

UNIT 2

DEFINING CAUSE, EFFECT AND CONSEQUENCE

Unit Overview:

The Following Video Sections Should Be Viewed Prior To Implementing This Unit:

- Cyber Cruelty
- Status Updates
- Social Privacy
- Criminal Exploitation

In many cases, the digital issues we face today like sexting, oversharing and cyberbullying are often the result of our decision making with very powerful digital tools. Some poor decisions are made based on ignorance, some due to naivety, and others executed with informed recklessness.

Further, as we have discovered that we now live in a Global Village, it is important to understand that our digital actions – positive and negative – can affect many people, not just our geographic neighbors.

The following Unit will define Cause (our decision making) and Effect (the labels – like sexting – often applied to our poor decision making) and the often Public and Permanent™ Consequences (chain of events) that often ensue - for us and others - should we make poor decisions with powerful digital tools.

The Unit and Activity times are anticipated, but may vary.

Teaching Note:

- Explain to the students that during this Unit and for the duration of the Curriculum the terms Cause, Effect and Consequences will be defined as;
 - **Cause:** Refers to an individual or group's irresponsible or risky digital decision-making
 - **Effect:** Refers to (negative) trends that result from irresponsible or risky (digital) decision-making (e.g. sexting, sextortion, exploitation).
 - **Consequences:** Refers to the chain of events that often accompany negative trends like "sexting" (Effects) which stem from poor decision making (Cause).

Suggested Unit Time: 140 Minutes

LESSON PLAN

DEFINING CAUSE, EFFECT AND CONSEQUENCE

Lesson Preview:

During this lesson students will learn about the theory of Cause, Effect and Consequences, and how numerous negative trends often result from irresponsible or risky decision making with digital tools and technologies.

Objective:

1. The learner will demonstrate knowledge of the digital paradigm by recognizing that the term Cause relates to the individual's irresponsible or risky digital decision-making, and how these decisions lead to various Effects.
2. The learner will demonstrate knowledge of the digital paradigm by recognizing that Effects are created from an individual's poor decision making, and **not** due to digital tools.
3. The learner will demonstrate comprehension of the digital paradigm by developing a greater understanding and awareness of the Consequences (chain of events) that often accompany negative trends like "sexting" (Effects) which stem from poor decision making (Cause).

Procedure:

- Activity 1: Defining Cause, Effect and Consequence (Pg. 3)
- Activity 2: Real World Recognition (Pg. 4)
- Activity 3: Everyday Paparazzi (Pg. 6)
- Activity 4: Purposeful or Accidental Consequences (Pg. 8)
- Extension Activity (Pg. 15)
- Closure: Journaling Activity (Pg. 17)

Student Worksheets:

- Real World Recognition (Pg. 5)
- Everyday Paparazzi Worksheet (Pg. 7)
- Purposeful or Accidental Consequences (Pg. 9 - 14)
- Extension Activity - Unit 2 Student Created Activity (Pg. 16)