some things you learned from the video?*

Sample responses:

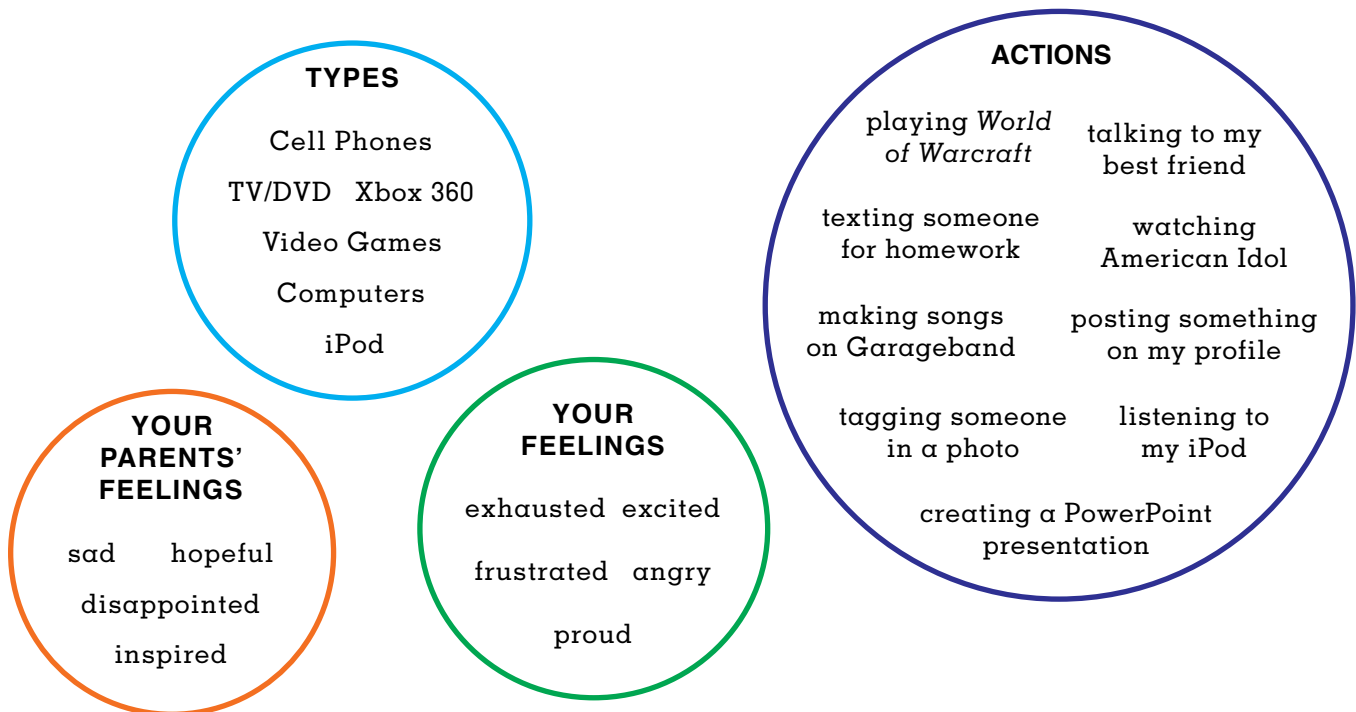
- Digital media are a 24/7 part of our culture.
- Digital media are social. They allow people to build friendships, join new communities, and provide amazing opportunities for creation and self-expression.

## teach 2

### Make a Concept Map (15 minutes)

**CREATE** a concept map on the board that contains the following headings: “Types” of digital media, “Actions” students take with digital media, “Your Feelings” about digital media, and “Your Parents’ Feelings” about digital media.

**INVITE** students to self-reflect and brainstorm about all four parts of the concept map. Encourage them to list items that are both general (e.g., cell phones) and specific (e.g., playing World of Warcraft).



## teach 3

### Create Similes (10 minutes)

**DEFINE** the Key Vocabulary term **simile**.

**HAVE** students fill out the **My Media Life Is Like ... Student Handout** in which they create and illustrate a simile about their digital lives. When students are finished, they should share their similes.

**HAVE** students place their similes on their desks and rotate three to four times so they can see different people's similes. Have students share observations about their classmates' similes with each rotation. You may want to provide the following examples for students of similes:

- Someone who does not use much media at all might say that her media life is like a dry desert because there is little life there.
- Someone might say that his media life is like a track meet because he is exhausted at the end of the day.

## closing

### Wrap-up (5 minutes)

You can use these questions to assess your students' understanding of the lesson objectives. You may want to ask students to reflect in writing on one of the questions, using a journal or an online blog/wiki.

#### ASK:

*What are digital media?*

Digital media and technologies are electronic devices and media platforms such as computers, cell phones, digital video, social networking sites, the Internet, video games, and virtual worlds, which allow users to create, communicate and interact with one another or with the device or application themselves.

*What are two important characteristics of digital media?*

- (1) They are a 24/7 part of our culture
- (2) They are social – people communicate over digital media

*Why might people feel differently about their digital lives?*

Some people use digital media more than others. People like and dislike different things for different reasons.

# Digital Life 101

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## Directions

Below are common words related to digital media. Test your family members on the definitions! If they are having trouble understanding the term, help them by reading the correct definition. For more digital terms, check out our online digital glossary at [www.common sense media.org/educators/digital-glossary](http://www.common sense media.org/educators/digital-glossary).

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An **aggregator** is a website or Web application where headlines and other content are collected for easy viewing. Aggregators such as Google News compile news articles and posts.

An **avatar** is a two- or three-dimensional icon that represents a computer user or a gamer. An avatar can be a cartoonish graphic, a photograph, a screen name, or a fully-developed character.

A **blog**, from the term “weblog,” is a type of website usually updated by an individual or a group of bloggers. Some blogs provide news or opinions on a specific subject, while others are more like online journals. Most blogs allow readers to leave comments on blog posts.

**Flaming** is the act of saying mean things online, usually in ALL CAPS, and often in a public forum with the intention to humiliate. **Flame wars** can occur easily online, as it can be difficult to figure out people’s intentions or emotions online.

A **mash-up** is a remix or blend of multiple songs, videos, or other media content into one product. Fan fiction writing is one form of a mash-up, as writers take characters from a well-known video game, movie, or book, and rewrite their actions or relationships.

A **massively multiplayer online game (MMOG)** is usually an online virtual world that multiple players navigate and play in together. While in this virtual world, their avatars chat, cooperate, and quest together, oftentimes towards a goal.

A **P2P**, or **Peer-to-Peer**, network allows for sharing of mp3s, videos, and other digital files by transferring information directly between two computers rather than by going through a central server. P2P technology is also behind the popular Internet phone service Skype.

**Phishing** is the illegal act of sending emails or messages that appear to come from authentic sources, but really come from spammers. Phishers often try to get people to send them their personal information, everything from account numbers to passwords.

A **podcast** is a downloadable video or audio file. Podcasts can be verbal, based on a certain topic, or can include music, video, and commentary. Most podcasts are updated regularly through the addition of new episodes.

An **SMS**, or **text message**, is a short message of fewer than 160 characters sent from a cell phone. An **MMS** is a text message that contains an attached multimedia file, such as a picture or song.

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## Directions

Think about your life with media. First consider the questions below. Use your responses to help you finish the statement, “My media life is like a ...” This statement is a simile, a literary device for comparing two unlike things. For instance, someone who does not use much media might say that her media life is like a desert, because there is little life there. Someone might say that his media life is like a track meet, because he is exhausted at the end of the day. Finally, make a picture or drawing of the simile you created. The drawing can include text.

### Questions to consider:

1. Are digital media a small, medium, or big part of your life?
2. What kind of impact do digital media have on you (a little, some, a lot)?
3. What are your favorite and least-favorite things to do with digital media?
4. Do you connect with others or create things with digital media?

Finish this statement: My media life is like a \_\_\_\_\_

because \_\_\_\_\_.

### Illustrate your simile here:



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## Directions

First, take the quiz on your own. When you are done, trade with your partner. Together, use the answer key to calculate each other's score. Discuss what surprised you the most and which answers were the closest to or farthest from your own experiences.

YOUR SCORE

\_\_\_ / 10

### 1. 82% of teens say that they own which of the following?

- a) cell phone
- b) smartphone
- c) iPod Touch or similar device
- d) iPad or similar device

### 2. What percent of teens describe themselves as “addicted” to their cell phones?

- a) 11%
- b) 27%
- c) 41%
- d) 63%

### 3. 68% of teens say they do which of the following at least once a day?

- a) text
- b) visit a social network
- c) instant message (IM)
- d) use email

### 4. How many characters (letters, punctuation marks, symbols, and spaces) can you send in a regular text message?

- a) 110
- b) 140
- c) 200
- d) 250

### 5. How often do 34% of teens visit social networking sites?

- a) at least once a day
- b) several times a day
- c) once a week or less
- d) never

**6. What percent of teens say that they don't understand their social networking site's privacy policies?**

a) 24%

b) 35%

c) 46%

d) 61%

**7. What percent of teens still prefer face-to-face communication with their friends over communication online or via texting?**

a) 22%

b) 36%

c) 49%

d) 61%

**8. What percent of teens say they have said something bad about someone online that they wouldn't have said in person?**

a) 33%

b) 67%

c) 49%

d) 25%

**9. What percent of teens say that social networking helps them connect with people who share a common interest?**

a) 35%

b) 42%

c) 57%

d) 66%

**10. What percent of teens agreed they wish they could "unplug" for a while?**

a) 13%

b) 27%

c) 29%

d) 43%

**Note:** All statistics and answer feedback (except for question #4) come from Social Media, Social Life: How Teens View Their Digital Lives, the 2012 research report from Common Sense Media's Program for the Study of Children and Media. We surveyed more than 1,000 13- to 17-year-olds nationally to understand how they perceive social media (like Facebook and Twitter) affects their relationships and feelings about themselves.



## Digital Life 101

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### 1. 82% of teens say that they own which of the following?

The correct answer is **a**, a cell phone. The vast majority of teenagers have their own cell phone (82%), including 41% who say they have a smartphone. Cell phone ownership varies by age – 74% of 13- to 14-year olds, compared with 87% of 15- to 17-year-olds.

