

1cyber.rules:

Helping Kids Negotiate Healthy Internet Use

Workshop for Schools

May be modified as part of a Staff meeting or a 2-8 hour in-service.

INTRODUCTION

Why should teachers help kids negotiate healthy Internet use?

How to Use this Training

What you will learn from this Training

ONE

From couch potato to mouse potato

Pretest

The Internet Defined

What Kind of Communications Revolution?
Children's and Adolescent's Internet Use

Use / Abuse Model of Internet Behavior

Potential Problems On-Line for Kids

From Online Behavior to Offline Behavior

TWO

Cyber Pulse: How Much Is Too Much?

Why Do You Need to Know This?

Cyber Quiz for Adults

Cyber Quiz for Kids

What Do Your Scores Mean?

THREE

Computer 101

Hardware
Software
Internet Rules at School
How Schools contribute to Techno Stress?
How To Use A Tech Consultant

FOUR

Harm Online

Why Interview the Experts?
How The Internet Affects the Brain and Learning
How the Internet Affects Children's Identity

Development

The Net Generation and the Digital Divide
Cyber sex
eCommerce: Selling to Kids
Playing Games
Cyber Future: Virtual Reality, Haptics, and enhanced 3D graphics

Interactive Exercises

Shop till you drop
Role Play
Social Message Collage
10 minute Smut, as Part of Health Curriculum (age 15+)
Sexuality Information Best Sites (age 15+)
Camp Letter to kids
Internet BINGO
Plug/Unplug
Timeline
Communication Rubric
Vocabulary Quiz
Shop till you drop
Role Play
Social Message Collage
10 minute Smut (age 15+)
Sex Sites Best/Worst (age 15+)
Camp Letter to Kids
Camp Letter to Parents
Internet BINGO
Plug/Unplug
Instant Message relay
Email etiquette
Parents' Quiz for kids
Kids' Quiz for parents
Answers to Pretest

EIGHT

WWW revisited: A Short List of Best Web Sites
Resource and Reader