

Connected

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

Program includes age-appropriate versions for 6th-8th grade and 9th-12th grade.

6th - 12th Grade Outline for a One-Hour Program

Portions of the program will be omitted if less than one hour.

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.

Risk

Discussion of how 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

In this section, students will learn practical steps to make the online gaming experience more positive for themselves and others.

Internet Safety

4 ways to stay safe online:

- Don't post private information about yourself online
- Use built-in privacy settings
- Change passwords often
- Only accept friend / follow requests from people you know

Other topics covered:

- Doxing (posting your own or someone else's private information online)
- Sexting
- Cyberstalking
- Human / sex trafficking (*Senate Bill 9 Component*)

How To Deal with Cyberbullying

Don't Respond...Block them

Keep evidence

Report cyberbullying to school or law enforcement

Consequences of Cyberbullying

67% of all employers use social networking sites to research job candidates

Story of Shedrick McCall (lost his D1 scholarship because of social media posts)

Impacts of cyberbullying: emotional and psychological- including suicide

Conclusion / Survey / Additional Resource

The power to minimize cyberbullying & positively impact the internet is in the students' hands.

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

Additional text to chat service 494949 provided by RemedyLIVE, along with a resource card, is offered to high school students (service is limited to students 13 years old and older).