### 2. What percent of teens describe themselves as “addicted” to their cell phones?

The correct answer is **c**, 41%. And 21% of wish that their parents would spend less time with their cell phones and other devices.

### 3. 68% of teens say they do which of the following at least once a day?

The correct answer is **a**, text. Two-thirds (68%) of teens text every day, half (51%) visit social networking sites daily, and 11% send or receive tweets at least once every day. Teens prefer texting due to the convenience – 30% saying it’s the quickest and 23% because it’s the easiest way to get in touch with one another.

### 4. How many characters (letters, punctuation marks, symbols, and spaces) can you send in a regular text message?

The correct answer is **b**, 140. Text messages and tweets are limited to 140 characters (including letters, punctuation marks, symbols, and spaces).

### 5. How often do 34% of teens visit social networking sites?

The correct answer is **b**: About a third of teens visit their main social networking site several times a day. In fact, 90% of teens say they have used social media and 75% currently have a profile on a social networking site.

### 6. What percent of teens say that they don’t understand their social networking site’s privacy policies?

The correct answer is **a**, 24%. About a quarter of teen users admit they understand their social networking site’s policies either “not too well” or “not at all.”

## 7. What percent of teens still prefer face-to-face communication with their friends over communication online or via texting?

The correct answer is **c**, 49%. About half of all teens say their favorite way to communicate with their friends is in person. 38% believe face-to-face conversations to be more fun, and 29% say that they can better understand what people really mean in person. Only 4% prefer talking on the phone as their favored way to communicate with friends.

## 8. What percent of teens say they have said something bad about someone online that they wouldn’t have said in person?

The correct answer is **d**, 25%. A quarter of all teens admit to saying something bad about someone online that they wouldn’t have in person. Similarly, 1 in 4 (24%) social media users say they “often” encounter one or more types of derogatory speech (sexist, homophobic, racist, or anti-religious).

## 9. What percent of teens say that social networking helps them connect with people who share a common interest?

The correct answer is **c**, 57%. A majority of teens say social media help them keep in touch with friends they can’t see regularly (88%), get to know other students at their school better (69%), and connect with new people who share a common interest (57%).

## 10. What percent of teens agreed they wish they could “unplug” for a while?

The correct answer is **d**, 43%. Of this percentage, 13% agree strongly and 30% agree somewhat that they sometimes wish they could “unplug.” More than a third agree “somewhat” that they sometimes wish they could go back to a time when there was no Facebook.

**Note:** All statistics and answer feedback (except for question #4) come from Social Media, Social Life: How Teens View Their Digital Lives, the 2012 research report from Common Sense Media’s Program for the Study of Children and Media. We surveyed more than 1,000 13- to 17-year-olds nationally to understand how they perceive social media (like Facebook and Twitter) affects their relationships and feelings about themselves.

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**1. Which of the following activities involve using a type of digital media? (You may circle more than one answer.)**

- a) Instant messaging
- b) Playing baseball
- c) Sending a text message to a friend
- d) Playing a card game
- e) Sending a postcard to a friend

**2. People use the term “24/7” to describe digital media because:**

- a) This type of media is available 24 hours a day, 7 days a week.
- b) You need a password with 24 letters and 7 numbers to use digital media.
- c) There are 24 different kinds of digital media.

**3. When digital media is described as being interactive, this means:**

- a) People can make friends on the Internet
- b) Communication can be “two-way”
- c) Both a and b

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1. Which of the following activities involve using a type of digital media? (You may circle more than one answer.)

- a) **Instant messaging**
- b) Playing baseball
- c) **Sending a text message to a friend**
- d) Playing a card game
- e) Sending a postcard to a friend

*Answer feedback*

The correct answers are **a** and **c**. Instant messaging and sending text messages both use digital media. All of the others are offline activities.

2. People use the term “24/7” to describe digital media because:

- a) **This type of media is available 24 hours a day, 7 days a week.**
- b) You need a password with 24 letters and 7 numbers to use digital media.
- c) There are 24 different kinds of digital media.

*Answer feedback*

The correct answer is **a**. “24/7” is a term used to describe things that are always available.

3. When digital media is described as being interactive, this means:

- a) People can make friends on the Internet
- b) Communication can be “two-way”
- c) **Both a and b**

*Answer feedback*

The correct answer is **c**. Digital media is described as interactive because people use it to interact with each other.

# Strategic Searching

## Essential Question

*What steps can help you find what you're looking for when you search online?*

## Lesson Overview

Students learn that to conduct effective and efficient online searches, they must use a variety of searching strategies rather than relying on a single source. They learn a five-step method for planning and carrying out an online search. Students then apply what they have learned to a scenario in which they pretend they are employees in a workplace, searching for information for their job.

## Learning Objectives

*Students will be able to ...*

- understand the importance of using a variety of search strategies.
- master new strategies for effective and efficient online searches.
- learn to create and execute a five-step plan for conducting an online search.

## Materials and Preparation

- Copy or download the **Tips for Strategic Searching Student Handout**, one for each student.
- Copy or download the **Make a Search Plan Student Handout**, one for every three to four students.
- Prepare computer access for student groups to do online research.

## Family Resources

- Send home the **Strategic Searching Family Tip Sheet (Middle & High School)**.

**Note:** This lesson emphasizes informal online searching, rather than academic research specifically for school. In their everyday lives, students search or surf for information online. This lesson helps students think critically about their online searches so they are effective and produce relevant results. Much of what students learn can be applied to their schoolwork as well. In this lesson, we encourage you to use search engines that students typically use on their own, such as Google, Yahoo!, and Bing.

**Estimated time:** 45 minutes

## Standards Alignment –

### Common Core:

**grade 6:** RI.1, RI.4, RI.10, W.4, W.7, W.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.4, SL.6, L.3a, L.6

**grade 7:** RI.1, RI.4, RI.10, W.4, W.7, W.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.4, SL.6, L.3a, L.6

**grade 8:** RI.1, RI.4, RI.10, W.4, W.7, W.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.4, SL.6, L.6

**NETS•S:** 3a-d, 4b, 4c, 6b

## Key Vocabulary –

**effective:** achieving a desired goal or result

**efficient:** doing something in a way that saves you time and energy

**strategy:** a course of action designed to help you reach a specific goal or result

# introduction

## Warm-up (10 minutes)

### ASK:

*How do you find something online?  
What kinds of things do you search for?*

Encourage students to provide examples of searches related to their personal interests, as well as to their schoolwork. The point is to remind students that they spend a fair amount of time searching online for a variety of purposes, both in school and in their personal lives.

**DEFINE** the Key Vocabulary terms **effective** and **efficient**.

**EXPLAIN** to students that an effective online search is one that yields the precise results they are looking for. An efficient search does so without a lot of wasted time or energy – for example, having to scroll through a lot of search results that don't relate to their desired topic.

**DEFINE** the Key Vocabulary term **strategy**, and point out to students that search strategies can help them search effectively and efficiently.

**CREATE** a KWL (Know|Want|Learn) chart with three columns on the chalkboard or chart paper, or project it from your computer screen. Explain to students that they will use these columns to track what they know, and what they want to know, about strategic searching.

### ASK:

*What are some strategies you have used to search for information online?*

Guide students to think specifically about searching for information more than sorting or evaluating the information. Write responses in the first column.

*What do you need to know to make your searches more effective and efficient?*

Encourage students to think about problems they encounter when searching and would like to solve. Write responses in the second column.

Sample responses:

| What search strategies do I KNOW?  | What do I WANT to know about strategic searching?   | What did I LEARN about strategic searching? |
|--|---|---|
| Use quotes around words or phrases you want to find<br><br>Use specific words<br><br>Check out multiple search results – don't just use Wikipedia! | How to keep from getting a lot of results I don't need<br><br>What to do when a search term can mean two different things<br><br>How to search for two different things at once |   |

**TELL** students that you will be leaving the final column blank for now, but you'll return to it later in the lesson. Explain that they are going to learn about search strategies, some of which may answer questions in the "What do I WANT to know about strategic searching?" column.

## teach 1

### Searching Strategies (10 minutes)

**DISTRIBUTE** the **Tips for Strategic Searching Student Handout**, one per student.

**INVITE** different students to read aloud each search strategy on the handout, along with the example provided. Then encourage them to come up with their own examples for each of the strategies.

**DEMONSTRATE** some of the examples. If possible, project your computer screen so that students can see the search results. If time and resources permit, you may also choose to have students conduct the searches, working in small groups on their own computers.

## teach 2

### Plan and Perform a Search (15 minutes)

**ASK:**

*Why do you think it might be important to have a plan when you search online?*

Students should conclude that having a search plan might help them apply the searching strategies they learned, and therefore conduct more effective and efficient searches. In other words, a plan can help them quickly find the exact results they are looking for.

**WRITE** the following steps on the board or chart paper, or project it from your computer screen. This mnemonic device lays out the five steps in a search plan, and the steps spell out SEARCH. Share the explanation of what each step means.

#### **SELECT** research questions and search tools.

(Explain to students that they should have one or more questions that get to the core of what they want to find out in their search. They should also choose search engines and tools that are most relevant to what they are looking for.)

#### **EXTRACT** keywords and terms.

(Students should understand that they can find effective keywords by highlighting the key terms from their research questions.)

#### **APPLY** search strategies.

(Students should apply some of the search strategies they learned – for example, adding quotation marks or a minus sign, or specifying what type of information they need.)

#### **RUN** your search.

(Students should run a search on the terms they have chosen and review the results. Remind students that they should check out multiple sources.)

#### **CHART** your search.

(Students can avoid repeating work they have already done by jotting down what they've searched for and where they've searched for it.)

**EXPLAIN** to students that they will have the opportunity to practice this five-step search plan in the following group activity.

**DISTRIBUTE** the **Make a Search Plan Student Handout**.

**INVITE** a volunteer to read the directions aloud. (Students will be asked to imagine that their boss has asked them to find a location in a particular city for the annual company picnic. The location needs to meet a number of criteria, as described in the handout.)

