CyberSmart!

Whose Property Is This?

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Overview

Students extend their understanding of "property" to include not only computer equipment but also the work of others, and then discuss rules for respecting such property.

Objectives

- Identify the work of others as "property"
- Describe rules for respecting computer-related property

ISTE® National Technology Standards

- Grade 2, Performance Indicator # 6
- Grade 3, Performance Indicator # 3

Site Preview

- No Internet site is used in this lesson.

Online Resources

- Visit sites providing background information on Computer Ethics.

Materials

- Activity sheet (1)

Introduce

- Approach one student, point to a pencil or pen and **ask:** *Is this your property?* When a student says yes, **ask:** May I use it for a few minutes?

Teach 1

- **Ask:** what does the word *property* mean?
- Have students brainstorm property around the school (for example, pencil boxes, clothing, wallets, desks, playground equipment, and cars) and classify each by ownership (property of a student, of a teacher, of the school).

- Have students consider less tangible forms of property whose value lies in the work invested in them (a photograph, a homework sheet, a journal). Guide them to understand that these, too, are "property."

Teach 2

- Discuss what it means to *respect* the property of others. Guide students to understand that they should ask permission before using things or works that belong to others.
- Have students role play asking permission to read, handle, or look at the work of another student (for example, "May I read the story you wrote?").

Teach 3

- Distribute the activity sheet.
- Discuss each situation and **ask:** *Whose property is this?* Then have students complete the sheet. Guide students to consider the following when considering whether they need permission or not:

  Turn on a computer: The computer is the property of the school. Permission to turn it on may be given each time or there may be a general rule that students have permission to turn it on when they enter the room.
  Fix a computer: Most schools would not give permission to fix hardware, but students may have permission to restart the computer or quit a program.
  Edit student's own file: The contents of the file are the property of the students. Students should be allowed to change their own files.
  Send E-mail to another class: The school network is the property of the school. Students may need permission to use the network for E-mail.
  Open a classmate's file: The contents of the file are the property of that student; therefore, other students should ask permission.
  Use a printer: Printers are the property of the school. Permission may be given to use the printers at the beginning of the school year, at the beginning of a lesson, or each time a student wishes to print.
  Install new software: Although the software may be the property of the student, the computer is the property of the school. Many schools do not permit students to install software under any circumstances.
  Read my teacher's file: The file and its contents are the property of the teacher and a student should ask permission before reading it, even if the file was inadvertently left open.

Close

- **Ask:** *When you draw a picture, whose property is it?*
- **Ask:** *How do you show respect for someone else's work on the computer?*

Extend

The following activity can be added for students who completed this lesson in a previous grade.

- Have students, as a class, write and illustrate a story demonstrating respect for computer-related property in school, in the library, or at home. Arrange for volunteers to read the story to first grade classes.

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