

Start the Conversation ...

Does it seem like your students are married to their devices? Do you wonder whether they feel that way, too? Challenge your students to think about the technology they use every day and how it may define who they are and how they relate to one another.

Use this activity to start a conversation about the role that digital media play in your students' life.

Common Sense Media Content

Ask students to keep track of their technology usage and to vote in the following poll in Edmodo.

For the next 24 hours, keep track of the amount of time you spend with cell phones, TVs, the Internet, and video games. Vote for the type of technology that you used the most during those hours:

- cell phone
- computer
- TV
- video games

Edmodo How-To

Create a poll.

1. From the post section, select "Poll."
2. Type the poll question and responses in the appropriate fields. (To add additional answers, select "+AddAnswer.")
3. In the "Send to" field, type the name of the group, and select the "Send" button to post the poll to the group.

Note – Students can vote only once, and responses are anonymous.

Now Go Deeper ...

Continue the conversation by teaching **MY MEDIA**, a full 45-minute Digital Literacy & Citizenship lesson from Common Sense Media.

OBJECTIVES: *Students will be able to ...*

- Assess how much time they spend with media activities.
- Record and compare the time they spend with different forms of digital media (cell phones, Internet, etc.) and in different activities (texting, posting, and watching or creating videos).
- Formulate a viewpoint on the role that digital media play in their lives.

Find the complete lesson plan at www.commonsensemedia.org/educators/lesson/my-media-6-8

Start the Conversation ...

Middle school students often are exploring how they present themselves and how they can build and maintain relationships, both offline and online. So it's an ideal time to remind your students about the importance of staying safe and secure when communicating online.

Use this video to encourage students to learn from one another and to self-reflect on their own behaviors to make sure they're making the best choices possible.

Common Sense Media Content

Instruct students to watch the following video and then share their thoughts and experiences in Edmodo.

Watch the video *Safe Online Talk*, in which three teens share their experiences communicating online. Whose stories did you relate to the most – Aseal, Renee, or Randy? Why? Post a note to share your thoughts with the group.

Edmodo How-To

Post a video.

1. From the post section, select "Note," and type the activity instructions in the field.
2. Attach the video by selecting "Link" and pasting in the video URL:
<http://www.commonsensemedia.org/videos/safety-video-vignettes-safe-online-talk>
3. In the "Send to" field, type the name of your group, and select the "Send" button to post the video to the group.

Now Go Deeper ...

Continue the conversation by teaching **SAFE ONLINE TALK**, a full 45-minute Digital Literacy & Citizenship lesson from Common Sense Media.

OBJECTIVES: *Students will be able to ...*

- Describe positive aspects of online talking and messaging.
- Identify situations in which flirting and chatting become inappropriate and risky.
- Understand rules for safe online messaging, and feel empowered to deal with uncomfortable situations when communicating online.

Find the complete lesson plan at www.commonsensemedia.org/educators/lesson/safe-online-talk-6-8

Start the Conversation ...

Our students are so lucky to have a world of information at their fingertips! Make sure they know how to find, evaluate, and use that information responsibly.

Send your students on an Internet photo hunt, and remind them to responsibly cite the source when sharing their findings with the group.

Common Sense Media Content

Instruct students to find and share a favorite photo with the group.

Every two years, the Olympics provide the world's biggest stage for sports, and digital media coverage increasingly has changed the way we access and experience the events. Search online for a favorite photo from the Summer Olympic Games in London or past games. Save the photo, and share it with the group by attaching it to your post. Explain why you chose that particular photo.

Make sure to give proper credit to the photographer! You may want to visit Easy Bib (www.easybib.com) for help with the citation.

Edmodo How-To

Post a photo.

1. From the post selection, select "Note," and type the activity instructions in the field.
2. Attach a photo by selecting "File" and uploading an image that's been saved to the computer.
3. In the "Send to" field, type the name of the group, and select the "Send" button to post the note to the group.

Now Go Deeper ...

Continue the conversation by teaching **A CREATOR'S RIGHTS**, a full 45-minute Digital Literacy & Citizenship lesson from Common Sense Media.

