

Connected

**Creating a More Positive Online World
2023-2024 School Year**

3rd - 5th Grade Outline for a 45 Minute Program

Portions of the program will be omitted if less than 45 minutes.

Introduction / Communication Game

An interactive game takes students through the history of different communication devices and shows them things such as telegraphs, pagers, and '90s cell phones. The objective of the game is to drive home the point that humans have always had a need for connection and communication.

Risks

Online connections can impact your future, your safety, and others around you.

Cyberbullying defined and explained.

Stat shared: "59% of U.S. teens have been bullied or harassed online."

Gaming

The competitive nature of gaming culture is discussed.

Competitive talk vs. trash talked is discussed.

Students are given practical steps to make the online gaming experience more positive for themselves and others:

- Be Different- Students are encouraged not to join in with any type of bullying behavior.
- Choose Different Words- Students are given examples on how to keep it competitive without hurting other people.

Internet Safety

3 things to NEVER do when posting or talking to someone online:

- Never post your full name, address, phone number, or what school you go to.
- Never agree to meet someone you met online.
- Never send pictures or videos of yourself to someone you met online.

Students are encouraged to talk to their parents if anyone makes them feel uncomfortable or asks for personal information online.

How To Deal with Cyberbullying

Don't Respond...Block them

Remember you are AWESOME

Talk to a trusted adult

Consequences of Cyberbullying

No matter how old you are there can be serious consequences for cyberbullying.

Conclusion / Survey

Students are broken into two teams to play an interactive game and review the points illustrated throughout the program. The power to minimize cyberbullying and positively impact the internet is in their hands.

A voluntary, anonymous survey is offered to students. Response averages/comments are sent to the school.