



FUTURE GOALS™

POWERED BY EVERFI

Digital Literacy & Responsibility Curriculum Guide

Future Goals

Future Goals Digital Literacy & Responsibility™ course combines the power of cutting-edge instructional design, rich media and simulations to educate teens and empower them with the skill set to leverage technology safely and effectively.

- Four-hour curriculum
- Seven modules, plus simulation
- Grades 6th-9th
- Aligns with both state and National Educational Technology Standards (NETS) established by the International Society for Technology in Education (ISTE)

The interactive *Future Goals* curriculum includes the following components:

- Seven learning modules that cover key concepts such as digital footprint, security, privacy, cyberbullying and digital time management
- Up to 10 hands-on activities in each module that build skills ranging from picking out a computer to choosing credible sources while doing online research
- Pre- and post-assessments to measure student knowledge gains
- Embedded surveys to measure student attitudes and behaviors
- Unique, real-world simulation that allows students to apply what they have learned

Standards

Future Goals equips students to meet a set of learning objectives derived from the **National Educational Technology Standards (NETS)**. After completing the course students will be able to:

- Determine short- and long-term personal effects of digital decisions, as well as the human, legal and social implications of digital usage and technology
- Understand basic and advanced technology terms, concepts, systems and operations and how they are applied
- Explore the possibilities of positive communication and collaboration, including the benefits of helping peers avoid negative online behavior
- Use technology tools to appropriately, responsibly, and creatively generate new projects, conduct research and solve problems
- Identify how to stay current on emerging technologies
- Identify how to incorporate technology appropriately into life and career goals

Detailed Course Outline

Module 1: Choosing a Computer

- Overview:
 - This module provides an overview of computer hardware and software in the context of making informed decisions when choosing a computer.
- Learning Objectives:
 - Identify and prioritize different software and hardware features (e.g. hard drive size, internet capabilities, desktop vs. laptop vs. tablet, etc.) based on specific purchase needs
 - Understand the advantages and disadvantages of key technology concepts such as open source software and cloud computing
- Performance-Based Activities and Assessments:
 - Make informed computer and software purchasing decisions based on the needs of different scenarios.
 - Students answer a series of pre-assessment questions at the beginning of each module, followed by 10 summative multiple choice post-assessment questions at the end of each module. Students' scores on the assessments are counted toward their certification.

Module 2: Wireless Communication:

- Overview:
 - This module includes a discussion of the mechanics and services of wireless communication and strategies for using mobile devices safely and responsibly.
- Learning Objectives:
 - Identify smart phone features, applications and capabilities.
 - Discuss how cell phones transmit messages and the underlying causes of coverage issues and service interruptions.
 - Recognize the dangers and consequences of using phones while driving.
 - Recognize the dangers and negative consequences of sending sexually explicit messages to others.
- Performance-Based Activities and Assessments:
 - Select the right cell phone and phone plan based on the needs of different scenarios.
 - Role-play the most effective approach when faced with a friend who is texting while driving.
 - Students answer a series of pre-assessment questions at the beginning of each module followed by 10 summative multiple-choice post-assessment questions at the end of each module. Students' scores on the assessments are counted toward their certification.

Module 3: The Viral World

- Overview:
 - This module discusses the various methods of digital communication and best practices for using these methods in safe and responsible ways.
- Learning Objectives:
 - Understand the damaging effects of computer viruses and how to protect one's computer from them.
 - Recognize the dangers and consequences of not protecting one's identity online; recall tips and strategies for preventing identity theft.
 - Recognize the dangers and consequences of sharing too much personal information on social networks; understand how to set up a secure online profile, including customizing privacy settings and creating strong passwords.
 - Develop awareness of digital addiction and identify signs and consequences of overusing technology.
- Performance-Based Activities and Assessments:
 - Practice creating a secure profile and password.
 - Name ways to keep one's technology use in check.
 - Students answer a series of pre-assessment questions at the beginning of each module followed by 10 summative multiple choice post-assessment questions at the end of each module. Students' scores on the assessments are counted toward their certification.

