Privacy Pursuit!
What is Privacy?

Grades:
2-3

Teacher's version

Framework Topics:
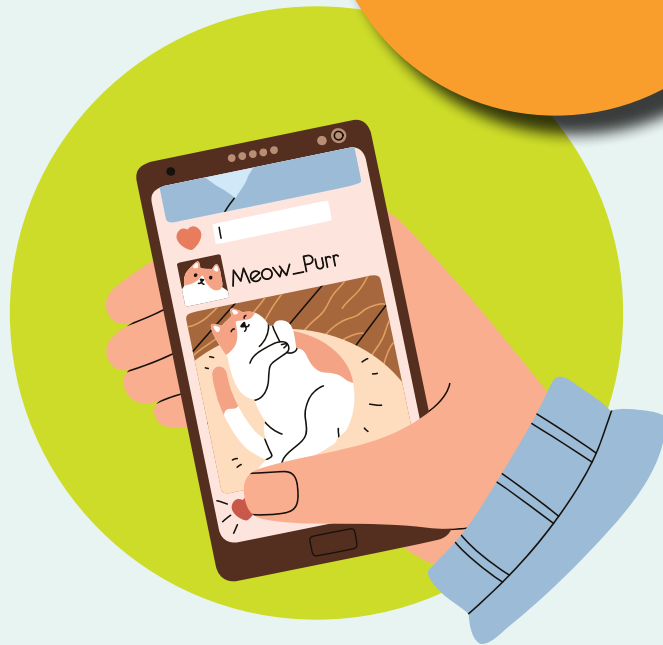Privacy and Security, Ethics and Empathy

Duration:
1½ to 2 hours

Overview:
In this lesson, students draw connections between their existing concepts of privacy and how it applies to the internet and networked devices, then learn essential vocabulary relating to privacy. They then consider some scenarios in which children encounter privacy risks and draw on those to develop a list of "dos" and "don'ts" for using networked devices.

Share your thoughts on this lesson with us!

Learning Outcomes

Students will understand the following key concepts/big ideas:

Digital media are networked
- Devices that are connected to the internet are all connected to each other
- Devices that are connected to the internet send information to each other

Digital media have unanticipated audiences
- Things that you do with devices connected to the internet may be seen by people you don't know about

Students will learn the following essential domain knowledge:

Privacy
- Key vocabulary related to online privacy
- Many devices connect to the internet
- Your personal information is the things that can identify who you are
- Privacy risks include scams, embarrassment, hurting people's feelings, cyberbullying, and threats to property or personal safety
- Taking proactive steps to manage your privacy can limit privacy risks
- Privacy settings can control who sees what you post
- Passwords are an important tool to protect your privacy

Ethics and Empathy
- What you do online can also affect other people's privacy, whether intentional or not

Students will learn how to:

- Use: Begin to explore ways to manage privacy risks
- Understand: Identify the privacy risks of different devices, apps and online activities
- Engage: Make good choices about others' privacy

Personal Data Protection Competencies

Personal Data
- I understand what is involved in the concept of personal data, defined as any data — whether or not it was made public — about an identifiable individual
- I can give examples of personal data that can directly identify individuals (civil/family status, photo of a student in the class, etc.) and technical data that can monitor the activities of a person and identify them (cookies, geolocation data, etc.)

Understanding the Digital Environment
- I know what the internet and its services are (social networks, mobile applications, the cloud, etc.)
- I am careful to only share the personal data that is absolutely necessary to register for a service
- I know that there are ways to protect myself online

Preparation and Materials

Prepare to distribute either the full *Privacy Pursuit!* booklet or the following pages:

- Page 3: Scavenger Hunt
- Page 4: What is Privacy Anyway?
- Page 7: Real Privacy Dangers
- Page 10: Privacy Empathy
- Page 11: Game Time: Match-It
- Page 12: Game Time: Word Search

Whether you are distributing the full booklet or individual pages, students will need a second copy of page 11 (Game Time).

Prepare to distribute the *glossary* handout.

Prepare to project page 11 of the *Privacy Pursuit!* booklet and review the *Glossary: Teacher's Version* backgrounder.

Review activity answers on pages 14-15 of the *Privacy Pursuit!* booklet.

Ensure students have blank paper, scissors and glue.

Procedure

Privacy Scavenger Hunt

Start by displaying or distributing page three and reading through the instructions. Have students do the "Scavenger Hunt" activity together as a class.

Make sure to include:

- Tablets
- Phones
- Computers
- Smart speakers (e.g. Alexa)
- Smart TVs (TVs that can connect to services like Netflix without a separate app or device) or other appliances (e.g. smart thermostats or refrigerators)
- Smart toys (e.g. Mario Kart Live, Cloud Pets)
- Video doorbells

Then have students discuss: What does it mean if a toy is *connected* to the internet? If you were playing with a talking doll or toy, what could the people who make it learn about you know?

