

# Netiquette:

## Being Kind On and Offline

**Instructors:** Don't forget to make an Achievry account for each student! [Make your account for the Achievry in English](#) or [Make your Account for the Achievry in Spanish](#)

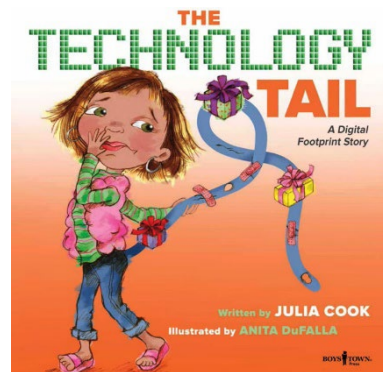
**Objective:** Students will show concern for the feelings of others and engage in positive behavior on and offline. Students will identify a variety of emotions.

**Grade Span:** K-3, 6-12, with tips and resources for modifying for other grade levels included.

**Subjects:** Digital Literacy, Social-Emotional Learning, Media literacy, Digital Citizenship



**Lesson Introduction:** How do we act when we are on the Internet? Have students ever wondered what is appropriate or inappropriate to share on social media? Have students [watch and listen](#) to a read-aloud of *The Technology Tail* by Julia Cook and Anita DuFalla. A story about a computer that teaches about good citizenship traits and offers strategies to help you think before posting.



**Lesson: K-3** Have students log in to The Achievry and follow [The Being Kind Online](#) lesson series (with teacher help as needed.) The way we treat other people matters. This unit teaches about kindness. Students watch videos that teach them what kindness is, how to show kindness, and why kindness is important offline AND online.

6-12 Have students log in to The Achievry and follow the [Connecting with Kindness](#) lesson series. Online communication can get complicated! In this lesson, students join Daveed and Skylar as they learn some useful tips to navigate digital drama and connect with kindness.



**Additional Resources:** Have students watch the What is Netiquette series ([episode 1](#) and [episode 2](#)) from Smile & Learn. Some are also [available in Spanish](#).



## Time to Play:

Feelings are the most basic building blocks of social skills. Without the ability to recognize feelings in themselves and others, children cannot master social interactions online or offline. Kindness is a learned skill, but we must be intentional about it. Use the following [games from Coffee & Carpool](#) to practice kindness, emotional recognition, and other skills.

## 'Kind Kim' Says

We love Simon Says for many reasons, but Kind Kim Says helps students decide what is kind and what is not. When Kind Kim (a teacher or a student) says something kind, kids will do it:

*Air high five a classmate. Give a compliment. Smile. Wave. Cheer for a friend. Shake someone's hand. Stand by someone new you haven't played with in a while. Pick up a piece of trash on the ground.*

But, if Kind Kim says something unkind, students will **NOT** do it:

*Stick out your tongue. Roll your eyes. Tell a secret. Whisper in someone's ear. Say something mean. Point and laugh at someone. Tell someone they can't play with you. Throw trash on the ground.*

## LRC: Left, Right, Center Kindness

Use this movement game to reinforce the concept that there's more than one way to deal with tricky social situations they deal with in life.

Give students an issue they often face and give them three options to deal with it, reminding them there is often more than one way to handle a situation and they must choose what works best for them.

The following are samples, there are many more potential scenarios:

- *Someone is mean to you online. (Options: You tell them to stop, you leave the site, you go find friends who are kind to you).*
- *You see someone breaking a rule at recess. (Options: You ignore it if no one is getting hurt, you tell them to stop, you walk away so you don't get in trouble too).*
- *A classmate throws trash on the ground. (Options: You tell them they dropped something; you pick it up and put it in the trash, you call their name and point to the trash.)*
- *A friend falls and gets hurt. (Options: You rush to help them, you run to get an adult, you hug them.)*



- A classmate has a toy you really want (Options: You ask for a turn when you're done, you go play with something else until they're done, you ask if you can play with them).

If they're going to do option A, they go to the left of your classroom, yard, or field. (Remember to use THEIR left, not yours.) If they're going to do option B, they'll head to the right (Remember to use THEIR right, not yours). And if they choose option C, they'll head to the middle.

To tie this into PE standards and work on their gross motor skills, as they head to the left, right or center, you can have students skip, hop, bounce, tiptoe, jump, gallop, or walk backwards to their spot.

Once they're in their spot, ask a few students to explain why they chose this option and ask these questions: *Why did this option feel right for you? What would make you change to a different option? Have you ever had to make this decision?*

## Kind or Trash Kindness Games



[Download and print out the Kind or Trash Game.](#)

Place the large cards on the table or on a bulletin board and show students there's more than one way to show kindness. Then go through each of the smaller cards and ask students if it's kind or if it's trash.

If it's unkind, mean-spirited, unfriendly, or rude put it in the trashcan.

Call it "trash." If you're working with younger kids, you can make a big deal about putting in the trash, saying "yuk," or making a face to emphasize the nastiness of the Action Card.

If the Action Card demonstrates kindness, sort them by the type of kindness (*there is often more than one answer, and there are no wrong answers.*)

**Take it farther!** Expand on this lesson with additional lesson plans from The Achievery such as:

[Communicating Online:](#) Grades 5-7 A digital citizen should know how to communicate properly and thoughtfully when using technology. This lesson will introduce you to the etiquette of writing emails, sending text messages, and using visual tools like Zoom.

[Connecting with Purpose:](#) Grades 6-12 Is what we do online a reflection of who we are and who we want to be? In this lesson, join Daveed and Skylar as they think deeply about their digital footprints and how they can use technology with purpose.

[Sharing Online:](#) Grades 5-6 It's fun to share photos, videos, and more online, but what we share (and what others share about us) can impact our digital reputations, for better or for worse. Find out how this happens, and what you can do to protect your own digital reputation and the reputations of your friends and family.