**DIVIDE** students into groups of three or four.

**INSTRUCT** students to complete the search plan, listing responses to each step as instructed on the handout. Encourage groups to include all members in the planning process, and give them five minutes to complete their plans.

**ARRANGE** student groups at computers to conduct their online searches.

**TELL** students that they have 10 minutes to come up with a place for their company to have its picnic. Set a timer or have a bell that signals when time is up.

**INVITE** each group to name the place it chose and share which keywords, strategies, and search tools it used in its search.

**ASK:**

*What are three ways you got to this choice?*

For instance, maybe students found people’s opinions of the park through blogs. Perhaps they saw a video of the park and could confirm what it looks like. Maybe they searched for .gov park websites and compared what each park had to offer.

## closing

**Wrap-up** (10 minutes)

**HAVE** students go back to the KWL chart from the lesson introduction and invite them to share what they’ve learned about how to make their searches more effective and efficient. Add their responses to the third column of the chart. (Students should be able to name several search strategies, as well as understand how to make and carry out a search plan.)

You also can use these questions to assess your students’ understanding of the lesson objectives. You may want to ask students to reflect in writing on one of the questions, using a journal or an online blog/wiki.

**ASK:**

*What are two search strategies you learned about that you plan to use in the future?*

Refer to the **Tips for Strategic Searching Student Handout**.



*What are the five steps of a search plan?*

Students should recall the following five steps:

**SELECT** research questions

**EXTRACT** keywords and terms

**APPLY** search strategies

**RUN** your search

**CHART** your search

*Why is it important to have a search plan?*

Students should realize that thinking through their search before they begin should lead to a more effective and efficient search.

# Strategic Searching

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## Directions

Choose a large city in another state. Imagine that you work at a company located in that city. Each year, your company has a yearly “employee appreciation” gathering. You are part of a group that is planning the event, and your boss asked you to find a park in the local area where you can have a picnic. The company has 50 employees. Money is tight, so you have to find a free or inexpensive location. Here is what you know you need:

- Public park (not private)
- An area to play games and do team-building activities
- A covered area in case it rains
- Restrooms

Your boss needs a recommendation in 15 minutes. Take 5 minutes to plan your search, using the strategies you’ve already learned about, and 10 minutes to come up with a suggestion.

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**Fill out the sections below to plan your SEARCH. Then write down the location you chose.**

**Select research questions.**

*What question(s) do you have? Write the question(s) below.*

**Extract keywords and terms.**

*Be broad or specific, depending on your goals. Use synonyms, and apply some of the strategies you learned. Write your keywords below.*

**Apply** search strategies.

*What search strategies will help you find the information you need? Write down your keywords with search strategies applied.*

**Run** your search.

*Search using the terms that you chose and look at the results. Remember to check out several sources.*

**Chart** your search.

*Keep track of what you searched for and where, so that you don't repeat work. Jot down what you searched for and where you searched for it.*

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**City you chose:** \_\_\_\_\_

**Name of park you chose:** \_\_\_\_\_

**URL of park:** \_\_\_\_\_

# Strategic Searching

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## Directions

Use the following searching strategies to conduct an effective and efficient online search.

**1 Use multiple, specific, descriptive keywords for narrower results.**

**Example:**

Searching for *concerts* will lead to a variety of musical events, ticket purchasing opportunities, and tour dates. Searching for *underground hip-hop shows Bay Area* will lead to narrower, location-based results.

**2 If at first you don't succeed, try synonyms.**

If you've tried searching for *rare cats* but haven't found what you are looking for, try searching for *exotic cats*, *rare felines*, or *exotic felines*.

**3 Place quotation marks around specific words or specific phrases you're looking for.**

If you want information on the president's residence, search on "*White House*" rather than *white house*.

**4 Add a minus sign before a word to show that you don't want that one included.**

If you are searching for mullet but you want the fish and not the hairstyle, you would enter: *mullet -hair*.

**5 Look for two words at once by placing OR between them.**

If you want information on Cornell but you're not sure whether it's a college or a university, search on *Cornell College OR University*. (Note: the OR has to be capitalized!)

## 6 Search for and pay attention to URL domain types.

.com = company

.gov = government website

.edu = educational institution

.org = organization

If you are searching for parks and you include .gov as a keyword, you should receive government websites in your results. If you are searching for parks and you include .com as a keyword, you should receive results that are companies related to parks.

## 7 Specify the format of the information you're looking for.

Many search engines will allow you to search exclusively for images, videos, news, blogs, or even scholarly articles. Different types of information will help you in different ways.

If you search for *military service*, the following information will tell you different things:

- **Blogs:** People's opinions about military service.
- **Video:** Videos related to military service. Some might be made by anyone, while others might be created by news outlets, organizations, or the government.
- **News:** The latest news articles and stories related to military service.

## 8 Use advanced search options on a search engine.

You can often specify dates, exact words you're looking for, or even languages you want in your results in search engines such as Google, Yahoo!, or Bing.

## 9 Once you have your search results, use them!

Searches enable you to access the huge store of information on the Web, so take some time to see what's out there! Don't just look at the first results, and don't rely only on familiar sources like Wikipedia or About.com.

# Strategic Searching

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## 1. A strategy is:

- a) A course of action designed to help you reach a goal or result
- b) A fraction of a larger amount
- c) A word that helps you search online

## 2. Cindy heard a new song on the radio. She wants to search for it online, but she can only remember one line of the song. Which of the following strategies should Cindy use to search for this song?

- a) Include the date she heard the song on the radio
- b) Add synonyms to a few of the words she remembers
- c) Use quotation marks around the line she remembers

## 3. What is the first step you should take when you want to conduct an online search?

- a) Select research questions
- b) Extract keywords and terms
- c) Run your search

# Strategic Searching

---

## 1. A strategy is:

- a) **A course of action designed to help you reach a goal or result**
- b) A fraction of a larger amount
- c) A word that helps you search online

*Answer feedback*

The correct answer is **a**. Having a search strategy, for example, means that you have a specific plan for carrying out your online search.

## 2. Cindy heard a new song on the radio. She wants to search for it online, but she can only remember one line of the song. Which of the following strategies should Cindy use to search for this song?

- a) Include the date she heard the song on the radio
- b) Add synonyms to a few of the words she remembers
- c) **Use quotation marks around the line she remembers**

*Answer feedback*

The correct answer is **c**. When you use quotation marks around a search term, you are telling a search engine to look for that exact phrase.

## 3. What is the first step you should take when you want to conduct an online search?

- a) **Select research questions**
- b) Extract keywords and terms
- c) Run your search

*Answer feedback*

The correct answer is **a**. Before you do a search, you should think of a question about what you are looking for. You can then use this question to help you choose your keywords.

# Scams and Schemes

## Essential Question

*What is identity theft, and how can you protect yourself from it?*

## Lesson Overview

Students learn strategies for guarding against identity theft and scams that try to access their private information online. They learn what identity theft is, what kinds of information identity thieves want, and what can be done with that information. Students then analyze phony emails and identify tricks that identity thieves use online. Finally, they create a phishing email that includes the features that they have learned about, and see if classmates can identify the scams.

## Learning Objectives

*Students will be able to ...*

- understand what identity theft is and why it is important to guard against it.
- learn to recognize strategies that scam artists use to access private information.
- learn how to guard against phishing and identity theft.

## Materials and Preparation

- Paper and markers or colored pencils (or computers with Microsoft Office if you are using the high-tech option in Teach 3).
- Copy the **Spotting Scams Student Handout**, one for each student.
- Review the **Spotting Scams Student Handout – Teacher Version**.

## Family Resources

- Send home the **Online Security Family Tip Sheet (Middle & High School)**.

**Estimated time:** 45 minutes

## Standards Alignment –

### Common Core:

**grade 6:** RI.1, RI.4, RI.10, W.4, W.7, W.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.4, SL.6, L.3a, L.6

**grade 7:** RI.1, RI.4, RI.10, W.4, W.7, W.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.4, SL.6, L.3a, L.6

**grade 8:** RI.1, RI.4, RI.10, W.4, W.7, W.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.4, SL.6, L.6

**NETS-S:** 1a-c, 2a, 2d, 4a, 4d, 5a, 6a

## Key Vocabulary –

**scam:** an attempt to trick someone, usually with the intention of stealing money or private information

**identity theft:** a type of crime in which your private information is stolen and used for criminal activity

**vulnerable:** in a position that makes it easier for you to be harmed or attacked

**phishing:** when people send you phony emails, pop-up messages, social media messages, texts, calls, or links to fake websites in order to hook you into giving out your personal and financial information



## introduction

### Warm-up (5 minutes)

**DEFINE** the Key Vocabulary term **scam**.

**ASK:**

*Do you know someone who has been scammed? What happened?*

Students might tell stories of instances in which someone has been convinced to send someone else money or purchase a fake or bad product.

*What is the purpose of a scam? What tricks do people use to carry out a scam?*

Students should understand that the ultimate purpose of a scam is to get someone to give the scammer money, or information that can help the scammer steal money, such as a credit card number, ATM code, or password. To accomplish this, scammers tell lies and often pretend to be someone they are not.

*Can people get scammed on the Internet? How?*

Allow students to tell stories of friends or relatives who have been scammed online. Then encourage them to revisit what they know about scams, and how they might be used online.

Sample responses:

- Someone can be tricked into buying a bad or fake product online
- Someone can be lured into sharing information that a scammer can use to steal from them

**EXPLAIN** to students that they will be learning about a variety of online scams, including which kinds of information scammers look for, and how that information can be used. They will also learn how to protect themselves against online scams.

## teach 1

### What Is Identity Theft? (10 minutes)

**POINT OUT** to students that people who scam others online don't always have to get money from them directly. Instead, they use a variety of strategies to trick people into giving out private information. They then use this information to access their bank and credit card accounts or other personal accounts. They can even "re-create" someone's identity and produce false documents, such as Social Security cards, credit cards, or drivers' licenses in someone else's name.

**DEFINE** the Key Vocabulary term **identity theft**.

**ASK:** *Can you guess what kinds of personal information identity thieves might look for?*

**REVIEW** the list below with students. Emphasize that identity thieves look for any information that might help them pretend to be their victims. Write the list on the board or have students take notes.

