



SCOIL CARMEL JNS

Digital Citizenship Lessons

www.scoilcarmeljns.com

01 – 4514151



Scoil Carmel JNS Digital Citizenship Lessons Overview

Class	September	November	February
Junior Infants	Digiduck's Big Decision & Buddy The Dog	Digiduck's Famous Friend	Detective Digiduck
Senior Infants	Detective Digiduck (Recap) & Buddy The Dog	Digiduck & The Magic Castle	Digiduck Saves The Day
1 st Class	Welcome To The Internet	Searching Online	Playing & Learning Online
2 nd Class	Playing & Learning Online (Recap)	Chatting Online	My Time Online

Buddy the Dog (Junior & Senior Infants)

- This story is to be done with the class before beginning the Digiduck series
- It is a story that introduces the children to the importance of asking for help when on the internet through a PowerPoint story and song
- The song in the story is to be used at the start of every activity when the children are using the mini laptops as a way to reinforce the importance of asking a trusted adult for help when using the internet

Relevant Publications to Support Developing Digital Citizenship

- Digital Citizenship Education Handbook: <https://rm.coe.int/16809382f9>
- Digital Learning Framework For Primary Schools: https://www.dlplanning.ie/wp-content/uploads/2018/10/DLF_Primary.pdf
- Bi Cinealta: <https://oide.ie/wp-content/uploads/2024/06/Bi-Cinealta.pdf>
- HTML Heroes: <https://heroes.webwise.ie/1st-and-2nd-class-html-heroes/>



Junior Infants: September – Digiduck’s Big Decision	
Overview	<p>Digiduck’s Big Decision</p> <ul style="list-style-type: none"> • Digiduck’s Big Decision is the first Digiduck story where we are introduced to Digiduck and his friends • In this tale, Digiduck faces a tricky choice about online behaviour and he learns how his actions affect his friends • It highlights the importance of how to be a good friend and act responsibly online
SPHE Planning	<p>Strand: Myself/ Strand Unit: Growing and changing</p> <ul style="list-style-type: none"> • Discuss how decisions we make and actions we take can affect others <p>Strand: Myself and others/ Strand Unit: Relating to others</p> <ul style="list-style-type: none"> • Understand that we need to be considerate to others feelings and learn how to resolve conflict if our actions have hurt someone else <p>Strand: Myself and the wider world/ Strand Unit: Media education</p> <ul style="list-style-type: none"> • Introduce the concept of online safety and the responsible use of technology <p>Learning Activities</p> <ul style="list-style-type: none"> • Read the story: Begin by reading the story aloud to the class • Discussion: After reading, engage children in a discussion about the themes presented using questions like: What decision did Digiduck have to make?/ How did he consider his friends?/ What might have happened if he chose differently?/ What does being a “good online friend” mean? • Activity ideas: Use the ‘Digiduck Activity Menu’ resource book and choose the relevant activities to the story to further explore the book's themes and help children to relate Digiduck’s experiences to their own lives <p>Learning Outcomes – children learn to:</p> <ul style="list-style-type: none"> • Identify the difference between kind and unkind actions • Recognise how online actions (even small ones) can affect friends and others • Understand the importance of online safety • Know when and how to ask for help
Resources	<p>GDrive</p> <ul style="list-style-type: none"> • https://drive.google.com/drive/folders/15JAfoo7XOYQC6xUSwEM1yhymrFNwMbuC?usp=share_link <p>Digiduck’s Big Decision</p> <ul style="list-style-type: none"> • https://www.childnet.com/resources/digiduck-stories/digiducks-big-decision/