OBJECTIVES: *Students will be able to ...*

- Understand that copyright is a legal system that protects their rights to creative work.
- Compare different ways that people license their copyrighted work.
- Create an original song, perform it in front of the class, and reflect on their copyright for the song.

Find the complete lesson plan at www.common sense media.org/educators/lesson/creators-rights-6-8

Start the Conversation ...

Chances are that your middle school has had to address cyberbullying in some way. Cruelty online and off is all too common among students who are learning to navigate tricky social waters. In order to help resolve cyberbullying, students need to understand the various roles individuals can play: bully, target, bystander, and upstander.

Use this quiz to start a conversation about these roles, and follow up with the lesson to help students learn the skills they need to be upstanders.

Common Sense Media Content

Instruct students to take the following quiz, which covers some key topics related to cyberbullying.

1. What is cyberbullying?
 - A. Physically hurting or harming another person
 - B. The intentional harm to computer equipment
 - C. The use of digital media tools such as the Internet and cell phones to deliberately upset or harass someone else
2. True or false: A bystander helps a person when they are being cyberbullied.
3. How would you describe what an upstander does? (short answer)
4. Someone who is being cyberbullied is known as a (target/bully/bystander) _____.
5. What does empathize mean?
 - A. To laugh at someone's jokes
 - B. To imagine the feelings that someone else is experiencing
 - C. To mimic or copy another person

Answers: 1. **C**, 2. **false**, 3. **(subjective)**, 4. **target**, 5. **B**

Edmodo How-To

Create a quiz.

1. From the post section, select "Quiz," and choose "Create a Quiz." Give the quiz a title, time limit, and description.
2. Create a question by choosing the question type from the drop-down and selecting "+Add First Question"
3. Type the question in the "Question Prompt" field. Enter the answers, and signify the correct response.
4. To add another question, select "+" from the left panel. You may change the question type from the drop-down at the top.
5. After all questions have been added, select the "Assign Quiz" button, and you will be taken back to the post. Specify the due date, type the name of the group in the "Send to" field, and select "Send" to post the quiz.

Now Go Deeper ...

Continue the conversation by teaching **BE UPSTANDING**, a full 45-minute Digital Literacy & Citizenship lesson from Common Sense Media.

OBJECTIVES: *Students will be able to ...*

- Reflect on what it means to be brave and stand up for others offline and online.
- Learn to show empathy for those who have been cyberbullied.
- Generate multiple solutions for helping others when cyberbullying occurs.

Find the complete lesson plan at www.commonsensemedia.org/educators/lesson/cyberbullying-be-upstanding-6-8

Start the Conversation ...

Digital media and technology are central to the lives of today's middle school students. Get your students to reflect and think critically about the role that media and technology play in their lives by having them create an illustrated simile.

Give your students this creative video assignment to encourage higher-level thinking about their digital lives.

Common Sense Media Content

Give students an assignment to create a video that represents their digital life.

Think about your digital life. How often are you online? How often are you on your phone or playing video games? Technology is around us 24/7, for better or for worse.

Using images, music, and text, create an Animoto video (www.animoto.com) that answers this simile:

My digital life is like _____.

Save your Animoto video file, and submit it by selecting the "Turn in" button. Attach the saved file, and select "Turn in Assignment" to finish.

Edmodo How-To

Create an assignment.

1. From the post section, select "Assignment."
2. Type in the assignment title, description, and due date.
3. In the "Send to" field, type the name of the group, and select the "Send" button to post the assignment to the group.

Note – Only you, the teacher, can view submitted assignments. Students cannot see one another's assignments. You can enter a grade or type in "credit"/"no credit" and select the "Grade" button, which will add it into Progress (gradebook).

Now Go Deeper ...

Continue the conversation by teaching **DIGITAL LIFE 101**, a full 45-minute Digital Literacy & Citizenship lesson from Common Sense Media.

OBJECTIVES: *Students will be able to ...*

- Learn about the 24/7, social nature of digital media.
- Explore their digital lives.
- Learn that it's important to act responsibly when carrying out relationships over digital media.

Find the complete lesson plan at www.commonsensemedia.org/educators/lesson/digital-life-101-6-8