- Full name
- Date of birth and where you were born
- Current and previous addresses and phone numbers
- Driver’s license or passport number
- Account numbers and the companies where you hold accounts (e.g., Amazon, PayPal, etc.)
- Passwords
- Social Security number

**DEFINE** the Key Vocabulary term **vulnerable**.

**EXPLAIN** that *anyone* is vulnerable to an online scam. Although teens might not think they’re at risk, there are a few important reasons why they are vulnerable to identity theft – and why it matters. Cover the following points:

- Identity thieves look for “clean” Social Security numbers that haven’t yet been used to get credit. They target teens and kids, who often have Social Security numbers that have no credit history yet. Identity thieves might sell or use these numbers, which would allow someone else to get a credit card or loan and build up debt under your name.
- Being a victim of identity theft can ruin your financial future and your ability to obtain loans and purchase things. For example, it could affect your ability to get a student loan for college or a loan to buy a car.
- In addition, if you use your parents’ accounts and credit cards online, or fill out forms with your parents’ information, you are sharing information that could potentially put your parents’ identities at risk.
- It can take months, even years, to recover your identity if it’s stolen. Cleaning up such a mess takes a lot of time and energy, and it can also be expensive.

## teach 2

### How to Catch a Phish (15 minutes)

**ASK:**

*How do you think identity thieves might try to get your information?*

Encourage students to share some responses, even if they have not previously encountered identity theft.

**DEFINE** the Key Vocabulary term **phishing**.

**EXPLAIN** to students that the best way to avoid phishing scams is to be skeptical about any online request for personal information. It’s also good to be skeptical of online messages or posts from friends that seem out of character for them, which is a warning sign that their accounts have been hacked. There are clues that can help students spot phishing, and they will learn some of these in the next part of the lesson by studying one type of phishing scam: a phony email message.

**DIVIDE** students into pairs.

**DISTRIBUTE** the **Spotting Scams Student Handout**, one per student.

**READ** aloud the instructions found on the **Spotting Scams Student Handout – Teacher Version**, and share with students the extended explanation of each feature of a phishing email.

**INSTRUCT** student pairs to complete the handout together. When students are done, have two pairs get together to exchange their handouts and compare their answers.

**INVITE** volunteers to share their answers with the class. Use the **Spotting Scams Student Handout – Teacher Version** for guidance.

**REMIND** students that phishing emails can be very convincing, and some may not contain many of the clues they just learned about. So it's smart to distrust any email that asks them to provide private information.

## teach 3

### **Protect Yourself from Online Scams** (10 minutes)

**TELL** students that if they ever encounter something online that they believe might be a phishing scam, they should observe the following rules:

- Avoid opening the message or email in the first place.
- Don't click on any links or download any attachments. They might contain viruses or spyware.
- Don't reply.
- Mark as "junk mail" or "spam" for your email provider, or report it to your social network site.
- If you are concerned about an account you have with a company, contact its customer service by phone. Make sure you verify the company's contact information elsewhere online first.

**TELL** students that they can also protect themselves from Internet scams by learning how identity thieves think. They will create a phishing email, or some other form of online or mobile scam, using what they learned about phishing scams.

**Optional:** You may wish to show students examples of real phishing emails from Consumer Fraud Reporting before students create their own examples ([http://www.consumerfraudreporting.org/phishing\\_examples.php](http://www.consumerfraudreporting.org/phishing_examples.php)). Some examples of popular scams on Facebook can be found in the online Huffington Post article, "Facebook Scams You Need to Know About" ([www.huffingtonpost.com/2011/05/22/facebook-scams-hacks-attacks\\_n\\_864906.html#s281483&title=Fake\\_Page\\_Spam](http://www.huffingtonpost.com/2011/05/22/facebook-scams-hacks-attacks_n_864906.html#s281483&title=Fake_Page_Spam)).

**INSTRUCT** students to choose at least four of the eight features of a phishing email listed in their **Spotting Scams Student Handout**. Have them create a phishing email that demonstrates the four features they choose to highlight.

**INVITE** students to present their examples to the class. Classmates can try to identify which features tipped them off to the fact that this is a phishing email. Alternatively, students can trade examples with a partner and try to spot each other's scam.

## closing

### **Wrap-up** (5 minutes)

You can use these questions to assess your students' understanding of the lesson objectives. You may want to ask students to reflect in writing on one of the questions, using a journal or an online blog/wiki.

**ASK:**

*What kinds of information do identity thieves look for? Why?*

Students should respond with examples of private information, such as full name, address, date of birth, account numbers, and passwords. Identity thieves try to use this information in order to “re-create” someone’s identity for unlawful purposes, mainly to secure loans and buy things.

*How do thieves try to get at your information?*

Thieves use phishing to try to get at people’s personal information. Have students discuss some of the features of phishing they learned about.

*What can you do to avoid falling for online scams?*

Students should remember to be suspicious of any online communication that asks for private information, or that seems out of character for a friend to have sent or posted. Students should know not to reply to such messages, not to click on any links or attachments, and to report the message as spam or junk to their email provider or social network site. If they are concerned about one of their accounts, they should call the company’s customer service department using a number they found elsewhere online – not within the message they received.

**WRITE** the following URL and email address below on the board. Tell students that they can go to [www.ftc.gov/idtheft](http://www.ftc.gov/idtheft) for help if they, or their parents, find their identities have been stolen. Students can also forward any spam emails they receive to [spam@uce.gov](mailto:spam@uce.gov).

# Scams and Schemes

## Directions

Each of the following email messages is an example of a phishing scam. Read the features of a phishing email below. Then circle or highlight any examples of those features in each of the three messages. List the features in the blank spaces provided, and draw a line connecting each feature to the part of the email it relates to.

### Features of a Phishing Email

- Need to verify account information
- Sense of urgency
- Spelling errors
- Alert that your account is in trouble
- Link in email or attachment
- Too good to be true
- Generic greeting

### Email Message

**From:** no\_reply@emailinternet.chase.com  
**Subject:** Account Status

Attention US Bank Customer,

Due to a recent security check on your account, we require you to confirm your details. Failure to do so within 24 hours will lead to account suspension. Sorry for the inconvenience.

[Click here to confirm your account](#)

Regards,  
 US Bank Online Customer Service

This email has been sent by US Bank.

### Phishing Features

## Email Message

**From:** custservice@paypalonline.com  
**Subject:** We've Limited Your Account

Dear PayPal User,

We recently noticed one or more attempts to log into your account from a foreign IP address. For security reasons, we have limited access to your account.

If you did not initiate the log ins, please visit PayPal Online urgently perform the steps necessary to verify you are the account holder. Performing this action will lift the limited access and restore your account.

<https://www.paypal.com/us/cvi-limit/webscr?-run>

Sincerely,  
PayPal Security and Theft

## Phishing Features

**From:** Swiss International Lottery  
**Subject:** Award Notification

Dear [Firstname Lastname],

Congratulations! You may receive a certified check for up to \$500,000,000 U.S. Cash! One lump sum! Tax free! Your odds of winning are 1-6. Hundreds of U.S. citizens win every week using our secret system! You can win as much as you want!

If you choose to receive your winnings please contact IMB INSURANCE & BROKERS. They will use their diplomatic courier service to deliver your check. Please contact them with the following details below:

Company name: IMB INSURANCE & BROKERS

Address: Geneva, Switzerland

Contact Person: Mr. Alexander Caspari  
(Director Foreign Remittance Department)

Direct Tell: +44-802 655 4889

Fax: +44-802 655 4890

Direct Email: [ACaspari@IMBInsurancebrokers.com](mailto:ACaspari@IMBInsurancebrokers.com)

Congratulations again!

Marcus Gohl

# Scams and Schemes

## Directions

Each of the following email messages is an example of a phishing scam. Read the features of a phishing email below. Then circle or highlight any examples of those features in each of the three messages. List the features in the blank spaces provided, and draw a line connecting the feature to the part of the email it relates to.

## Features of a Phishing Email

**Need to verify account information:** Phony emails will try to trick you into giving up account information or passwords, or clicking on a phishing link where you fill out information that identity thieves can collect and use. Usually what they're asking for doesn't make sense if you think about it, because they should already have that information!

**Sense of urgency:** When the message says you only have a limited time to respond, it is often the sign of a scam.

**Spelling errors:** Scam emails often include spelling and grammatical errors. A real company would not send out messages containing such errors.

**Alert that account is in trouble:** Identity thieves try to make you worry that something is wrong with your account, so you will feel you must immediately respond to the email to fix it.

**Link in email or attachment:** Phishing emails often have a link within the email or an attachment that you are urged to click on. This link can lead you to a site or form where you (unknowingly) give your information to criminals. You should never respond to or click on links in such emails. Instead, go directly to the main website, and from there check your account.

**Too good to be true:** Scam emails often offer things that are too good to be true, like the easy chance to win free money or prizes.

**Generic greeting:** You might see a generic greeting that does not personally address you. Reputable companies send emails where they address their customers by name.

## Email Message

## Phishing Features

**From:** no\_reply@emailinternet.chase.com  
**Subject:** Account Status

Attention US Bank Customer,

Due to a recent security check on your account, we require you to confirm your details. Failure to do so within 24 hours will lead to account suspension. Sorry for the inconvenience.

[Click here to confirm your account](#)

Regards,  
US Bank Online Customer Service

This email has been sent by US Bank.

- Generic greeting
- Need to verify account info
- Sense of urgency
- Spelling errors
- Link in email

**From:** custservice@paypalonline.com  
**Subject:** We've Limited Your Account

Dear PayPal User,

We recently noticed one or more attempts to log into your account from a foreign IP address. For security reasons, we have limited access to your account.

If you did not initiate the log ins, please visit PayPal Online urgently perform the steps necessary to verify you are the account holder. Performing this action will lift the limited access and restore your account.

