

ARCS NEWS

Advancing Rural Computer Science

Brought to you by The Center for Educational Partnerships at Old Dominion University

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Announcements



Greetings, and welcome to our June newsletter!

Thank you for being with us all year! Before we sign off for our summer newsletter break, we wanted to remind you to sign up for the ARCS CS Integration microcredentials, for which you will receive a \$500 stipend, a year to view the resources, and lots of encouragement from our team! Here's how to sign up:

Click here to create your ODU account: <https://monarchce.odu.edu/accountVerify1.cfm?newAcct=1>

This link will ask you to verify your email by sending you a code. Once you have done that, you will fill out some information (name, address, phone number, etc.) click "submit." You will receive another email welcoming you to ODU and then you can complete your account setup by clicking a MIDAS activation code.

Once you have done this, click here: <https://monarchce.odu.edu/searchResults.cfm?prgID=16>. You should see the ARCS suite of Microcredentials:

1. Introduction to Computer Science, Digital Impact, and Digital Citizenship.
2. Computing Systems, Networks and the Internet, and Cybersecurity
3. Algorithms and Programming
4. Data and Analysis
5. Lesson Integration

Add all of these mini-courses to your cart and check out. There is no payment required. In fact, you will receive a stipend for completing the stack! The stack will open on July 1, 2021, but please register ASAP.

Our newsletters will be back in September! **Have a wonderful and safe summer!**

The ARCS Team

Concept Corner



Students today have an entire world in the palm of their hands - mobile devices provide access to a wealth of information and multiple methods of communication. Sometimes, communication can be unwanted, as in the case of cyberbullying.

The i-SAFE foundation found that one half of all teens and adolescents are victims of cyberbullying, with about the same amount having actually participated in it. Being a victim of cyberbullying can result in emotional stress, lack of interest in school, running away, or even self-harm.

As an educator, there are many things you can do to help fight cyberbullying. In developmentally appropriate ways, talk with students about cyberbullying and how it is unacceptable. Discuss how it affects others. Remind students that cyberbullying does damage that bullies never see. Bring up examples, as it will help students visualize the harm it does. They must understand the importance of addressing cyberbullying and its spread. Finally, make sure students know what to do when they witness it - they must seek help from a responsible adult, such as their parents, teachers, counselors, or administrators.

[Cyber Bullying Statistics - Bullying Statistics](#)

[Help Kids Become Responsible Digital Citizens | Education World](#)

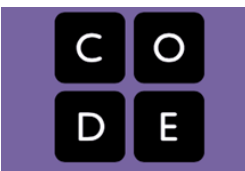
Pedagogy Pointers



Cyberbullying: Common Sense Education has a number of resources for students of all ages on cyberbullying lessons to help students learn ethical and compassionate behavior online. Resources include lessons, videos, guides for educators, and many more. Can be adapted to align with CS 2.14, 3.15, 3.16, 4.16, 4.17, 5.15, 5.16.

[Common Sense cyberbullying lesson plans](#)

[All Common Sense cyberbullying resources](#)



Digital Citizenship: code.org has an unplugged digital citizenship lesson designed in collaboration with Common Sense Media for elementary-aged students. In this lesson, students can think critically about what private versus public information can be, as well as differences between acceptable online and offline behaviors. Aligns with or can be adapted for CS K.10, 1.12, 2.14, 3.15, 3.16, 4.16, 4.17, 5.15, 5.16.

[Access the lesson](#)

Computer Science in the Commonwealth



Within society, there is a common understanding of the importance of rules and ethical behavior. This is very true in the field of computer science, both for consumers and creators. Within the VA Computer Science Standards, many essential concepts related to ethical computing can be found within the Cybersecurity and Impacts of Computing content strands. Teacher-created lessons related to ethical computing can be found on [#GoOpenVA](#). New lessons and resources will be uploaded to the repository by August 01, 2021.

Engaging All Learners



This month, the ARCS newsletter is focusing on ethics in computing. Ethics refers to moral principles such as fairness, integrity, responsibility, and honesty, character traits that we strive to develop in all students. Computing ethics extends those attributes to behaviors that occur through digital tools such as computers, tablets, and cell phones.

As we work toward integrating culturally responsive teaching strategies in our classrooms, we are obligated to ensure that our students apply these strategies to their online activity, celebrating those qualities that enhance diversity rather than using them to isolate, bully, or even threaten their peers – or inadvertently do things that may bring harm to themselves such as revealing personal information on a public website or app.

Elementary-age students may seem young for such activities, but it is never too early to plant the seeds of online safety. Click [here](#) to review a brief article from kidshealth.org that outlines simple steps that teachers (and parents!) can take to begin the conversation on computing ethics.

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Old Dominion University

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