

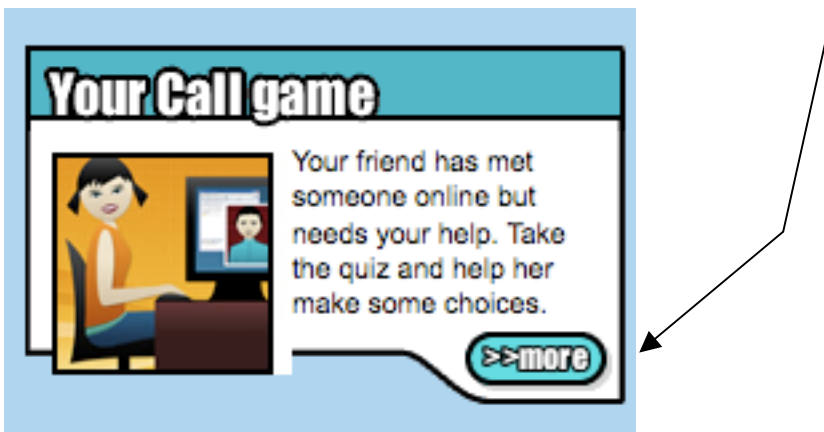
6.2 Students understand the ethical, cultural, and societal issues related to technology.

6th Grade Lesson 3 for Sep 2, 3, 4 (maybe 7) Guidelines PowerPoint and Chat Danger Call Game

Name _____ Hr _____

KEEP THIS IN YOUR BINDER

1. ____ Go to the usd417.net Computer App page and **with a partner** who drew a matching card that was handed out to you by your instructor, take turns reading the PowerPoint information on the **Guidelines PowerPoint link**.
2. ____ Back at your computer **on your own**, go to QUIA and do the **Guidelines PowerPoint Activity**. Play this activity for at least 10 minutes. (There is a clock at the bottom right corner of your computer). I will check your time on my computer later. Write your beginning time _____. Write your ending time _____.
3. ____ Go to the usd417.net computer app page and click on the **chatdanger call game** OR you can put <http://www.chatdanger.com/chat/> in the url of the browser you are using.
4. ____ Find and Click on the word “more” on the Your **Call Game** Icon.



5. ____ Open up a Word document file and type in the letter of the answer you chose for **each of the 4 “Your Call” cards**. Then type IN SENTENCES

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your reaction/thoughts to the information they give you. (Hint: you have to click on Next to get their response to your choice). You'll also need to remember which of the 4 "cards" you are on - there is no way to tell.

Use the following heading:

First and Last Name

Hour #

AdminUserName (or MacServerName)

Lesson 3

(Here is an example of what you might write for the first "card".)

Card 1

I chose b.

I didn't know that adding someone to my contact list gave them details about me!

6. ____ When you finish, **save and UPLOAD** your file calling it **LastNameCall 1** (If you are on a Mac, save to the **server** following the directions posted near your computer)

Remember, if you don't get the file done the first time you save, the next time you do a save as, give it a 2 at the end instead of a 1. **BE SURE TO UPLOAD!!!!**

7. ____ **Print** your Word file and hand it in.

8. ____ Now for more cybersafety knowledge, go back into the Call Game cards and choose different answers and read the responses to other choices. You do not need to record anything. This is just to help you to learn to be safer on the Internet.

You may do #8 with one other person who is finished with 1 through 7 on this page.

9. Work on VPL until you receive another set of directions.