<https://www.paypal.com/us/cvi-limit/webscr?-run>

Sincerely,  
PayPal Security and Theft

- Account is in trouble
- Spelling errors
- Need to verify account info
- Sense of urgency
- Link in email



**From:** Swiss International Lottery  
**Subject:** Award Notification

Dear [Firstname Lastname],

Congratulations! You may receive a certified check for up to \$500,000,000 U.S. Cash! One lump sum! Tax free! Your odds of winning are 1-6. Hundreds of U.S. citizens win every week using our secret system! You can win as much as you want.

If you choose to receive your winnings please contact IMB INSURANCE & BROKERS. They will use their diplomatic courier service to deliver your check. Please contact them with the following details below:

Company name: IMB INSURANCE & BROKERS

Address: Geneva, Switzerland

Contact Person: Mr. Alexander Caspari  
(Director Foreign Remittance Department)

Direct Tell: +44-802 655 4889

Fax: +44-802 655 4890

Direct Email: [ACaspari@IMBInsurancebrokers.com](mailto:ACaspari@IMBInsurancebrokers.com)

Congratulations again!

Marcus Gohl

Generic greeting

Too good to be true

Link in email

# Scams and Schemes

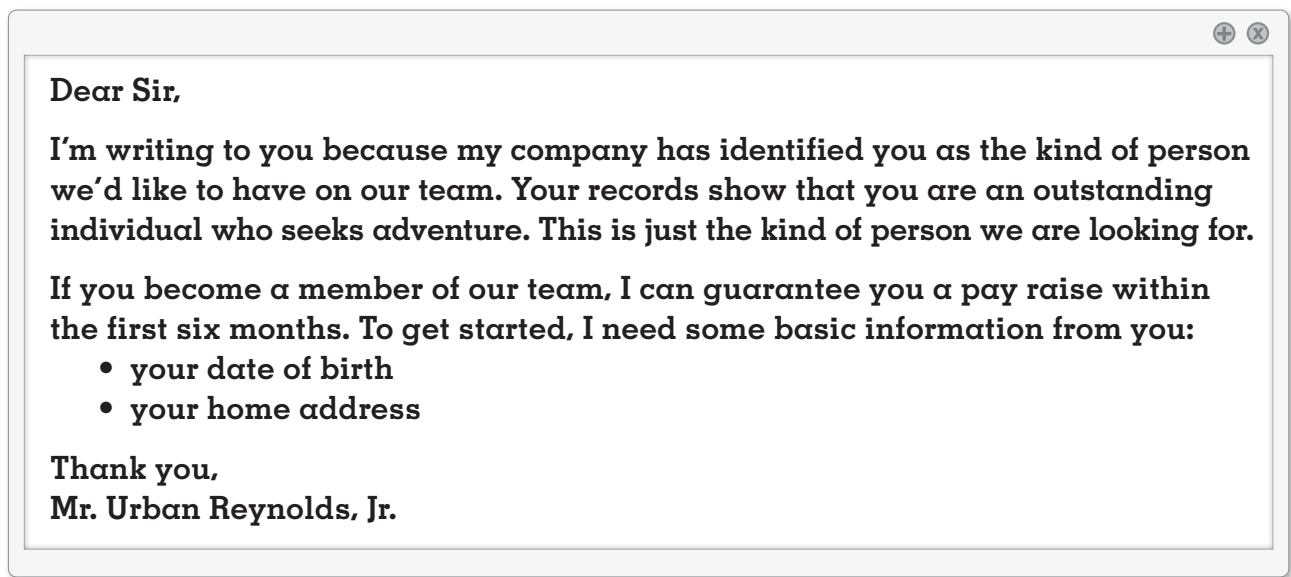
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1. A type of crime in which your private information is stolen and used for criminal activity is called:

- a) Identification
- b) Identity theft
- c) Burglary

2. Evan sees the following message in his inbox:



Which of the following is NOT a warning sign that this message is a scam:

- a) The offer sounds too good to be true
- b) It asks Evan for his private information
- c) Evan is addressed as "Sir"

3. Sara finds a message on her phone that she thinks might be a scam. She should:

- a) Forward the message to her friends to see if they think it's a scam too
- b) Reply and ask the sender not to send more mail
- c) Delete the message

# Scams and Schemes

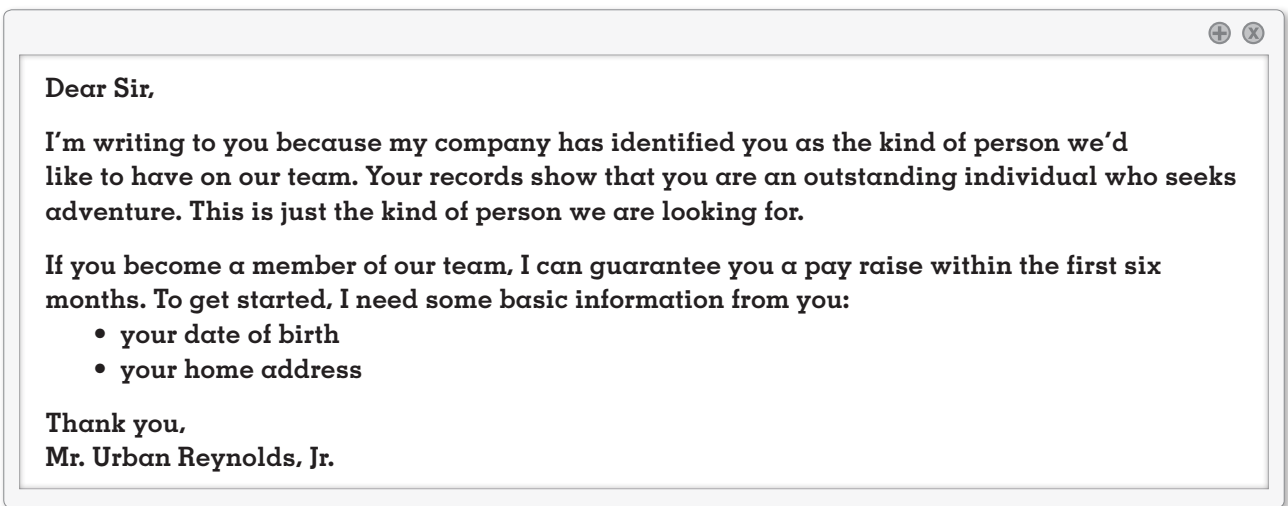
1. A type of crime in which your private information is stolen and used for criminal activity is called:

- a) Identification
- b) Identity theft**
- c) Burglary

*Answer feedback*

The correct answer is **b**. You can help protect yourself from identity theft by watching out for online offers designed to trick you, and by guarding your private information.

2. Evan sees the following message in his inbox:



Which of the following is NOT a warning sign that this message is a scam:

- a) The offer sounds too good to be true
- b) It asks Evan for his private information
- c) Evan is addressed as "Sir"**

*Answer feedback*

The correct answer is **c**. Offers that seem too good to be true or that ask for private information may be scams. These kinds of messages should be marked as spam and deleted.

3. Sara finds a message on her phone that she thinks might be a scam. She should:

- a) Forward the message to her friends to see if they think it's a scam too
- b) Reply and ask the sender not to send more mail
- c) Delete the message**

*Answer feedback*

The correct answer is **c**. If Sara thinks the message might be a scam, she should delete it.

# A Creator's Rights

## Essential Question

*What rights do you have as a creator?*

## Lesson Overview

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


Students first watch a video of a young writer who talks about posting and protecting her original work online. Students then learn key vocabulary terms that will help them conceptualize issues surrounding creative work and copyright. Finally, students explore the copyright history of the “Happy Birthday” song and create an original happy birthday song of their own.

## Learning Objectives

*Students will be able to ...*

- understand that copyright is a legal system that protects their rights to creative work.
- compare different ways people license their copyrighted work.
- create an original song, perform it in front of the class, and reflect on their copyright for the song.

## Materials and Preparation

-  Preview the video “**Nicole’s Story – Copyrighting Creative Work,**” and prepare to show it to students.
- Copy the **411 for Creators Student Handout** and **The Truth About Happy Birthday Student Handout** for all students. If using audiovisual recording for “The Truth about ‘Happy Birthday’” activity, get the technology ready.
- Review the **Respecting Creative Work Teacher Backgrounder** and the **411 for Creators Student Handout – Teacher Version**.
- If completing the Extension Activity, copy and distribute the **Copyright Detectives Student Handout** to all students. Review the **Copyright Detectives Student Handout – Teacher Version** for guidance.

## Family Resources

- Send home the **Respecting Creative Work Family Tip Sheet (Middle & High School)**.

**Estimated time:** 45 minutes

## Standards Alignment –

### Common Core:

**grade 6:** RI.7, RI.10, W.4, W.6, W.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.2, SL.5, SL.6, L.6

**grade 7:** RI.10, W.4, W.6, W.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.2, SL.5, SL.6, L.6

**grade 8:** RI.10, W.4, W.6, W.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.2, SL.5, SL.6, L.6

**NETS-S:** 1a, 1b, 3a, 3c, 5a-c

## Key Vocabulary –

**creative work:** any idea or artistic creation that is recorded in some form, whether it’s hard copy or digital

**copyright:** a law that protects your control over the creative work you make so that people must get your permission before they copy, share, or perform your work

**Creative Commons:** a kind of copyright that makes it easier for people to copy, share, and build on your creative work, as long as they give you credit for it

**license:** a clear way to define the copyright of your creative work so people know how it can be used

## introduction

### Warm-up (5 minutes)

#### ASK:

*What is something you've made that you're proud of?*

Sample responses:

- Poem or story
- Artwork
- Photo or video
- Song

*Can you think of a time when you used someone else's work in something you created?*

Sample responses:

- Books for school project
- Magazine photos in collage
- Photos in PowerPoint slideshow
- Video clips in a remix or music clips in a mash-up

## teach 1

### Learn About Copyright (5 minutes)

**POINT OUT** to students that they are all creators. Ask them to think about times they recorded an idea they had – whether they wrote something down, uploaded it onto the Internet, took a picture or video, or made something for class. Now ask them to think about a time when they've used things online that others have created, such as copying or downloading something from the Internet. Tell students that they will watch a video about a real girl who is a writer and shares her writing online.