Let students discuss this for a few minutes and then explain that when something is connected to the internet, we say it is a *networked* device. That means it is connected to devices that are connected to other devices, so that every device that is connected to the internet is connected in some way to every other connected device.

Point out that being *networked* also means that those connections go two ways. If you are playing with a networked toy, for instance, or watching a video on a networked device like a phone or tablet, the computers they're connected to are sending things to you (what the toy will say or do next) but you are also sending things to them (what you say to the toy, what video you choose, how much of it you watch, and so on.)
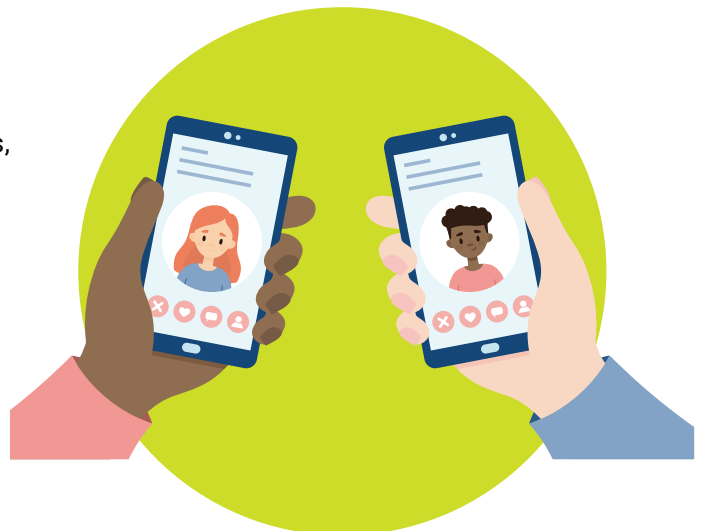
What is Privacy?

Now display or distribute page four.

Ask students: What does "privacy" mean? What are some times or places where it's important to have privacy? Are there times when privacy means letting some people see but not others? For instance, you wouldn't mind your parents seeing you when you're asleep, but you might not feel comfortable with your friends seeing you, and you definitely wouldn't want people that you don't know at all seeing you.

Can students think of examples of other things that are private for some *audiences* but not others? (If you like, you can offer an example of your own. For instance, many of us talk "baby talk" to our pets. We wouldn't feel embarrassed if a family member or a close friend heard us doing that, but we probably would if somebody else did!)

Display or distribute page two and read the "What Do Kids Do Online?" section to the class. Now remind students of the discussion you just had about privacy and then ask: What do things like playing games, watching videos, visiting websites, using social networks, and chatting with friends and family have to do with *privacy*?

Here are some guiding questions you can use to help them understand the concept of *online privacy*:

• If you are playing an online game with other people, what might they know about you?
 (The things you say in the chat; your username and avatar or profile picture)

• If you are watching a video online, what might the video company know about you?
 (What videos you watched, whether you watched them all the way through, skipped parts, or stopped watching)

• If you send someone a picture or video with you in it, what might they know about you?
 (What you look like, what you were doing in the picture or video, anything that's in the background behind you like pets or family members)

Remind students of the idea that whether we think of something as being "private" depends a lot on the audience that is seeing or hearing it. Now remind students of the three examples you just discussed — playing an online game, watching a video, and sending someone a photo or video of yourself — and ask them what is different about the *audience* in these cases compared to being in person.

Try to give students the chance to form this concept themselves, but make sure the following points come up:

• In an online game, they may not know all of the people in the *audience* (unless they're sure that they're only playing with people that they know offline)

• There may sometimes be *audiences* they don't know even exist, as in the example of the streaming site (to reinforce this, you can ask them whether they think that search engines like Google keep a record of the things they've searched for. It will likely be a surprise to many students to find out that they do, and that this information is used to guide future search results and to decide what ads to display.)

• There can also be *future* audiences that they can't predict. For example, if you send someone a photo or video on a *networked* device, they can make a copy and send it to other people.

Now tell students that they are going to learn some *key words* to help them understand and talk about online privacy. Project page 12 and have students do the word search activity. Use the Teacher's Version on page 15 to help guide them.

Next, distribute the glossary handout and, as a whole class, make a glossary of terms found in the word search and elsewhere in the lesson. (Use the backgrounder *Glossary: Teacher's Version* for reference.) Connect each term back to the newly formed concept of *online* privacy.

Privacy Practice

Next, display or distribute page seven and read through the "Real Privacy Dangers" scenarios with students. For each scenario, discuss as a class:

• What did each person do that was wrong?
• What could they have done differently?
• What do we learn from this?

Follow each discussion by summarizing the scenario and then clarifying and repeating the moral.