Junior Infants: November – Digiduck’s Famous Friend	
Overview	<ul style="list-style-type: none"> • Digiduck’s Famous Friend is the second story in the Digiduck series that encourages children to engage in critical thinking and reliability online • In this tale, Digiduck and his classmates have to guess who the “special guest” will be at school by using online chat to ask questions to try and discover the person’s identity • It highlights critical thinking, reliability of online contacts, and the idea that people online may not always be who they seem
SPHE Planning	<p>Strand: Myself/ Strand Unit: Growing and changing</p> <ul style="list-style-type: none"> • Discuss how we learn to question assumptions, becoming more discerning about what we believe online <p>Strand: Myself and others/ Strand Unit: Relating to others</p> <ul style="list-style-type: none"> • Explore how we talk and ask questions to gather information and relate to others <p>Strand: Safety and protection/ Strand Unit: Personal safety</p> <ul style="list-style-type: none"> • Understand that interacting online includes risks such as talking to someone whose identity is unknown or giving out personal details <p>Learning Activities</p> <ul style="list-style-type: none"> • Read the story: Begin by reading the story aloud to the class • Discussion: After reading, engage children in a discussion about the themes presented using questions like: What kinds of questions did Digiduck and friends ask to try to find out who the guest is?/ What clues or hints made them suspicious or uncertain?/ What could someone do if they are unsure whether a person online is being truthful?/ What kind of online information should <i>never</i> be shared until we are certain who we’re talking to? • Activity ideas: Use the ‘Digiduck Activity Menu’ resource book and choose the relevant activities to the story to further explore the book’s themes and help children to relate Digiduck’s experiences to their own lives <p>Learning Outcomes – children learn to:</p> <ul style="list-style-type: none"> • Recognise that people online may not always be who they say they are • Think about appropriate questions to help verify someone’s identity online • Apply a “checking strategy” when interacting online (i.e. ask clarifying questions, withhold personal info, wait until confident)
Resources	<p>GDrive</p> <ul style="list-style-type: none"> • https://drive.google.com/drive/folders/15JAfoo7XOYQC6xUSwEM1yhymrFNwMbuC?usp=share_link <p>Digiduck’s Famous Friend</p> <ul style="list-style-type: none"> • https://www.childnet.com/resources/digiduck-stories/digiducks-famous-friend/



Junior Infants: February – Detective Digiduck	
Overview	<ul style="list-style-type: none"> • Detective Digiduck is the third story in the Digiduck series focusing on the reliability of online information • In this tale, Digiduck finds some amazing animal facts online but is surprised to discover they may need checking • With the help of Wise_Owl, Digiduck learns how to verify information and understand that what he reads or sees online might be true, untrue, or someone's opinion
SPHE Planning	<p>Strand: Myself/ Strand Unit: Growing and changing</p> <ul style="list-style-type: none"> • Understand the importance of stopping to ask if online information is true reflects personal growth and better decision-making <p>Strand: Myself and others/ Strand Unit: Making decisions</p> <ul style="list-style-type: none"> • Develop an awareness that we need to check that the information we get online is true <p>Strand: Safety and protection/ Strand Unit: Personal safety</p> <ul style="list-style-type: none"> • Identify safe and unsafe behaviours in online environments and who we can ask for help if needed <p>Learning Activities</p> <ul style="list-style-type: none"> • Read the story: Begin by reading the story aloud to the class • Discussion: After reading, engage children in a discussion about the themes presented using questions like: What did Digiduck learn about online information?/ How can we check if something online is true?/ Why is it important to verify information before believing it? • Activity ideas: Use the 'Digiduck Activity Menu' resource book and choose the relevant activities to the story to further explore the book's themes and help children to relate Digiduck's experiences to their own lives <p>Learning Outcomes – children learn to:</p> <ul style="list-style-type: none"> • Identify safe and unsafe behaviours in online environments • Understand the importance of verifying information found online • Recognise the impact of believing unverified information • Demonstrate strategies for checking the reliability of online content
Resources	<p>GDrive</p> <ul style="list-style-type: none"> • https://drive.google.com/drive/folders/15JAfoo7XOYQC6xUSwEM1yhymrFNwMbuC?usp=share_link <p>Detective Digiduck</p> <ul style="list-style-type: none"> • https://www.childnet.com/resources/digiduck-stories/detective-digiduck/