**▶ SHOW** students the “**Nicole’s Story – Copyrighting Creative Work**” video.

#### ASK:

*Why does Nicole want to share her writing online? What are the benefits for her?*

Sample responses:

- She can get feedback on her writing.
- She can make a name for herself as a writer.
- She can get support from other writers.

*What are the risks of Nicole sharing her writing online?*

Sample responses:

- Someone can steal her writing and say they wrote it.
- Someone might use her work but not give her credit.
- People might leave mean comments.

## teach 2

### Introduce Key Vocabulary for Creators (15 minutes)

**REMINDE** students that once someone records an original idea, it is copyrighted. Copyright is an important law that helps protect the rights of creators so they receive credit and get paid for their work. Most things you find, download, copy, and paste from the Internet are copyrighted.

- You can use things you find online as long as you:
  - »check who created it
  - »get permission to use it
  - »give credit to the creator
  - »buy it (if necessary)
  - »use it responsibly
- If you aren't careful in how you use other people's work online, you might be stealing. (Students will learn the concept of stealing with terms like piracy and plagiarism in Teach 2.)
- It's great to be able to use things we find online, but we have to do it responsibly. We have to show our respect for other people's hard work and creativity by giving credit where credit is due.

**DIVIDE** students into groups of four or five and hand out copies of the **411 for Creators Student Handout** to each student. Review the Teacher Backgrounder for more information about the vocabulary, and review the **411 for Creators Student Handout – Teacher Version** for the answers.

**REVIEW** the vocabulary terms on the handout as a class. Have one student from each group take turns reading each definition aloud. Provide additional background information from the Teacher Backgrounder, if preferred.

**SHARE** answers to the fill-in-the-blank section on the student handout. Have students explain the correct answers.

**REMINDE** students that these terms are important for creators to know so that they can:

- protect their own creative work
- follow the rules of copyright law
- be respectful of how they use other people's work

## teach 3

### Copyright and Songs (15 minutes)

**ASK:**

*What is a song that we all have sung at one point in our lives?*

The answer that you will be looking for is the “Happy Birthday” song, but have some fun with this question by brainstorming popular songs, e.g., “Take Me Out to the Ballgame,” “The Star-Spangled Banner,” etc. If students don't guess the “Happy Birthday” song, give them clues. Then tell students that in the next activity they will examine the issue of copyright and “Happy Birthday.”

**DISTRIBUTE** the **The Truth About “Happy Birthday” Student Handout** to all students (still keeping them in groups) and have them read the directions and complete the activity.

Students can use a high- or low-tech option:

- *Low-tech: Students write down the lyrics and perform (sing) the song in front of the class.*
- *High-tech: Students write down the lyrics and record their song in audio or video using GarageBand or another audiovisual-creation tool. Play the recordings in front of the class.*

After students have completed and performed their song, have students complete Step 2 of the handout by thinking about how they would want others to be able to use their song.

**INVITE** students to share how they are willing to let others use their work. Will they let others copy, share, perform, change, or sell it? Students can also complete the “Use Common Sense!” final step by choosing a Creative Commons license for their song. (They will need Internet access for this activity.)

## closing

### Wrap-up (5 minutes)

You can use these questions to assess your students’ understanding of the lesson objectives. You may want to ask students to reflect in writing on one of the questions, using a journal or an online blog/wiki.

#### ASK:

*Why is it important to give credit when using other people’s creative work?*

Sample responses:

- It shows respect to the creator.
- It allows creators to get paid for their work in some cases.
- It helps others find out more from the original source.
- We want others to respect our own creative work, in turn.
- There are laws that protect other people’s creative work.

*Why can’t you directly copy information from an online source, such as Wikipedia?*

It is plagiarism if you copy another person’s words and don’t give proper credit.

*Why do you seldom hear “Happy Birthday to You” sung on a TV show or in a movie?*

The song is copyrighted. Therefore, users would have to pay royalties (a fee) to have actors sing the song.

# A Creator's Rights

## Directions

“411” stands for information. As a creator, you need information on how to protect and share creative work. Read the following definitions in class. Then, in small groups, read the sentences with the missing words. Choose the right word to fill in the blank. Each word is used once.

**CREATIVE WORK:** Any idea or artistic creation that is recorded in some form, whether it's hard copy or digital.

**COPYRIGHT:** A law that protects your control over the creative work you make so that people must get your permission before they copy, share, or perform your work.

**CREATIVE COMMONS:** A kind of copyright that makes it easier for people to copy, share, and build on your creative work, as long as they give you credit for it.

**LICENSE:** A clear way to define the copyright of your creative work so people know how it can be used.

**PIRACY:** Stealing copyrighted work by downloading or copying it in order to keep, sell, or give it away without permission and without paying.

**PLAGIARIZE:** Copying, “lifting,” or making slight changes to some or all of someone else's work and saying you created it.

**PUBLIC DOMAIN:** Creative work that's not copyrighted and therefore free for you to use however you want.

**FAIR USE:** The ability to use a small amount of copyrighted work without permission, but only in certain ways and in specific situations (schoolwork and education, news reporting, criticizing or commenting on something, and comedy/parody).



1. Amy decided to \_\_\_\_\_ her paper for class by copying and pasting from Wikipedia and saying she wrote it.
2. Because Zoe used a small amount of a movie in a remix video she made that pokes fun at the main character, she could say it's \_\_\_\_\_ .
3. Robbie found a photo in the \_\_\_\_\_ that's no longer copyrighted, so he could use it however he wants.
4. Angela has a Flickr page with all of her photos, and in order to define for others how she wants her photos to be used, she created a copyright \_\_\_\_\_ that is listed on her page.
5. Alex had an idea for a poem in his head for the longest time, but once he finally wrote it down it instantly had a \_\_\_\_\_ .
6. Eric uses a program where he “rips” movies and “burns” them to DVDs, which he then sells to friends. What Eric is doing is called \_\_\_\_\_ .
7. When Dwayne used a kind of copyright to make it easy for others to copy and share his video, he was using \_\_\_\_\_ .
8. Books, movies, music, websites, games, and pieces of art are all examples of \_\_\_\_\_ .

# A Creator's Rights

## Directions

Pretend you are a detective. You have to decipher the meaning behind some mysterious symbols at the end of the video, "Whose Is It, Anyway?" Your assignment: Figure out what these symbols mean, and what they have to do with copyright!

1. **Who created this video?** \_\_\_\_\_

2. **Draw the symbols at the end of the video in the space below.**

3. **Copy the website URL listed at the end of the video.**

4. **Visit the website. Can you find out what the symbols mean? Write the meaning of each symbol next to your drawing. Write the name of each license below its symbol.**

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5. **If you wanted to use this video, what does the Creative Commons license say you can and can't do? Use your own words.**

You can:

You can't :

### Use Common Sense!

Authors use Creative Commons to specify how their work can be used. Some authors are stricter than others about their work. Remember, when you want to copy, paste, share, or use something, you should follow these steps:

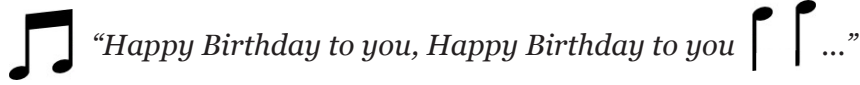
1. **ASK.** How does the author say I can use the work? Do I have to get the creator's permission first?
2. **ACKNOWLEDGE.** Did I give credit to the work I used?
3. **ADD VALUE.** Did I rework the material to make new meaning and add something original?

# A Creator’s Rights

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## Directions



Did you know that until recently, the song “Happy Birthday” was copyrighted? Two schoolteachers published the song in 1893; it was originally called “Good Morning to All” and had different lyrics. Over the years, the song’s copyright was extended. People who wanted to use it in a movie or perform it in public had to pay a license fee.

For years, this presented a problem for anyone wanting to use the song. For example, say you were a filmmaker with barely any money. But you wanted to use the “Happy Birthday” song in your film. You might have had to pay thousands of dollars in license fees!

Another option would have been to make a unique happy birthday song of your own.

**Step 1:** Pretend it’s 1989. You are an independent filmmaker who wants to avoid paying thousands of dollars in fees. In small groups, come up with original lyrics, a melody, and a beat. Write your song lyrics below. You also could record the song or make a video of it. Then perform it to the class. But remember, if it’s too close to the original, it could be considered plagiarism, and that’s against the law. So be original!

**Song Title** \_\_\_\_\_

**Authors** \_\_\_\_\_

**Lyrics**

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**Step 2:** Congratulations! Now that you have put your song into recorded form, it's copyrighted. Have you thought about how you want other people to be able to use it? If you stick with a regular copyright license, people will have to get your permission before they can copy, share, or perform your song. If you choose a Creative Commons license, people can copy, share, and even change your song or make money from it, depending on your conditions. Look at this list and discuss with your song cowriters what you will allow others to do with your song.

**Copy**

**Share**

**Perform**

**Change/Alter**

**Sell**

**Use Common Sense!**

Take it one step further and commit to what kind of copyright license you will use for your song. If you want to use a Creative Commons copyright, you can create a license online for your song. Visit the Creative Commons website (<http://creativecommons.org/choose>) and answer the questions, and it will automatically create the right Creative Commons license for your song.

Because issues surrounding copyright and fair use are complex, we've provided some background on **vocabulary terms** and **concepts** that are used throughout our lessons on Creative Credit & Copyright.

### creative work

*Any idea or artistic creation that is recorded in some form, whether it's hard copy or digital.*

#### **Additional background:**

- As a creator, you've probably written, photographed, filmed, or made many artistic creations throughout your life. Any idea you put down – whether it's your best idea or not, and whether it's in hard copy form or not – counts as creative work.
- Examples: pieces of writing (books, poems, papers, articles, blogs, reviews, etc.), photos, videos, music, websites, online profiles, and artworks.

