

INTRODUCTION

1.1 Making the Most of Digital Passport™

Welcome!

Digital Passport is an interactive learning tool for grades three to five that teaches the basics of digital safety, etiquette, and citizenship. Students learn foundational skills from online games and videos while deepening their learning through additional wraparound content.

This guide provides an overview of Digital Passport and each mini-game, additional downloadable classroom materials, and recommendations on aligned Digital Citizenship lessons.

Are you ready to launch Digital Passport in your classroom? Here's how to get started.

1.2 Preview and Prep

We suggest previewing Digital Passport first to familiarize yourself with the games.

Technical Requirements:

- Games are designed for web browsers on desktop computers (macOS, Windows, Linux, Chrome OS)
- Works on the following internet browsers (minimum versions): Mozilla Firefox 52, Google Chrome 57, Apple Safari 11, or MS Edge 16
- Sound card, speakers (individual headphones are recommended)
- Scorecards and Passports can be printed via an available printer
- Check with your school/district about firewalls. You may need to clear the URL: www.digitalpassport.org
- *Note: Digital Passport is not available as a mobile app. For the best experience, we recommend students use Digital Passport on a laptop or desktop computer.*

1.3 Implementation Overview

Digital Passport consists of six topical games:

1. Password Protect—Security
2. Twalkers—Multitasking
3. Share Jumper—Privacy
4. E-volve—Upstander
5. Search Shark—Search
6. Mix-n-Mash—Creative Credit

Each module takes about 20 minutes for students to complete. It also includes wraparound materials and a suggested digital citizenship lesson for deeper learning about the game's topic.

In addition to an essential question, learning overview and objectives, and key vocabulary, each module includes the following components:

- **Ice Breaker (5 minutes):**

The ice breaker is a whole-class, short activity that orients students to the main idea of the module. It also includes key vocabulary.

- **Game (10 minutes):**

Digital Passport's interactive games are self-guided activities for students to complete individually. Each game includes educational tips, three rounds of gameplay, and a cartoon "consequence simulator" that shows students what might result from the choices they make in the game.

- **Wrap-Up (5 minutes):**

The wrap-up is a whole-class, teacher-led activity for students to reflect on what they have learned in the game. Teachers also can gauge students' understanding with these questions.

CURRICULAR CONNECTIONS

2.1 Scope and Sequence

Although there are no hard and fast rules, we recommend the below sequence for Digital Passport. However, games and modules can be used individually. Additionally, if time permits, we recommend implementing Digital Passport games in conjunction with the following Common Sense Education Digital Citizenship lessons.

Digital Passport Game	Learning Objectives	Suggested Digital Citizenship Theme & Lesson Recommendations
Password Protect (Security) Students learn how to create safe and secure passwords.	Students will ... <ul style="list-style-type: none"> • Learn what components make a password secure • Identify ways they can create a memorable but secure password • Create a secure password 	Privacy & Security 3rd grade: Password Power-Up
Twalkers (Multitasking) Students reflect on what it's like to multitask on a cell phone, and consider the benefits of focusing on one task at a time.	Students will ... <ul style="list-style-type: none"> • Learn that cell phones are powerful, convenient tools for communication • Experience a simulation on cell phone multitasking and distraction • Reflect on the benefits of focusing on one task at a time 	Media Balance & Well-Being 4th grade: My Media Choices 5th grade: Finding My Media Balance
Share Jumper (Privacy) Students evaluate examples of online messages and decide what information is appropriate to share, and when.	Students will ... <ul style="list-style-type: none"> • Reflect on the benefits of sharing online, while acknowledging that information can spread fast and far • Classify information that should be kept private online • Predict the effect that an online post or message might have on someone's reputation 	Privacy & Security 4th grade: Our Online Tracks 4th grade: Private and Personal Information

E-volve (Upstander) Students respond to cyberbullying scenarios and are prompted to make choices to “evolve” into an upstander.	Students will ... <ul style="list-style-type: none"> • Compare different forms of cyberbullying and the roles of those involved • Interpret scenarios that illustrate the importance of empathizing with targets of cyberbullying • Identify ways to be an upstander when cyberbullying occurs 	Cyberbullying, Digital Drama & Hate Speech 3rd grade: The Power of Words 4th grade: Super Digital Citizen 5th grade: What’s Cyberbullying?
Search Shark (Search) Students learn how to choose effective keywords for searching online. They practice selecting keywords that are most relevant to a search prompt. Along the way, students discover tips for narrowing their search results.	Students will ... <ul style="list-style-type: none"> • Learn how keywords can help them find information online • Evaluate keywords for their relevance and helpfulness • Practice identifying the most effective keywords for different search scenarios 	News & Media Literacy 5th grade: Reading News Online
Mix-n-Mash (Creative Credit) Students remix media content to create a new creative piece. Along the way, they give proper credit to the artists whose images and sound clips they use.	Students will ... <ul style="list-style-type: none"> • Learn about copyright, credit, and plagiarism, and apply their knowledge to their own creative work • Reflect on the ethical importance of giving credit to others for their work • Determine how to receive credit for their digital creations 	News & Media Literacy 4th grade: A Creator’s Rights and Responsibilities

GETTING STARTED

3.1 Logging In

Have Students Create Their Usernames

Students will be asked to create a generic username. Though we do not collect username information, as a best practice, we recommend that students do not include personal information in their username. Students will be able to save their gameplay for subsequent play on the same browser of the same device. They will not be able to return to a saved game on a different browser or different device.

3.2 In-Game Options

Language

Within each game, students will have the option of selecting to play in English or Spanish.

Accessibility

Text-to-speech feature coming soon!

3.3 Data Privacy

Digital Passport does not collect personal information. Players can enter a short username to begin and continue play, but this is stored locally and is not collected by or accessible to Common Sense. If directed by teachers, users may choose to take a screenshot image of their scores. We do not collect such screenshots. We support the Children’s Online Privacy Protection Act, and we do not collect personal information from children under the age of 13. [Click here](#) to read our privacy policy.

Have questions? Contact us at edsupport@commonsense.org.