Concept Corner

Students today have an entire world in the palm of their hands—mobile devices provide access to a wealth of information and multiple methods of communication. Sometimes, communication can be unwanted, as in the case of cyberbullying.

The iSAFE foundation found that on half of all teens and adolescents are victims of cyberbullying, with about the same amount having actually participated in it. Being a victim of cyberbullying can result in emotional stress, lack of interest in school, running away, or even self-harm.

As an educator, there are many things you can do to help fight cyberbullying. In developmentally appropriate ways, talk with students about cyberbullying and how it is unacceptable. Discuss how it affects others. Remind students that cyberbullying does damage that bullies never see. Bring up examples, as it will help students realize the harm it does. They must understand the importance of addressing cyberbullying and its effects on our society. The lesson plan below outlines how we must seek help from a responsible adult, such as their parents, teachers, counselors, or administrators.

Cyberbullying: Common Sense Education has a number of resources for students of all ages on cyberbullying lessons to help students learn ethical and compassionate behavior online. Resources include lesson plans, videos, guides for educators, and many more. Can be adapted to align with CS 2.14, 3.15, 3.16, 4.16, 4.17, 5.0, 5.16.

Cyberbullying - Common Sense Education

www.cse.org

Lesson Integration

Lesson Integration

Access the lesson

Data and Analysis

Elementary

Algorithms and Programming

Computing Systems, Networks and the Internet, and Cybersecurity

Introduction to Computer Science, Digital Impact, and Digital Citizenship.

Brought to you by The Center for Educational Partnerships at Old Dominion University

Announcements

Greetings, and welcome to our June newsletter!

Thank you for being with us all year! Before we sign off for our summer newsletter break, we wanted to remind you they are up for the ARCS CS integration microcredentials, for which you will receive a $500 stipend, a year to view the resources, and lots of encouragement from our team! Here’s how to sign up:

Click here to create your ODU account: https://monarchce.odu.edu/accountVerify1.cfm?newAcct=1

You will receive another email welcoming you to ARCS. Once you have done this, click here: https://monarchce.odu.edu/searchResults.cfm?prgID=16

You should see the ARCS suite of Microcredentials:

1. Introduction to Computer Science, Digital Impact, and Digital Citizenship.
2. Computing Systems, Networks and the Internet, and Cybersecurity
3. Algorithms and Programming
4. Data and Analysis
5. Lesson Integration

Add all of these mini-courses to your cart and check out. There is no payment required. In fact, you will receive a stipend for completing the stack! The stack will open on July 1, 2021, but please register ASAP.

Our newsletters will be back in September! Have a wonderful and safe summer!

ARCS Team

Pedagogy Printers

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All Common Sense cyberbullying resources

Cyberbullying Statistics - Common Sense Education

Help Kids Become Responsible Digital Citizens | Education World

Cyber Bullying Statistics

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Cyberbullying Statistics

Educators can think critically about what private versus public information can be, as well as differences between acceptable online and offline behavior.

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Access the lesson

Digital Citizenship: code.org has an unplugged digital citizenship lesson designed in collaboration with Common Sense Media for elementary-aged learners. In this lesson, students can think critically about what private versus public information can be, as well as differences between acceptable online and offline behavior. Alg is can be adapted to align with CS 2.14, 3.15, 3.16, 4.16, 4.17, 5.0, 5.16.

Access the lesson

Computer Science in the Commonwealth

Within society, there is a common understanding of the importance of rules and ethical behavior. This is very true in the field of computer science, both for consumers and creators. Within the VA Computer Science K-12 Core Standards, many essential concepts related to computing can be found within the Cybersecurity and Impacts of Computing content strands. Teacher-created lessons related to ethical computing can be found on Virginia Computer Science Online.

New lessons and resources will be uploaded to the repository by August 01, 2021.

Engaging All Learners

This month, the ARCS newsletter is focusing on ethics in computing. Ethics refers to moral principles such as fairness, integrity, responsibility, and honesty, character traits that we strive to develop in all students. Computing ethics extends these attitudes to behaviors that occur through digital tools such as computers, tablets, and cell phones.

As we work toward integrating culturally responsive teaching strategies in our classrooms, we are obligated to ensure that our students apply these strategies to their online activity, celebrating those qualities that enrich the online experience, and ensuring that our students are aware of the many things that may bring harm to themselves such as revealing personal information on a public website or app.

Elementary-age students may seem young for such activities, but it is never too early to plant the seeds of responsibility. Such lessons are available on code.org. In the lesson, students can think critically about what private versus public information can be, as well as differences between acceptable online and offline behavior. Alg is can be adapted to align with CS 2.14, 3.15, 3.16, 4.16, 4.17, 5.0, 5.16.

Brought to you by The Center for Educational Partnerships at Old Dominion University

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The Center for Educational Partnerships

Have a question or feedback for us? Email TCEP@odu.edu

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United States Education Department Grant U411C190032. The contents of this newsletter were developed under a grant from the Department of Education. However, those contents do not necessarily represent the policy of the Department of Education, and you should not assume endorsement by the Federal Government.