### copyright

*A law that protects your control over the creative work you make so that people must get your permission before they copy, share, or perform your work.*

#### **Additional background:**

- When you have an idea and record it, it's instantly copyrighted. You have the right to decide how others use your creative work. Nobody else can pretend it's theirs – or copy, share, or perform your work without your permission. Copyright makes sure you get credit for your work.
- It does not matter if a work is in hard copy or digital form, it is still copyrighted.
- All recorded work is automatically copyrighted, even if it doesn't have the "C" copyright symbol. Registering your work with the U.S. Copyright Office isn't necessary, but it makes it easier for legal protection.
- Ideas, common knowledge and facts, U.S. government documents, works in the public domain, and spontaneous acts of expression aren't copyrighted.
- If someone wants to use a copyrighted work, unless it says otherwise, they have to first get permission from the creator. To get permission, you can email, call, or write a letter to the creator. The University of Texas has a thorough explanation of how to get permission. (The only exceptions to this are fair use, public domain, and Creative Commons.)

### creative commons

*A kind of copyright that makes it easier for people to copy, share, and build on your creative work, as long as they give you credit for it.*

#### **Additional background:**

- The key here is that a regular copyright is an "all rights reserved" model, and Creative Commons is a newer, "some rights reserved" model more suitable for online sharing. If someone uses a Creative Commons license, they are allowing for more flexibility with their copyrighted work to be copied and shared.
- There are different kinds of Creative Commons licenses that allow people to do things such as change, remix, or make money from your work. You pick and choose how you want your work to be used, and then create a Creative Commons license (which function as symbols) that you include in your work. For instance, you might say someone can use your work as long as that person doesn't make a profit from it, or as long as the person doesn't alter or change it.
- It is important in all cases to acknowledge and give credit to the work you use – whether it is regular copyright, Creative Commons, or fair use.

## license

*A clear way to define the copyright of your creative work so people know how it can be used.*

### **Additional background:**

- You probably know that you need a license to drive a car. The license gives people permission to drive.
- In the same way, when you have a copyright license, this tells people how they have permission to use your copyrighted work. You might use a regular copyright license, or you might use a Creative Commons license.
- Some creators charge a “license fee” to others who want to use their copyrighted work, which helps them get credit and make money from the usage.

## piracy

*Stealing copyrighted work by downloading or copying it in order to keep, sell, or give it away without permission and without paying.*

### **Additional background:**

- Piracy includes illegally downloading, copying, and sharing creative works such as music, movies, games, and software by using peer-to-peer sharing websites and programs that “rip” content.
- Piracy is illegal, and you can face heavy fines or other legal consequences for engaging in it. It’s called piracy because it’s stealing.
- To avoid unintentional piracy, use trusted online sites to purchase content. You can also find sites that allow you to get content for free. See Mashable’s list of music that is free and legal.

## plagiarize

*Copying, “lifting,” or making slight changes to some or all of someone else’s work and saying you created it.*

### **Additional background:**

- As all teachers know, plagiarism is a huge problem in schools. Talk to your librarian about how your school handles plagiarism, as well as how students should properly cite information.
- If you copy, paste, or change a few words of something and say that you wrote it, it is still plagiarism.
- To avoid plagiarism, be sure to say things in your own words, cite direct quotes by using quotation marks, and acknowledge the authors’ ideas you discuss by giving them credit.

## public domain

*Creative work that’s not copyrighted and therefore free for you to use however you want.*

### **Additional background:**

- Copyrights don’t last forever. In most cases, they expire 70 years after the death of the creator. So things that are hundreds of years old are not copyrighted anymore.
- There are many creative works available in the public domain that you might not know about. When searching for photos, music, artwork, and video, look for the ones that are in the public domain. Ask the librarian about public domain content available through the school. For example, Wikipedia has a list of public domain images resources.

## fair use

*The ability to use a small amount of copyrighted work without permission, but only in certain ways and in specific situations (schoolwork and education, news reporting, criticizing or commenting on something, and comedy/parody).*

### **Additional background:**

- Fair use can only be applied in certain situations and in certain ways.

- In specific situations:
  - » Schoolwork and education
  - » News reporting
  - » Criticizing or commenting
  - » Comedy and parody
- In certain ways:
  - » Using a small amount (not the whole thing)
  - » Adding new meaning and making it original. (The work should not be copied and pasted but used to help students express their own ideas.)
  - » Reworking and using material in a different way. (The work should be “reworked” in a new way, different from the original purpose and context.)
- Fair use means that using copyrighted works in specific situations does not require permission, and it allows you to build on, rework, and comment on or critique the creative work of others.
- Fair use is not a clear-cut issue, but requires critical thinking and depends on the specific situation. In all instances, fair use has to do with reworking the copyrighted work in a way that makes something new and original.
- You should be able to defend that something is fair use by making sure it falls under the specific situations allowed and is used in the approved ways.

## Ask, Acknowledge, Add Value

This process provides students with a framework to guide their thinking when using others’ creative work. It is particularly helpful when talking about how students can use others’ work in their own creations.

### Ask

**How does the author or artist say I can use the work? Do I have to get the creator’s permission first?**

Guide students to look carefully and ask questions about the copyrighted work around them. Creators have different ways they allow their work to be used and shared. Some creators use an “all rights reserved” approach, requiring permission from anyone who wants to use their work. If students want to ask for permission to use copyrighted work, they would have to contact the creator through email, letter, or phone and have a clear explanation as to why and how they want to use it. Other creators hold a “some rights reserved” approach in line with Creative Commons that allows people to share, copy, or even distribute, change, or remix their work, as long as the creator is acknowledged and given credit. And some creators donate their work to the public domain so it can be used freely in any way. Finally, if someone is creating something that falls under fair use, that person does not have to get permission first.

### Acknowledge

**Did I give credit to the work I used?**

Guide students in all cases to acknowledge and cite the work they use. Whether they are using copyrighted work with permission, or whether it’s fair use, acknowledging the creator is a sign of being a responsible and respectful creator. To acknowledge someone’s work, students can include the creator’s name, title of the work, and year it was made at the end of a paper or in the credits. Follow the citation style used by your school.

### Add Value

**Did I rework the material to make new meaning and add something original?**

Guide students to consider whether their use of copyrighted work helps them express their own ideas. Have they simply copied the work and repeated the same ideas? Or have they used the work in a way to help them express an original idea in their own words?

# A Creator's Rights

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## Directions

The goal of this activity is for students to become familiar with key terms and to identify their definitions in real-life examples. Review the Key Vocabulary definitions on the **411 for Creators Student Handout** with students. Provide additional background information from the **Respecting Creative Work Teacher Backgrounder** as needed.

1. Amy decided to \_\_\_\_\_ her paper for class by copying and pasting from Wikipedia and saying she wrote it.

**Answer: PLAGIARIZE**

2. Because Zoe used a small amount of a movie in a remix video she made that pokes fun at the main character, she could say it's \_\_\_\_\_.

**Answer: FAIR USE**

3. Robbie found a photo in the \_\_\_\_\_ that's no longer copyrighted, so he could use it however he wants.

**Answer: PUBLIC DOMAIN**

4. Angela has a Flickr page with all of her photos, and in order to define for others how she wants her photos to be used, she created a copyright \_\_\_\_\_ that is listed on her page.

**Answer: LICENSE**

5. Alex had an idea for a poem in his head for the longest time, but once he finally wrote it down it instantly had a \_\_\_\_\_.

**Answer: COPYRIGHT**

6. Eric uses a program where he "rips" movies and "burns" them to DVDs, which he then sells to friends. What Eric is doing is called \_\_\_\_\_.

**Answer: PIRACY**

7. When Dwayne used a kind of copyright to make it easy for others to copy and share his video, he was using \_\_\_\_\_.

**Answer: CREATIVE COMMONS**

8. Books, movies, music, websites, games, and pieces of art are all examples of \_\_\_\_\_.

**Answer: CREATIVE WORK**



# A Creator's Rights

## Directions

In this activity, students explore the meaning behind a Creative Commons license. For more on Creative Commons, see **411 for Creators Student Handout – Teacher Version**. For Step 4, you can either have pairs of students go online, or you can visit the Creative Commons website as a class. The goals of this activity are for students to: (1) recognize that Creative Commons is a kind of copyright license in which creators can have people copy and share their work as long as the creators get credit, (2) discover the specific ways creators can license their work using Creative Commons, and (3) understand that they should be mindful and respectful of copyright licenses and how creators want their work to be used. Sample student answers are listed in italics.

1. Who created this video? **Common Sense Media**
2. Draw the symbols at the end of the video in the space below.  
(Students should see the following symbols and draw them on their handouts.)



**CC** = *Creative Commons, an organization that made this new form of copyright that allows creative work to be used in a more flexible way (Creative Commons)*

**BY** = *You must give credit to the author in the way they've described in the license (By the Author)*

**NC** = *You can't use this work if you earn money from it by selling it (Non-Commercial)*

**ND** = *You can copy and use this work as is, but you can't change it or build on it (Non-Derivative)*

3. Copy the website URL listed at the end of the video. (<http://creativecommons.org/licenses/by-nc-nd/3.0>).
4. Visit the website. Can you find out what the symbols mean? Write the meaning of each symbol next to your drawing above. Write the name of each license below its symbol.

### **Attribution-NonCommercial-NoDerivs (Derivative Works)**

5. If you wanted to use this video, what does the Creative Commons license say you can and can't do? Use your own words. (Guide students to make the connection that Creative Commons is a kind of copyright that helps creators share their work more freely than a regular copyright license. Creative Commons helps authors pick and choose the ways that others can use their work. The only catch is that students must acknowledge and give credit to the Creative Commons work they use.)

**You can:**

- *Copy the video*
- *Share it*

**You can't:**

- *Change it in any way*
- *Build on it or change it*
- *Use it to make money*

### Use Common Sense!

Creative Commons is a way that authors can be specific about how their work can be used. Some authors are stricter than others about their work. Remember, when you want to copy, paste, share, or use something, you should follow these steps:

1. **ASK:** How does the author say I can use the work? Do I have to get the creator's permission first?
2. **ACKNOWLEDGE:** Did I give credit to the work I used?
3. **ADD VALUE:** Did I rework the material to make new meaning and add something original?



# A Creator's Rights

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.....