Senior Infants: September – Detective Digiduck (Recap)	
Overview	<ul style="list-style-type: none"> • Detective Digiduck is the third story in the Digiduck series focusing on the reliability of online information • In this tale, Digiduck finds some amazing animal facts online but is surprised to discover they may need checking • With the help of Wise_Owl, Digiduck learns how to verify information and understand that what he reads or sees online might be true, untrue, or someone's opinion
SPHE Planning	<p>Strand: Myself/ Strand Unit: Growing and changing</p> <ul style="list-style-type: none"> • Understand the importance of stopping to ask if online information is true reflects personal growth and better decision-making <p>Strand: Myself and others/ Strand Unit: Making decisions</p> <ul style="list-style-type: none"> • Develop an awareness that we need to check that the information we get online is true <p>Strand: Safety and protection/ Strand Unit: Personal safety</p> <ul style="list-style-type: none"> • Identify safe and unsafe behaviours in online environments and who we can ask for help if needed <p>Learning Activities</p> <ul style="list-style-type: none"> • Read the story: Begin by reading the story aloud to the class • Discussion: After reading, engage children in a discussion about the themes presented using questions like: What did Digiduck learn about online information?/ How can we check if something online is true?/ Why is it important to verify information before believing it? • Activity ideas: Use the 'Digiduck Activity Menu' resource book and choose the relevant activities to the story to further explore the book's themes and help children to relate Digiduck's experiences to their own lives <p>Learning Outcomes – children learn to:</p> <ul style="list-style-type: none"> • Identify safe and unsafe behaviours in online environments • Understand the importance of verifying information found online • Recognise the impact of believing unverified information • Demonstrate strategies for checking the reliability of online content
Resources	<p>GDrive</p> <ul style="list-style-type: none"> • https://drive.google.com/drive/folders/15JAfoo7XOYQC6xUSwEM1yhymrFNwMbuC?usp=share_link <p>Detective Digiduck</p> <ul style="list-style-type: none"> • https://www.childnet.com/resources/digiduck-stories/detective-digiduck/



Senior Infants: November – Digiduck & The Magic Castle	
Overview	<ul style="list-style-type: none"> • Digiduck & The Magic Castle is the fourth story in the Digiduck series aimed at educating young children about online safety • In this tale, Digiduck explores a new online game, uncovering themes such as peer pressure, password sharing, and in-app purchases • The story encourages discussions between children and adults about online gaming, including recognizing when real money can be spent, keeping personal information safe, and handling peer pressure online
SPHE Planning	<p>Strand: Myself/ Strand Unit: Growing and changing</p> <ul style="list-style-type: none"> • Understand the importance of stopping to check when pop-ups come up online and how it reflects personal growth and better decision-making <p>Strand: Myself and others/ Strand Unit: Relating to others</p> <ul style="list-style-type: none"> • Explore how we interact with friends in online games and the importance of respectful communication <p>Strand: Safety and protection/ Strand Unit: Personal safety</p> <ul style="list-style-type: none"> • Identify safe and unsafe behaviours in online environments and who we can ask for help if needed <p>Learning Activities</p> <ul style="list-style-type: none"> • Read the story: Begin by reading the story aloud to the class • Discussion: After reading, engage children in a discussion about the themes presented using questions like: What did Digiduck learn about online gaming? How can we stay safe when playing games online? What should we do if someone asks us to share our password? • Activity ideas: Use the 'Digiduck Activity Menu' resource book and choose the relevant activities to the story to further explore the book's themes and help children to relate Digiduck's experiences to their own lives <p>Learning Outcomes – children learn to:</p> <ul style="list-style-type: none"> • Identify safe and unsafe behaviours in online gaming • Understand the importance of keeping personal information private • Recognise the impact of peer pressure in online environments • Demonstrate strategies for responding to online pressure
Resources	<p>GDrive</p> <ul style="list-style-type: none"> • https://drive.google.com/drive/folders/15JAfoo7XOYQC6xUSwEM1yhymrFNwMbuC?usp=share_link <p>Digiduck & The Magic Castle</p> <ul style="list-style-type: none"> • https://www.childnet.com/resources/digiduck-stories/digiduck-and-the-magic-castle/



