



Co-funded by the  
Erasmus+ Programme  
of the European Union

**STRATEGIC PARTNERSHIP BETWEEN SCHOOLS  
KA2 ACTION, ERASMUS+ PROGRAM  
THE VIRTUAL UNIVERSE WE WANT  
PROJECT NO: 2016-1-RO01-KA219-024515**

**LATVIA**

## Lesson plan

**Goal:** Increase student's comprehension about internet anonymity, its pros and cons, possible consequences for different situations.

**Required materials:**A printed work sheet; tabloids; pen or pencil;A4 paper.

**Duration of project:**2-3 lessons.

**Age group:**5.-12.grade

### Introduction

The teacher writes different social network (Draugiem.lv, Facebook, Twitter, Instagram etc.) names on the blackboard. A discussion is held about the characteristics of each platform, their goals, personal accounts, the possibility to tell about your own opinions and the spread of personal information.

### Main lesson

#### 1. Exercise

1. Hand out the first worksheet "Personal information" and ask the student fill it out.

2. When the student are finished survey the class:

Would you:

- Show this worksheet to your friends
- Hang this worksheet on the school's notice board
- Glue this worksheet on a notice board in the street
- Publish the contents on social media

3. Collectively discuss the questions:

Is everything that's written on the worksheet something that should be shared on social media?

What are the risks for publishing something like this?

How such a leak of personal information can lead to cyberbullying?

#### 2. Exercise

1. Print out four 4 copies of the second worksheet "Anonymous comments" and glue in some pictures of famous people, which can be found in tabloids.

2. Hand out some of the worksheets and encourage students to leave anonymous comments about the pictures.

3. When all the comment sections of the worksheet have been filled in, divide the class in groups.

4. Hand out a single worksheet to each group. Give them about 5 minutes to discuss and later talk about these questions:

- Would the person in the picture be offended if it saw the comments?
- How do you feel when you leave anonymous comments?
- What are the pros and cons of anonymity?

### **Conclusions**

1. Take two A4 papers and write in big letters on one AGREE, but on the other one - DISAGREE.

2. In a well-observable place, leave each paper opposite of each other in the class.

3. Gather everyone in the middle.

4. Read each of the assertions and ask the student to walk to paper that best represent their beliefs.

5. Ask students to explain the reason they chose each answer.

### **Assertions:**

- The posting of anonymous comment should be banned;
- Anonymity on the internet has its benefits;
- Cyberbullying is worse than regular bullying;
- Everyone can post whatever they want on the internet.

<p>We both have watched animated movies</p>	<p>We both use Facebook.com</p>	<p>We both have never written anything offensive on the internet</p>
<p>We both have never told computer passwords to others</p>	<p>We both have never replied to stranger's messages</p>	<p>We both know how to find information on the internet</p>
<p>We both own a computer</p>	<p>We both enjoy working with a computer</p>	<p>We both want to learn new things</p>
<p>We both know what to say to our parents when an unknown message appears and we don't understand it</p>	<p>We both know what to say to our parents when a stranger invites us to their home</p>	<p>We never send our pictures to strangers</p>

## **”Me and my friends introduce ourselves to internet”**

<b>Objective</b>	Improve computer using skills
<b>Participants</b>	Not less than 4 children
<b>Game materials</b>	Game table, writing utensils
<b>Game rules</b>	Game participants will be given game tabel. In 10 minutes every participant has to find a child that matches the statement and has to write their names in the box. (one statement = name of one child)
<b>Result</b>	The winner is person who is the fastest at collecting other participants autographs. Collected information children share by telling others about it.

P	E	L	E				
D	A	T	O	R	S		
V	A	D	S				
M	O	N	I	T	O	R	S
T	A	U	S	T	I	Ň	Š

V	E	B	U	V	A	D	S
U	D	A	T	O	R	S	O
M	O	N	I	T	O	R	S
S	C	R	E	Ī	Z	Ž	Ū
P	E	L	E	Ū	T	Z	O
Ē	V	D	I	S	K	S	T
Š	B	Č	N	T	R	Č	O
T	A	U	S	T	I	Ň	Š

<b>Objective</b>	Practice computer vocabulary
<b>Participants</b>	No limit to the participants
<b>Game materials</b>	word trellis, for every child or a big word trellis in front of the class
<b>Game rules</b>	Participants search for word that is hidden in the word trellis. They name or write down the word they're found.
<b>Result</b>	The winner is the person who first has found the words.