

Lesson Plan: Digital Citizenship

Grade Level: Middle School (Grades 7-9)

Duration: 120 minutes

Objective:

- Students will understand the concept of digital citizenship and its importance in the digital age.
- Students will identify and discuss key elements of responsible digital behaviour.
- Students will demonstrate their understanding through interactive activities.

Materials Needed:

- Printed flashcards with digital citizenship terms and definitions
- Wheel of Fortune game materials
- Board game materials (e.g., game board, dice, game cards)
- Devices for online activities (computers, tablets, or smartphones)
- Projector or screen for Kahoot activity

Procedure:

Introduction (15 minutes):

1. **Warm-up Activity:** Begin with a brief discussion on technology in everyday life. Ask students to share examples of how they use technology and the internet on a daily basis.
2. **Define Digital Citizenship:** Write "Digital Citizenship" on the board. Ask students for their understanding of the term. Clarify that it refers to the responsible and ethical use of technology.
3. **Discussion:** Engage students in a discussion about the importance of being good digital citizens. Highlight concepts like online safety, respect, privacy, and responsible communication.



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Activity 1: Flashcards (20 minutes):

1. Distribute printed flashcards with digital citizenship terms and definitions.
2. In pairs or small groups, have students match the terms to their correct definitions.
3. Review the correct answers as a class, discussing the significance of each term.

You can use flashcards from a board game: <https://shallweplayagame.eu/wp-content/uploads/2023/10/SID-2022-Be-Safe-on-the-Internet.pdf>

You can use StoryCubes:

<https://drive.google.com/drive/folders/1t8rTFIcbedwgBcrFXzTUmwebwzWFUvYh?usp=sharing>

Activity 2: Wheel of Fortune (25 minutes):

1. **Explain the Game:** Introduce the Wheel of Fortune game, explaining that it will focus on scenarios related to digital citizenship. If using a physical wheel, set it up in the classroom. If not, an online version can be projected.

2. **Gameplay:** Divide students into teams. Each team takes turns spinning the wheel and solving puzzles related to digital citizenship scenarios. Encourage discussion and explanation of their choices.

3. **Debriefing:** After the game, lead a discussion on the decisions made by each team. Emphasize responsible choices and ethical behaviour.

You can use:

<https://wordwall.net/play/4010/502/7982>

<https://wordwall.net/play/2656/669/1613>

<https://wordwall.net/play/11463/567/143>

Activity 3: Board Game (30 minutes):

1. **Explain the Game:** Introduce the board game focused on digital citizenship. If using a pre-made board game, set it up. Otherwise, create a simple one on the whiteboard.



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2. **Gameplay:** Students play the board game in small groups, moving their pieces around the board and following instructions on the spaces they land on. Questions and scenarios should relate to responsible digital behaviour.

3. **Reflection:** After the game, have students reflect on the decisions they made during the game. Discuss how these decisions relate to being a responsible digital citizen.

You can use:

<https://shallweplayagame.eu/wp-content/uploads/2023/10/SID-2022-Be-Safe-on-the-Internet.pdf>

Activity 4: Kahoot Quiz (20 minutes):

1. **Set Up Kahoot:** Prepare a Kahoot quiz with questions about digital citizenship. Include scenarios, multiple choice questions, and true/false statements.

You can use:

<https://create.kahoot.it/share/e-safety/7d2d152d-acf4-40cb-b4b1-247a04925340>

2. **Play Kahoot:** Have students access the Kahoot quiz on their devices. Project the quiz on a screen for the class to see. Allow students to compete individually or in small teams.

3. **Discussion:** Review the correct answers and discuss the rationale behind them. Address any misconceptions or questions students may have.

Conclusion and Reflection (10 minutes):

1. Recap the key concepts of digital citizenship discussed during the lesson