Senior Infants: February – Digiduck Saves The Day	
Overview	<ul style="list-style-type: none"> • Digiduck Saves the Day is the fifth story in the Digiduck series, focusing on the positive uses of the internet to help others • In this tale, Wise_Owl is retiring and embarking on world travels • When disaster strikes, Digiduck and his friends must remember everything they've been taught to give Wise_Owl the send-off he deserves - only Digiduck can save the day! • This story recaps all the advice that Wise_Owl has given Digiduck and his friends in each of the previous books, while exploring the amazing ways that technology can be used to get things done quickly
SPHE Planning	<p>Strand: Myself and others Strand Unit: Relating to others</p> <ul style="list-style-type: none"> • Explore how we can collaborate and communicate to solve problems, emphasising teamwork and empathy <p>Strand: Safety and protection Strand Unit: Personal safety</p> <ul style="list-style-type: none"> • Identifying safe and responsible ways to use technology to play, communicate and assist others <p>Learning Activities</p> <ul style="list-style-type: none"> • Read the story: Begin by reading the story aloud to the class • Discussion: After reading, engage children in a discussion about the themes presented using questions like: How did Digiduck use technology to help others?/ What can we learn from Digiduck's actions?/ How can we use technology responsibly to assist others? • Activity ideas: Use the 'Digiduck Activity Menu' resource book and choose the relevant activities to the story to further explore the book's themes and help children to relate Digiduck's experiences to their own lives <p>Learning Outcomes – children learn to:</p> <ul style="list-style-type: none"> • Identify positive ways to use technology to help others • Understand the importance of teamwork and communication in problem-solving • Demonstrate responsible and safe use of technology
Resources	<p>GDrive</p> <ul style="list-style-type: none"> • https://drive.google.com/drive/folders/15JAfoo7XOYQC6xUSwEM1yhymrFNwMbuC?usp=share_link <p>Digiduck Saves The Day</p> <ul style="list-style-type: none"> • https://www.childnet.com/resources/digiduck-stories/digiduck-saves-the-day/



1st Class: September – Lesson 1 Welcome To The Internet	
Overview	<ul style="list-style-type: none"> This lesson will provide a brief introduction to the internet and how it works It will guide children through the first steps of accessing the internet, and potential uses of the internet through exploring the use of various digital technologies It will also provide an introduction to key safety messages and how it is just as important to stay safe in the online world as it is the offline world. his introduction will be aimed at those who are new to digital technology and the internet in particular
SPHE Planning	<p>Strand: Myself and the wider world/ Strand Unit: Media education</p> <ul style="list-style-type: none"> Become aware of and learn about the different ways in which information can be communicated <p>Learning Activities</p> <ul style="list-style-type: none"> Menu of activities available in the HTML Heroes Handbook Pg. 27 - 37 <p>Learning Outcomes – children learn to:</p> <ul style="list-style-type: none"> List some of the things you can do online Identify devices you can use to access the Internet Understand basic internet-related Terminology Understand that key safety messages for the real world are just as important in the online world
Resources	<p>GDrive</p> <ul style="list-style-type: none"> https://drive.google.com/drive/folders/1liLHt15pYEW7bxqALV8u828LRAEn7Oh6?usp=share link <p>HTML Heroes Website</p> <ul style="list-style-type: none"> https://heroes.webwise.ie/1st-and-2nd-class-html-heroes/ <p>HTML Heroes Online Safety Code Song</p> <ul style="list-style-type: none"> https://www.youtube.com/watch?v=wQkN6z8cNQc



1st Class: November – Lesson 2 Searching Online	
Overview	<ul style="list-style-type: none"> This lesson aims to help children establish safe searching practices and develop children' critical thinking skills by encouraging them to question what they see on the internet Children will explore website functions and features and develop strategies to identify reliable sources of information online Children will also learn what to do if they come across upsetting/ inappropriate content online
SPHE Planning	<p>Strand: Myself/ Strand Unit: Safety and protection</p> <ul style="list-style-type: none"> Recognise and explore situations where children feel safe and those where safety might be at risk Discuss and practise appropriate strategies for dealing with these situations <p>Strand: Myself and the wider world/ Strand Unit: Media education</p> <ul style="list-style-type: none"> Become aware of and learn about the different ways in which information can be communicated Begin to distinguish between fact and fiction in stories or situations in different media forms <p>Learning Activities</p> <ul style="list-style-type: none"> Menu of activities available in the HTML Heroes Handbook Pg. 41 – 55 <p>Learning Outcomes – children will be able to:</p> <ul style="list-style-type: none"> Identify features of a website/app that indicate whether it is secure and trustworthy or not Know how to search safely online for age appropriate content and recognise there is a difference between content online for children and for adults Recognise that not everything they see on the internet is real, reliable or accurate Understand the importance of checking content online (especially new content) with a trusted adult before viewing or browsing a website/video
Resources	<p>GDrive</p> <ul style="list-style-type: none"> https://drive.google.com/drive/folders/1liLHt15pYEW7bxqALV8u828LRAEn7Oh6?usp=share link <p>HTML Heroes Website</p> <ul style="list-style-type: none"> https://heroes.webwise.ie/1st-and-2nd-class-html-heroes/ <p>HTML Heroes Online Safety Code Song</p> <ul style="list-style-type: none"> https://www.youtube.com/watch?v=wQkN6z8cNQc



