

**KMS ADVISORY
TECHNOLOGY ACTIVITY
NOVEMBER 5 and 6, 2008**

Unit: Ethics

Topic: Ethical Decision Making: Cyberethics

Rationale: This lesson reviews the "10 Commandments of Computer Ethics" that can help students learn to use technology ethically and responsibly. As the Internet becomes an indispensable tool for everyday life, it is more important than ever to dust off the concept of "citizenship" and apply it to the online world.

Activity: "10 Commandments"

Duration: 2 periods (Select 2 of the following periods to complete the activity: 11/5-HH; 11/6-Advisory; 11/6-HH)

Procedure:

Day 1

1. Announce that today students will be learning about cyberethics.
2. Define **cyberethics for students**:

"Cyberethics" or "netiquette" refer to responsible cyber social behavior. These terms refer to what people do online when no one else is looking.

3. Read the following script to students:

Has anyone ever heard of the old adage tells us "Character is what you do when no one is watching"? What does this mean? (*What do you do when no one is watching, you know no one else will find out, or you can't be caught?*)

Online, people can feel invisible and capable of doing things they normally wouldn't do in person or in public - things that they know might be wrong. When you use the Internet, your actions will reflect on the kind of person you are. Are you the type of person that will try to do the right thing? Or do you make poor decisions on the Internet that affect yourself and others?

4. Teachers can either display this next portion to the class via the teacher's laptop and LCD projector or can ask students to go to this site: <http://cpsr.org/issues/ethics/cei/>
5. Review the "10 Commandments for Computer Ethics" with students and ask for students to provide an example or two for each. Assist by giving prompts where necessary.
6. Students or teacher can decide which of the following activity options to select:
 - a. Students get into 5 groups and randomly select 2 commandments to act out in front of the class. The rest of the groups guess the commandment being characterized.

- b. Students can individually work on a Comic Life poster that lists all 10 Commandments and provides a picture and example for each.
- c. Students can work on a class mural that depicts all 10 of the Computer Ethics Commandments.
- d. Student or teacher-created options.

Day 2

1. Students use half of the time to complete the selected activity. The other half should be used to share with the rest of the class.