

Digital Citizenship & Internet Safety PSA Project

1. You will be teamed up with a partner or in small groups and assigned a major topic in Digital Citizenship/Internet Safety.
2. As a team, you will research the topic and become experts using online resources provided, compiling your research in a shared Google Doc.
3. Individually, you will put together an informational brochure and a flyer or poster of Internet Safety/Digital Citizenship tips that highlight your key ideas, using publishing software.
**Note: A flyer should be colorful and eye-catching with only the main ideas
A brochure should have more detailed information about your topic*
4. As a team, you will also creatively present the topic as a PSA (Public Service Announcement) to raise public awareness of these important issues, especially for teens and children.
5. You will use multimedia to create your PSA. (Such as video or animation software)

Project Categories:

1. Communication

Your team is responsible for teaching students how to communicate safely on the Internet. Communication is one of the most used parts of the Internet, and it's your job to teach kids how to communicate in a safe and responsible way. You should consider the following topics related to communicating online:

- types of ways to communicate online (e-mail, chat, instant message, gaming, etc.)
- chat rooms do's and don'ts
- instant messaging
- e-mail do's and don'ts
- information that can't be shared online
- creating strong passwords for online use
- e-pals
- social networks

2. Netiquette

Your team is responsible for teaching students how to behave online. It's important to learn proper manners when using the Internet and it's your job to learn the rules and teach others. You should consider the following topics related to netiquette:

- Netiquette do's and don'ts
- Flame and flame wars
- Emoticon
- public vs. private e-mail messages
- CAPITAL letters in texts and e-mails

3. Searching the Internet

Your team is responsible for teaching students how to safely surf the Internet for good websites. There are lots of websites out there, but since anyone can create a website you need to learn how to decide if a website is a good one. You should consider the following topics related to choosing good websites:

- Accuracy
- Authority
- Objective
- Currency
- Coverage
- Also consider tips for what kids can do when they come across websites that are not safe or make you feel uncomfortable.

4. Cyberbullying

Your team is responsible for teaching students about cyberbullies. Bullies are everywhere, not just on the playground. It's important to learn how to identify a cyberbully, avoid them, and report them to adults. You should consider the following questions relating to cyberbullies:

- What is cyberbullying?
- What are the signs?
- Where can you be cyberbullied?
- Who can you go to when you are cyberbullied?
- How can you avoid being cyberbullied?

5. Copyright

Your team is responsible for teaching students how to correctly use information online. There is so much information, pictures, videos, etc. online that can be used for school projects. However, it's important to give credit to the website's creators when using their work. You should consider the following topics related to copyright:

- copyright law
- intellectual property
- public domain
- creative commons
- how to give credit to information, pictures, videos, music, etc.

Evaluation of Project:

http://rubistar.4teachers.org/index.php?screen=PrintRubric&rubric_id=1358521&

CATEGORY	4 = Exemplary	3 = Proficient	2 = Developing	1 = Beginning
Presentation	Well-rehearsed with smooth delivery that holds audience attention.	Rehearsed with fairly smooth delivery that holds audience attention most of the time.	Delivery not smooth, but able to maintain interest of the audience most of the time.	Delivery not smooth and audience attention often lost.
Attractiveness	Makes excellent use of font, color, graphics, effects, animation, transitions, design elements, etc. to enhance the presentation.	Makes good use of font, color, graphics, effects, animation, transitions, design elements, etc. to enhance to presentation.	Makes use of font, color, graphics, effects, animation, transitions, design elements, etc. but occasionally these detract from the presentation content.	Use of font, color, graphics, effects, animation, transitions, design elements, etc. but these often distract from the presentation content.
Mechanics	No misspellings or grammatical errors. Demonstrates excellent knowledge of all technology tools available.	Three or fewer misspellings and/or mechanical errors. Demonstrates good knowledge of most technology tools available.	Four misspellings and/or grammatical errors. Demonstrates some knowledge of technology tools available.	More than 4 errors in spelling or grammar. Demonstrates little knowledge of technology tools available.
Organization	Content is well organized and presenter integrates necessary materials and additional materials to enhance the presentation. (SBRHS School-wide Rubric #3)	Content is organized and presenter integrates necessary materials.	Content sometimes appears unorganized and presenter is missing necessary materials.	Content is not organized and presenter does not have necessary materials for the presentation.
Content	Covers topic in-depth with details and examples. Subject knowledge is excellent.	Includes essential knowledge about the topic. Subject knowledge appears to be good.	Includes essential information about the topic but there are 1-2 factual errors.	Content is minimal OR there are several factual errors.
Requirements	All project requirements are met and exceeded.	All project requirements are met.	Some project requirements are not completely met.	Most project requirements are not met.
Originality	Product shows extensive original thought and creativity. Ideas are creative and inventive.	Product shows some original thought and creativity. Work shows new ideas and insights.	Uses other people's ideas (giving them credit), but there is little evidence of original thinking or creativity.	Uses other people's ideas, but does not give them credit and no creativity.
Multimedia Technology	Products/Presentation demonstrate a high level of proficiency in and effective use of a variety of technologies (at least 3) that enhance the presentation. (SBHRS School-wide Rubric #6)	Products/Presentation demonstrate proficiency in and effective use of some technologies (at least 2).	Products/Presentation demonstrate some proficiency in and effective use of technologies. (at least 1)	Products/Presentation demonstrate little or no proficiency in or effective use of a technology.
Sources	Source information collected for all graphics, images, facts and quotes. All documented in desired format.	Source information collected for all graphics, images, facts and quotes. Most documented in desired format.	Source information collected for graphics, images, facts and quotes, but not documented in desired format.	Very little or no source information was collected.