1st Class: February – Lesson 3 Playing & Learning Online	
Overview	<ul style="list-style-type: none"> This lesson will provide further opportunities for children to learn about the benefits of the internet It will demonstrate how the internet can be used to learn, create and play Children will explore different online activities; using the internet to create pictures, watch videos, learn, solve problems and play The lesson will also introduce children to commercial aspects of the internet and gain an understanding that not everything on the internet is free They will also be reminded of the importance of asking permission before going online
SPHE Planning	<p>Strand: Myself/ Strand Unit: Safety and Protection - Personal safety</p> <ul style="list-style-type: none"> Recognise places where it is safe to play and understand the importance of adopting responsible and equitable behaviour when playing Discuss and practise appropriate strategies for dealing with these situations Recognise and explore situations where children feel safe and those where safety might be at risk <p>Learning Activities</p> <ul style="list-style-type: none"> Menu of activities available in the HTML Heroes Handbook Pg. 60 – 69 <p>Learning Outcomes – children will be able to:</p> <ul style="list-style-type: none"> List some of the ways you can learn and play online and the benefits of this Identify different types of games available to play online including educational games, single player downloadable games and multiplayer option online video games Identify situations where their safety may be put at risk while playing games online e.g., playing inappropriate games, in-app purchases Discuss how to stay safe while playing online including the importance of telling a trusted adult, even when you feel you may have done something wrong.
Resources	<p>GDrive</p> <ul style="list-style-type: none"> https://drive.google.com/drive/folders/1liLHt15pYEW7bxqALV8u828LRAEn7Oh6?usp=share link <p>HTML Heroes Website</p> <ul style="list-style-type: none"> https://heroes.webwise.ie/1st-and-2nd-class-html-heroes/ <p>HTML Heroes Online Safety Code Song</p> <ul style="list-style-type: none"> https://www.youtube.com/watch?v=wQkN6z8cNQc



2nd Class: September – Lesson 3 Playing & Learning Online (Recap)	
Overview	<ul style="list-style-type: none"> This lesson will provide further opportunities for children to learn about the benefits of the internet It will demonstrate how the internet can be used to learn, create and play Children will explore different online activities; using the internet to create pictures, watch videos, learn, solve problems and play The lesson will also introduce children to commercial aspects of the internet and gain an understanding that not everything on the internet is free They will also be reminded of the importance of asking permission before going online
SPHE Planning	<p>Strand: Myself/ Strand Unit: Safety and Protection - Personal safety</p> <ul style="list-style-type: none"> Recognise places where it is safe to play and understand the importance of adopting responsible and equitable behaviour when playing Discuss and practise appropriate strategies for dealing with these situations Recognise and explore situations where children feel safe and those where safety might be at risk <p>Learning Activities</p> <ul style="list-style-type: none"> Menu of activities available in the HTML Heroes Handbook Pg. 60 – 69 <p>Learning Outcomes – children will be able to:</p> <ul style="list-style-type: none"> List some of the ways you can learn and play online and the benefits of this Identify different types of games available to play online including educational games, single player downloadable games and multiplayer option online video games Identify situations where their safety may be put at risk while playing games online e.g., playing inappropriate games, in-app purchases Discuss how to stay safe while playing online including the importance of telling a trusted adult, even when you feel you may have done something wrong.
Resources	<p>GDrive</p> <ul style="list-style-type: none"> https://drive.google.com/drive/folders/1liLHt15pYEW7bxqALV8u828LRAEn7Oh6?usp=share link <p>HTML Heroes Website</p> <ul style="list-style-type: none"> https://heroes.webwise.ie/1st-and-2nd-class-html-heroes/ <p>HTML Heroes Online Safety Code Song</p> <ul style="list-style-type: none"> https://www.youtube.com/watch?v=wQkN6z8cNQc



