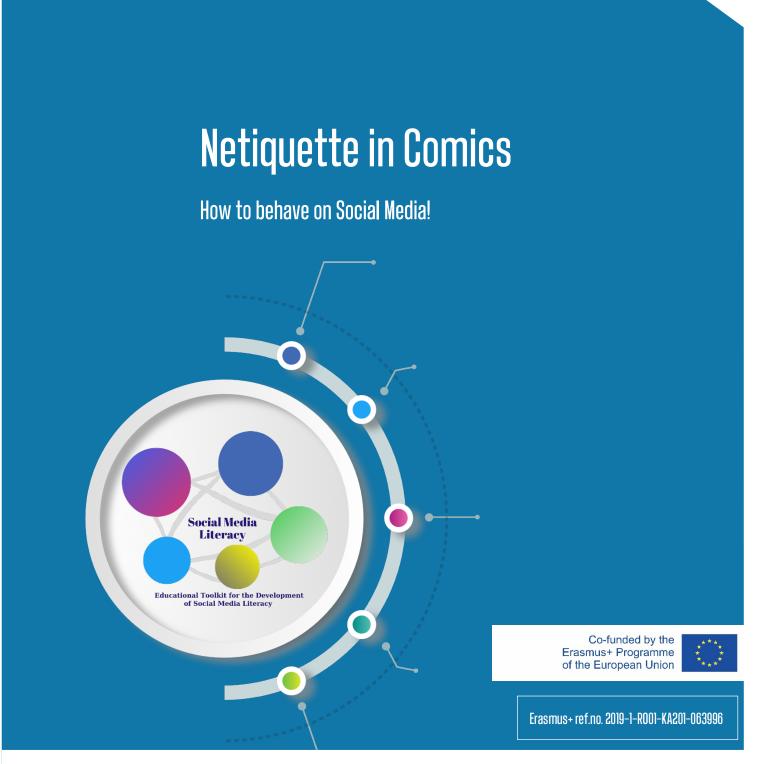
Activity Design (lesson plan)

involving the use of social media in school



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Title of the activity

• Netiquette in Comics... How to behave on Social Media!

Subject/discipline

- Information and Communication Technologies
- Digital Citizenship -Responsibility and Respect in digital environments

Type of lesson

 Practical class (analysis, debate, multimedia product creation)

Age of students	Duration	Social Media tools used
8-12 years old	 50 minutes (Presentation and debate) 150 minutes (Digital content creation) 50 minutes (Disclosure of the work developed) 	 Facebook, Instagram, Twitter, School Digital Journal Platform

Learning outcomes

Methods/strategies used

- Recognize the standards of good online conduct
- Stimulate critical and creative thinking in creating digital content
- Use the media as a means of disseminating information

Debate and team work

Description

Step 1. To promote the debate, teacher makes available a teaser as a video related to Netiquette. Then, launches the challenge to students to reflect on the video.

Divide the class into peer groups.



- **Step 2.** Through a collaboration and interactivity application (Mentimeter, Slido, ...), teacher asks groups to record the most important aspects for good online behaviour.
- **Step 3.** Among the suggestions of all groups, students vote on the items they consider most relevant to the class (according to the context and profile of the class).
- **Step 4.** Teacher presents a set of 8 to 10 items most voted by the class.
- **Step 5.** Teacher assigns each group of students a theme/topic related to the items chosen by the students, in order to create a Comic Book about Netiquette.
- **Step 6.** Through a Comics web application (StoryBoardThat, Pixton, StoryJumper, BookCreator), students create a digital Comics that illustrates and represents the chosen theme concerning Netiquette.
- **Step 7.** The teacher analyzes and corrects the Comics, giving constructive feedback to students.
- **Step 8.** On e-learning platform, students share with each other the products created and comment on each work.
- **Step 9.** The teacher collects all the comics and make one Comic Book about Netiquette. (BookCreator, StoryJumper, Text Editor)
- **Step 10.** To disseminate the Netiquette's Comic Book, students are invited to create a news article to publish on the school's platforms: digital newspaper and social media.

Assessment

- Digital observation grids
- Evaluation rubrics for creation on digital content



Resources

- Safer Internet Day
- Better Internet for Kids
- What is Netiquette? 1
- What is Netiquette? 2
- StoryboardThat / Pixton / Storyjumper / BookCreator

Tips & Tricks

This activity could be articulated with different subjects as Mother tongue and/or foreign languages in the creation of digital content in multiple languages.