Assessment

Distribute copies of page 11 and read through the instructions with the class. Have students cut up the page and match the phrases physically. Then correct them together as a class and have students glue the correct linked phrases on blank pages.

Reflection/Closure

Display or distribute page ten. Have the class develop a Dos and Don'ts list together and then turn it into posters that you can put up in your classroom, the halls and the school library.

Glossary (Teacher's Version)

Apps

Programs on a phone or tablet. Some examples of apps are games and social networks.

Avatar

A virtual "you" that you control in a game or a virtual world.

Cookies

Files that are saved to your computer by websites. They let the website remember things about you and about what you did on the website.

Cyberbullying

Being mean or cruel to someone else using a digital device.

Download

Copying a file or app from the internet to your device.

Empathy

When you think about how someone else is feeling or how they might feel if something happens.

Hashtag

A word or phrase with a number sign (#) before it. People use hashtags to make what they post easier to find.

Internet

(*Define "network" first.*) A *network* of computers around the world that most digital devices connect to. When you play an online game, watch a video online, or use a social network, you are connecting to the internet.

Malware

Programs that make your device do things you don't want it to. They can make it run more slowly or not work at all, steal your data, or give other people access to your device.

Network

A group of digital devices that are linked by two-way connections. The internet is a network that most digital devices are connected to.

Online

When you're using the internet you are online. Things that don't happen on the internet are offline.

Personal information or Personal data

Things you post online, or that are collected by apps and websites you use that can identify you, including your name, address, date of birth, and photograph.

Phishing

When scammers try to trick you to get you to give them information about yourself or get access to your accounts or devices.

Privacy policy

An app or website's privacy policies says what it will do with the information it collects from and about you.

Privacy settings

(*Define "settings" first*.) Your choices about who will see the things you post on a website, social network or game. Changing your privacy settings changes the *default*. You can always choose to have a particular thing seen by more or fewer people.

Profile

Your account on a social network. It usually includes things like your name and things you've posted.

Rules

Just like we all agree on the rules when we play a game, having rules makes it easier to have fun when we're online and using digital devices.

Safety

Keeping yourself safe online means blocking people you don't know who try to contact you, being careful what you share about yourself and people you know, and telling an adult you trust if anything goes wrong.

Settings

Most apps and devices have settings that let you turn things on and off. Settings can also control the *default* on an app or device, which means what it does if you don't tell it to do anything else. For instance, you could use your phone's settings to turn off your microphone, or you could use the settings in your favourite game to turn off voice chat unless you choose to turn it on.

Social network

An app or a website that lets you share posts, photos, and videos with other people.

Smart

When something that isn't usually a digital device, like a toy or a TV, is connected to the internet we call it a "smart" device. That means that the people who made it can see and hear everything you do with it.

Track

Some websites and apps can get information about you even after you use them. Some of them track you across the internet to learn more about you.

Website

A place on the internet that you visit with a browser like Chrome, Safari or Firefox. A lot of social networks can be used either as apps or by visiting their website.

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Student handout

Share your thoughts on this lesson with us!

Information and Privacy Commissioner of Ontario

Commissaire à l'information et à la protection de la vie privée de l'Ontario

This lesson was created by MediaSmarts for the Information and Privacy Commissioner of Ontario.
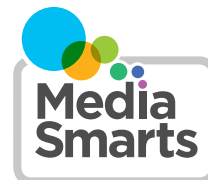
MediaSmarts — Canada's Centre for Digital Media Literacy

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Glossary

Write down what each of these words means. If you're sure you know what it means, write it after "I know what it means." If you're not sure, write your guess after "I think it means."

App

I *know* it means: ....

I *think* it means: ....

Avatar

I *know* it means: ....

I *think* it means: ....

Cookies

I *know* it means: ....

I *think* it means: ....

Cyberbullying

I *know* it means: ....

I *think* it means: ....

Download

I *know* it means: ....

I *think* it means: ....

Empathy

I *know* it means: ....

I *think* it means: ....

Hashtag

I *know* it means: ....

I *think* it means: ....

Internet

I *know* it means: ....

I *think* it means: ....

Malware

I *know* it means: ....

I *think* it means: ....

Online

I *know* it means: ....

I *think* it means: ....

Personal information or Personal data

I *know* it means: ....

I *think* it means: ....

Phishing scam

I *know* it means: ....

I *think* it means: ....

Privacy policies

I *know* it means: ....

I *think* it means: ....

Privacy settings

I *know* it means: ....

I *think* it means: ....

Profile

I *know* it means: ....

I *think* it means: ....

Smart device

I *know* it means: ....

I *think* it means: ....

Social network

I *know* it means: ....

I *think* it means: ....

Track

I *know* it means: ....

I *think* it means: ....

Website

I *know* it means: ....

I *think* it means: ....