**1. The word *plagiarize* means:**

- a) Copying or slightly changing someone else's work and then saying you created it
- b) Copying or slightly changing someone else's work and then giving that person credit
- c) Downloading material illegally from the Internet

**2. A \_\_\_\_\_ is a law that helps protect your control over your creative work.**

- a) piracy
- b) copyright
- c) permit

**3. Ellen wants to keep some control over the photos she puts online, but she also wants to make it easy for people to share and use them. Ellen should use \_\_\_\_\_.**

- a) Creative Commons
- b) public domain
- c) Collective Copies

# A Creator's Rights

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## 1. The word *plagiarize* means:

- a) Copying or slightly changing someone else's work and then saying you created it
- b) Copying or slightly changing someone else's work and then giving that person credit
- c) Downloading material illegally from the Internet

*Answer feedback*

The correct answer is **a**. You can avoid plagiarizing by properly crediting other people's work.

## 2. A \_\_\_\_\_ is a law that helps protect your control over your creative work.

- a) piracy
- b) copyright**
- c) permit

*Answer feedback*

The correct answer is **b**. A copyright legally protects your rights to your creative work, and tells other people how they can use it.

## 3. Ellen wants to keep some control over the photos she puts online, but she also wants to make it easy for people to share and use them. Ellen should use \_\_\_\_\_.

- a) Creative Commons**
- b) public domain
- c) Collective Copies

*Answer feedback*

The correct answer is **a**. A Creative Commons license is a kind of copyright that makes it easier for people to copy, share, and build on your creative work, as long as they give you credit for it.

# Cyberbullying: Be Upstanding

## Essential Question

*How do you judge the intentions and impact of people's words and actions online?*

## Lesson Overview

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

Students reflect on what it means to be brave and to stand up for others. They fill out the **Why Care? Student Handout**, create a diagram of the players involved, and generate ideas about how bystanders can become upstanders. They then identify concrete solutions for dealing with cyberbullying situations.

## Learning Objectives

*Students will be able to ...*

- reflect on what it means to be brave and stand up for others offline and online.
- learn to show empathy for those who have been cyberbullied.
- generate multiple solutions for helping others when cyberbullying occurs.

## Materials and Preparation

- Drawing paper and markers (for all students)
- Copy the **Why Care? Student Handout**, one per group of four or five.

## Family Resources

- Send home the **Cyberbullying Family Tip Sheet (Middle School)**.

**Estimated time:** 45 minutes

## Standards Alignment –

### Common Core:

**grade 6:** RI.2, RI.3, RI.7, RI.8, RI.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.2, SL.6, L.6

**grade 7:** RI.2, RI.3, RI.8, RI.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.2, SL.5, SL.6, L.6

**grade 8:** RI.2, RI.3, RI.8, RI.10, SL.1a, SL.1b, SL.1c, SL.1d, SL.2, SL.5, SL.6, L.6

**NETS•S:** 2a, 2b, 5a, 5d

## Key Vocabulary –

**bystander:** someone who sees cyberbullying happening, but does nothing to help

**upstander:** someone who helps when they see cyberbullying occur

**empathize:** to imagine the feelings that someone else is experiencing

## introduction

### Warm-up (10 minutes)

#### ASK:

*What does it mean to be brave?*

Sample responses:

- To be courageous
- To stand up for others
- To go against social pressure to do what is right

*How can you show bravery if someone is being cyberbullied and you are a witness?*

**Note:** You may wish to remind students that cyberbullying is the use of digital media tools such as the Internet and cell phones to deliberately upset or harass another person.

Sample responses:

- Standing up for the target
- Empathizing with the target
- Getting help from a trusted adult

**DEFINE** the Key Vocabulary terms **bystander**, **upstander**, and **empathize**.

**DISCUSS** the following qualities associated with upstanders:

*An upstander ...*

- is not directly involved in the cyberbullying incident, but steps in to help anyway.
- empathizes with the targets of cyberbullying, letting them know that they care and are listening.
- does not spread rumors or go along with cyberbullies because of peer pressure, and may even tell the cyberbully to stop.
- encourages the target to tell a trusted adult about the situation.

## teach 1

### Create a Cyberbullying Map (15 minutes)

**DISTRIBUTE** the **Why Care? Student Handout** and ask students to read the story about Kevin and José.

**GUIDE** students to use drawing paper and markers to create a map showing all the players in this event (bully/bullies, target, bystanders). Students may choose to show a labeled web, use concentric circles, or draw something more representational. Ask students to share their maps with the class.

## teach 2

### Read about Bystanders (15 minutes)

**HAVE** students complete the **Why Care? Student Handout**, and follow up with a class discussion.

**ASK:**

*Who is doing the cyberbullying in this story?*

Encourage students to decide for themselves and support their reasoning. Ask them to consider if it is only José? What about the boys at school who helped him upload the video to the website? What about the people who posted nasty comments? What about the people who viewed the video?

*Who are the bystanders?*

The students at school who witnessed the abuse and kids online who viewed the video.

*What would you do if you were a bystander?*

Guide students to think about empathizing with Kevin, telling the other boys to take down the video, writing public comments on the video saying that Kevin did not want the video up, or encouraging Kevin to tell a trusted adult.

*What would you say to José if you wanted him to stop?*

I might tell him that it is unfair to put up the video without Kevin's permission, and let him know how hurtful it is to Kevin. This may not work, but at least it is an attempt.

*What would you say to Kevin or do for him to show your support for him?*

Guide students to talk about how it is important to listen to Kevin and empathize with him, and then discuss with him what actions to take.

*What could you say to the other kids at school who viewed the video and left cruel comments?*

I could let them know that they are followers. I could tell them how Kevin feels.

*How could you have involved a trusted adult?*

Guide students to consider what the consequences of telling an adult for Kevin could be. The other students might make fun of him, so he has to confide in someone who is trustworthy and has the skill and authority to help him.

**POINT OUT** that people who posted cruel comments were just as guilty of being bullies as the boys who originally uploaded the video. Discuss with students how trusted adults could help, including asking a guidance counselor to talk to Kevin, a technology teacher to investigate whether it would be possible to remove the video from the site, and a school principal to enforce school bullying rules.

**HAVE** students add to their concept map drawings, clearly labeling their proposed solutions.

## closing

### Wrap-up (5 minutes)

You can use these questions to assess your students' understanding of the lesson objectives. You may want to ask students to reflect in writing on one of the questions, using a journal or an online blog/wiki.

#### ASK:

*What kinds of online behaviors could be considered cyberbullying?*

Posting someone else's video without permission, leaving cruel comments on a website.

*What does it mean to be a bystander to cyberbullying?*

A bystander sees cyberbullying happening, but does nothing to help. Some bystanders also might get involved in the bullying, and some will spread the disaster further by recruiting even more bystanders.

*What are some things a bystander can do to become an upstander?*

Show understanding and support for the target, don't react to the bully, tell the bully to stop, or ask a trusted adult for help. Remind students that a trusted adult is someone who you believe will listen and has the skills, desire, and authority to help you.

# Cyberbullying: Be Upstanding

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## Directions

Read this scenario about Kevin and José and answer the questions below.

Kevin sends his friend José a short video he made at home, a reenactment of a famous fantasy movie scene. José, laughing at how Kevin looks, shows it to some other boys at school. The boys laugh at Kevin too, and then decide to post it on a video-sharing website. Millions of people then view Kevin's video. Nasty comments are posted. Every day, Kevin goes online to check the site and sees more comments like "idiot" and "fat nerd." Every day, he goes to school and hears similar cruel comments from his classmates.

### Who are the bystanders?

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### What would you do if you were a bystander?

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### What would you say to José if you wanted him to stop?

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### What would you say to Kevin or do for him to show your support for him?

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## What could you say to the other kids at school who viewed the video and left cruel comments?

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## How could you have involved a trusted adult?

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### Don't Be a Bystander

In this true story, many people contributed to the cyberbullying. But there were many more kids who knew about the situation but chose not to get involved. Kids who are not cyberbullying but who see, hear, or know about it are called bystanders. In this situation, kids in school who witnessed the abuse and kids online who viewed the video were bystanders.

#### Use Common Sense!

Be an upstander! If you witness cyberbullying, you can help by supporting the target and letting the bullies know that their behavior is not acceptable. Here are things you can do:

- Step in to help in a cyberbullying situation by letting the target know you are there for them.
- Listen to and empathize with the target.
- Do not spread rumors; instead, tell the cyberbully to stop.
- Report what is happening to a trusted adult or website administrator, or encourage the target to tell a trusted adult. A trusted adult is someone who you believe will listen and has the skills, desire, and authority to help you.

# Cyberbullying: Be Upstanding

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**1. An upstander is someone who:**

- a) Takes action and stands up for someone who is being cyberbullied
- b) Goes along with what a cyberbully is doing because of peer pressure
- c) Ignores what a cyberbully is doing

**2. Lali tells Gloria that she keeps receiving mean messages on her cell phone. “That must make you feel awful,” Gloria says. “Do you want to talk about it?” True or false: Gloria is showing Lali empathy.**

- a) True
- b) False

**3. Alina notices that a classmate keeps posting rude comments about her friend Mike on a blog. What could Alina do to become an upstander?**

- a) Show Mike support
- b) Ask her classmate to delete the posts
- c) Both a and b

# Cyberbullying: Be Upstanding

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**1. An upstander is someone who:**

- a) Takes action and stands up for someone who is being cyberbullied**
- b) Goes along with what a cyberbully is doing because of peer pressure
- c) Ignores what a cyberbully is doing

*Answer feedback*

The correct answer is **a**. An upstander is someone who helps a target when they see cyberbullying occur.

**2. Lali tells Gloria that she keeps receiving mean messages on her cell phone. “That must make you feel awful,” Gloria says. “Do you want to talk about it?” True or false: Gloria is showing Lali empathy.**

- a) True**
- b) False

*Answer feedback*

The correct answer is **a**, True. When you empathize with someone, you try to understand how that person might be feeling.

**3. Alina notices that a classmate keeps posting rude comments about her friend Mike on a blog. What could Alina do to become an upstander?**

- a) Show Mike support
- b) Ask her classmate to delete the posts
- c) Both a and b**

*Answer feedback*

The correct answer is **c**. An upstander tries to make things better for a target of cyberbullying.