

Digital Footprint Sorting Activity

Objective:

The objective of this lesson is to introduce and dive deeper into the concept of “digital footprint” while exploring digital citizenship and internet safety. These sorting games will help students understand the impact of their online activities and how to manage their digital footprint responsibly.

ISTE standard:

Students manage their digital identity and understand the lasting impact of their online behaviors on themselves and others and make safe, legal and ethical decisions in the digital world.

Preparation:

In Cricut Design Space go the project. <https://design.cricut.com/landing/project-detail/669a8ed6424aa79ae984c653>
The file is ready to print and then cut on the Cricut machine. For longer use, laminate the pieces. The game is ready to play on a table. If you'd like to use it on a whiteboard, add a small piece of magnet to the back of each piece.

Playing the Game:

There are headings for each game. The first sort, “Influences of the Digital Footprint” has titles “Influences Digital Footprint” and “Does NOT Influence Digital Footprint.” The point of this section is to introduce to students exactly what types of activities make up a digital footprint. The second sort “Positive and Negative Influences” dives deeper into specific activities that can influence a digital footprint.

If playing as a group, mix up all the examples for one sort and distribute them among the students. (The pieces are color and shape coded to make sorting the two various games easy.)

Ask each student to read their example aloud and decide which heading it belongs under. Discuss why each example was placed in the particular area.

Students can have individual practice to reinforce the skills. Ask the students to sort each example under the correct headings.

Evaluation:

See rubrics on following pages. One is overall and then there is an individual student checklist.

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Criteria	Excellent (4)	Good (3)	Satisfactory (2)	Needs Improvement (1)
Understanding of Digital Footprint	Students demonstrate a thorough understanding of digital footprints and can accurately sort all examples.	Students demonstrate a good understanding and can accurately sort most examples.	Students demonstrate a basic understanding and can sort some examples correctly.	Students show limited understanding and struggle to sort examples correctly.
Engagement and Participation	All students are highly engaged and actively participate in the game.	Most students are engaged and participate actively.	Some students are engaged and participate, but not consistently.	Few students are engaged, and participation is minimal.
Critical Thinking	Students show excellent critical thinking skills, providing clear and thoughtful explanations for their choices.	Students show good critical thinking skills, providing reasonable explanations for their choices.	Students show basic critical thinking skills, with some explanations for their choices.	Students show limited critical thinking skills, with few or unclear explanations for their choices.
Collaboration and Teamwork	Students work exceptionally well together, showing respect and cooperation.	Students work well together, with minor issues in cooperation.	Students work together, but with some challenges in cooperation.	Students struggle to work together, with frequent issues in cooperation.
Knowledge Application	Students can apply their knowledge of digital footprints to real-life scenarios effectively.	Students can apply their knowledge to real-life scenarios with some guidance.	Students can apply their knowledge to real-life scenarios with significant guidance.	Students struggle to apply their knowledge to real-life scenarios.
Communication Skills	Students communicate their ideas clearly and confidently.	Students communicate their ideas clearly, with minor issues.	Students communicate their ideas, but with some difficulty.	Students struggle to communicate their ideas clearly.
Overall Impact	The game has a significant positive impact on students' understanding and awareness of digital footprints.	The game has a positive impact on students' understanding and awareness.	The game has a moderate impact on students' understanding and awareness.	The game has little to no impact on students' understanding and awareness.

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Individual Student Assessment:

Understanding of Digital Footprint	Yes	No	Comments
Accurately sorts positive influence examples.	<input type="checkbox"/>	<input type="checkbox"/>	
Accurately sorts negative influence examples.	<input type="checkbox"/>	<input type="checkbox"/>	
Accurately sorts examples related to digital footprint.	<input type="checkbox"/>	<input type="checkbox"/>	
Accurately identifies examples not related to digital footprint.	<input type="checkbox"/>	<input type="checkbox"/>	