Module 4: Internet Resources and Credibility

- Overview:
 - This module discusses best practices for conducting online research, including how to investigate the credibility of online sources and how to cite sources responsibly.
- Learning Objectives:
 - Identify the differences between primary and secondary research.
 - Verify a source's credibility when gathering information.
 - Understand the consequences of plagiarism and how to cite research sources appropriately.
 - Understand how to use school technology responsibly.
- Performance-Based Activities and Assessments:
 - Practice discerning credibility and sourcing web materials effectively.
 - Students answer a series of pre-assessment questions at the beginning of each module followed by 10 summative multiple choice post-assessment questions at the end of each module. Students' scores on the assessments are counted toward their certification.

Module 5: Creating Multimedia Products

- Overview:
 - This module discusses the various uses and benefits of emerging technologies and offers tips and strategies for safe and responsible digital publishing.
- Learning Objectives:
 - Identify different types of multimedia programs and how to effectively use them for academic purposes.
 - Recognize and compare different tools for creating and sharing media (webcams, blogs, etc.)
 - Recognize and avoid piracy, copyright infringement and intellectual property violation.
- Performance-Based Activities and Assessments:
 - Practice setting up and designing a blog.
 - Students answer a series of pre-assessment questions at the beginning of each module followed by 10 summative multiple choice post-assessment questions at the end of each module. Students' scores on the assessments are counted toward their certification.

Mission 6: Digital Relationships and Respect


- Overview:
 - This module discusses the problem of cyberbullying, including the activities that constitute cyberbullying, its consequences, and tips and strategies for intervening and putting an end to cyberbullying behaviors.
- Learning Objectives:
 - Identify the different forms of cyberbullying and understand its personal, emotional and legal repercussions.
 - Pinpoint strategies for preventing cyberbullying and helping those who have been cyberbullied.
 - Detect warning signs that a person is being victimized and take a stand.
 - Grasp how the choices one makes online can become viral and damaging to different aspects of one's life.
- Performance-Based Activities and Assessments:
 - Practice how to intervene and stop a friend from cyberbullying, as well as how to assist a friend who is being cyberbullied.
 - Students answer a series of pre-assessment questions at the beginning of each module followed by 10 summative multiple choice post-assessment questions at the end of each module. Students' scores on the assessments are counted toward their certification.

Module 7: The Future of Technology and You

- Overview:
 - This brief module introduces users to an array of careers in STEM (science, technology, engineering and math) and discusses various life paths leading to such careers.
- Learning Objectives:
 - Discuss technology's role in various professions, new careers created by technology, and the importance of STEM careers.
 - Recognize how different life and academic paths may lead to certain opportunities.
- Performance-Based Activities and Assessments:
 - Consider how technology and STEM have changed and will continue to change society, thus opening new career possibilities.
 - Students answer a series of pre-assessment questions at the beginning of each module followed by 10 summative multiple choice post-assessment questions at the end of each module. Students' scores on the assessments are counted toward their certification.

My Digital Life: Gaming Simulation

- Overview:
 - Upon completing the modules, students can apply their learning in a variety of real-life gaming scenarios. While working toward the goal of organizing a concert for their school, students must demonstrate their mastery of digital skills: creating a blog, managing a social networking site, solving technology problems, and working to resolve a cyberbullying situation.
- Learning Objectives:
 - Create and grow a blog to promote the concert, while completing such complex tasks as adding polling and media, and managing comments posted on the blog.
 - Set up a social networking site while making safe and responsible choices when populating their profile, managing their privacy settings, and creating an event for the concert.
 - Advise others on a number of digital issues. Specifically, help a concert sponsor identify and resolve a malware issue, advise a classmate on how to select the appropriate sources for a research project, and convince a classmate to avoid piracy and copyright violations.
 - Resolve cyberbullying situations that appear in a number of different scenarios. Scenarios include helping a victim of cyberbullying to report the incident, helping a friend to avoid cyberbullying, and advising someone on what to do upon receiving an inappropriate text message.
- Performance-Based Activities and Assessments:

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- Students sell tickets by successfully completing the tasks listed above, with the goal of selling out the show. Students can repeat the simulation to improve their answers and increase their ticket sales.