

Our Digital Footprint

SECONDARY LESSON PLAN

Length:

60–90 Minutes

Instructional Objectives

Students will be able to:

- Use research to understand the long-term impact of their Digital Footprint
- Identify strategies to improve a negative Digital Footprint

Materials:

- Internet
- Technology device
- Word processing software (optional)
- Presentation software, like PowerPoint® or Keynote® (optional)
- Video recorder (optional)
- Audio recorder (optional)
- Digital Footprint rubric

Instructional Sequence:

- 1. Allow students to say or post some of the ways they use computers, devices, game systems, and the Internet at home or school.**

Options for recording:

- a. Students can share aloud and record on the classroom board.
- b. Students can post on a discussion board, such as Mural.ly or a collaboration site.
- c. Students can write on sticky notes and place them on a common board.

- 2. Define: Digital Footprint with the students. Come to a group understanding of Digital Footprint.**

Note: Be sure students understand the impact both within school and outside of school. They need to connect to their involvement in social media, etc., but they also need to connect to their use of online research, etc.

- 3. Introduce the problem and task that the students will be working through in this lesson.**

The Problem:

Colleges and employers today use technology and social media to learn all about a person before accepting them for enrollment or hiring them for a new job. The words we say and things we do are now all available for companies and colleges to explore before making a person part of their organization.

The Task:

Aim to help young people become more aware of their Digital Footprint and the impact it has on their future. You must create a help guide to support them in understanding (1) what their Digital Footprint is, (2) how it can impact their future, and (3) what can be done to create a positive Digital Footprint.

Using the available technology, research to answer these three main questions then create a resource that other young people can use to help them with their own Digital Footprint. Your help guide may be in the form of an essay, electronic presentation, video, podcast, etc. Be sure to give credit to any online resources you used to create your help guide!

Note: Though we want to encourage students to locate and find their own information and knowledge, you may suggest certain websites and information. Younger students or students developing digital literacy skills may need the additional support.

- 4. The Assessment: Use the attached rubric to assess this problem-based learning project. Ensure that students understand the expectations of the assignment and have access to the rubric to support their work.**

- 5. Students may work individually or in pairs to complete the assignment.**

- 6. Have groups share their work with the class.**

ISTE* Standards Alignment:

- 3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
- 5.a. Advocate and practice safe, legal, and responsible use of information and technology.

**ISTE has not reviewed the lesson content.*

Our Digital Footprint Rubric

Student Name: _____ Date: ____ / ____ /2015

	3	2	1	0
The Term Digital Footprint	The help guide clearly defines the Digital Footprint and makes it relevant to the audience.	The help guide clearly defines Digital Footprint, but does not make it relevant to the audience.	The help guide partially defines Digital Footprint, and does not connect to the audience.	The help guide does not include a definition of Digital Footprint, or any connection to the audience.
Impact of Digital Footprint	The help guide includes a brief overview of the impact a negative Digital Footprint has, as well as a list of several direct consequences relevant to the audience.	The help guide includes a list of several direct consequences a negative Digital Footprint has on one's future contextualized for the audience.	The help guide includes a brief overview of the impact of a negative Digital Footprint but does not contextualize it for the audience.	The help guide does not include an overview or list of consequences.
Techniques for Improving a Digital Footprint	The help guide includes a brief overview of why a Digital Footprint should be improved, as well as a list of several strategies for improving a Digital Footprint contextualized for the audience.	The help guide includes a list of several strategies for improving a Digital Footprint contextualized for the audience.	The help guide includes a brief overview of why a Digital Footprint should be improved, but does not contextualize for the audience.	The help guide does not include an overview or list of strategies.
Creativity	The help guide demonstrates a creative approach to gain the audience's attention and thoughtfully communicate the information using multimedia.	The help guide thoughtfully communicates the information using multimedia, but does not consider strategies to ensure audience engagement with the content.	The help guide takes a creative approach to presenting the content, but does not thoughtfully communicate the information.	The help guide does not demonstrate a creative approach to presenting the information.
Research	The research (including information, images, videos, etc.) used to complete the help guide comes from a variety of quality sources, and all are given appropriate credit.	The research (including information, images, videos, etc.) all comes from one quality source, and appropriate credit is given.	The research (including information, images, videos, etc.) all comes from one source, and the source is not given adequate credit.	No evidence of research is present.