Grade 4 Computer Coding - *Modified from* [*Unit 1 - Digital Citizenship*](Unit 1 - Digital Citizenship)

Targeted Goals from Stage 1: Desired Results

Content Knowledge: **It's Cool to be Kind Online:** Digital citizens need to make wise decisions regarding online safety and security.

Vocabulary: Digital citizenship, bystanders, upstanders

Skills:
- Demonstrate proper etiquette when working in a digital collaborative environment.
- Identify situations that call for getting help or talking things out with a trusted adult.

Expectation: Students will practice identifying the four roles of a bullying encounter and what to do if they are a bystander or a target of a bully. They will realize they have choices when faced by a bully to create positive responses of their own and redirect negative interactions into positive ones.

Description of Task (s):	Resources and Materials:	Daily Checks (Return to Google Classroom or snapshots from a cell phone)
Monday:	Student Video: Bystanders and Upstanders Video: What is CyberBullying Four Roles in a Bullying Encounter	Exit ticket: Four Roles in a Bullying Encounter
Tuesday:		
Wednesday:	Student Video: Be Kind Video: It's Up to You The Power of Words	Exit ticket: The Power of Words
Thursday:		
Friday: Play Interland's Kind Kingdom	Kind Kingdom	?: What was your score on Kind Kingdom

Week criteria for success (attach student checklists or rubrics):

Weekly Checklist:

- Watch the student videos on Upstanders and Kindness
- Review the 4 roles of a bullying encounter.
- Complete the Exit Ticket for Roles in Bullying
- Watch "It's Up to You" video.
- Watch "The Power of Words" video
- Complete the Power of Words exit ticket
- Play Kind Kingdom and submit your score.

Supportive resources and tutorials for the week (plans for re-teaching):