2nd Class: November – Lesson 4 Chatting Online	
Overview	<ul style="list-style-type: none"> • In this lesson children will explore how the internet can be used to connect and communicate • Children will learn about different forms of communicating online (email, message, video, etc.) and the benefits of connecting online • This lesson also introduces children to the concept of being safe, kind and respectful when communicating online
SPHE Planning	<p>Strand: Myself and others/ Strand Unit: My friends and other people</p> <ul style="list-style-type: none"> • Know how to treat people with dignity and respect <p>Strand: Myself and the wider world/ Strand Unit: Media education</p> <ul style="list-style-type: none"> • Become aware of and learn about the different ways in which information can be communicated <p>Learning Activities</p> <ul style="list-style-type: none"> • Menu of activities available in the HTML Heroes Handbook • Pg. 74 – 83 <p>Learning Outcomes – children will be able to:</p> <ul style="list-style-type: none"> • Identify ways we can communicate online • Identify the tools that help us communicate online • Identify the benefits of talking/connecting online (talk with family, friends, school work, playing, learning, etc) • Recognise we must be careful when we communicate online and always get permission before going online • Recognise that how you treat people doesn't change in the online world - being kind and showing respect to friends and others is just as important when communicating online as it is offline
Resources	<p>GDrive</p> <ul style="list-style-type: none"> • https://drive.google.com/drive/folders/1liLHt15pYEW7bxqALV8u828LRAEn7Oh6?usp=share link <p>HTML Heroes Website</p> <ul style="list-style-type: none"> • https://heroes.webwise.ie/1st-and-2nd-class-html-heroes/ <p>HTML Heroes Online Safety Code Song</p> <ul style="list-style-type: none"> • https://www.youtube.com/watch?v=wQkN6z8cNQc



2nd Class: February – Lesson 5 My Time Online	
Overview	<ul style="list-style-type: none"> This lesson will provide further opportunities for children to learn about the benefits of the internet It will demonstrate how the internet can be used to learn, create and play Children will explore different online activities; using the internet to create pictures, watch videos, learn, solve problems and play The lesson will also introduce children to commercial aspects of the internet and gain an understanding that not everything on the internet is free They will also be reminded of the importance of asking permission before going online
SPHE Planning	<p>Strand: Myself/ Strand Unit: Self-Identity</p> <ul style="list-style-type: none"> Discuss the factors that may influence personal decisions or choices Recognise and reflect on choices that are made every day <p>Learning Activities</p> <ul style="list-style-type: none"> Menu of activities available in the HTML Heroes Handbook Pg. 88 – 98 <p>Learning Outcomes – children will be able to:</p> <ul style="list-style-type: none"> Describe the benefits of using the internet e.g., to provide entertainment, for communication, finding information on lots of different topics, etc. Understand the importance of maintaining a healthy balance between their use of technology and time online with communicating and playing in person Identify times when it is and isn't appropriate to be online e.g. mealtimes, bedtime and recognise how bad screen habits e.g., spending too much time in front of a screen can impact other parts of our life Learn, understand and recite Archie and Ruby's Online Safety Code
Resources	<p>GDrive</p> <ul style="list-style-type: none"> https://drive.google.com/drive/folders/1liLHt15pYEW7bxqALV8u828LRAEn7Oh6?usp=share link <p>HTML Heroes Website</p> <ul style="list-style-type: none"> https://heroes.webwise.ie/1st-and-2nd-class-html-heroes/ <p>HTML Heroes Online Safety Code Song</p> <ul style="list-style-type: none"> https://www.youtube.com/watch?v=wQkN6z8cNQc