

Activity Design (lesson plan)

involving the use of social media in school

Netiquette in Comics

How to behave on Social Media!



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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	<ul style="list-style-type: none"> . 50 minutes (Presentation and debate) . 150 minutes (Digital content creation) . 50 minutes (Disclosure of the work developed) 	<ul style="list-style-type: none"> • Facebook, • Instagram, • Twitter, • School Digital Journal Platform

Learning outcomes	Methods/strategies used
<ul style="list-style-type: none"> • 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.

