Digital Integrity School Campaign

This project gives students an opportunity to create positive change in school climate and culture around cheating and digital integrity. Even if cheating does not appear to be a problem in your school, at some point students will be confronted with cheating and it is useful to be armed with the knowledge of the majority position on cheating in their school. This project also gives students more than just-in-time tools to combat cheating for themselves; instead, it gives them organizing strategies to not only stop cheating in its tracks but to empower students to maintain integrity in their school experience and persevere in their learning.

Integrity Sub-Concept(s)

Perseverance, Kindness

Project Timeframe

25-30 minutes

Required Materials

- ☐ Access to computers for each group
- ☐ School Code of Conduct

Have students create a Digital Integrity campaign at school, where they highlight the expected digital code of conduct and the impact of cheating on school climate and culture. Students will use technology to create screensavers for every computer in the school that promotes digital integrity and combats cheating.

Day 1:

Break into committees and have each committee research and report back based on the assignment:

- Conduct Committee- research what the digital code of conduct for students is in your school using the school handbook (which many have likely never read!). What are the rules around digital use?
- Form committee- research the form that older students (and parents) must sign regarding digital integrity and honesty. What are the consequences for being dishonest and cheating?
- Tech Support Committee- How can you get the screensavers put on every computer in the school? Work with your computer/technology teacher/program to learn more about the process.
- App Committee- Which apps work best to create a screensaver for the computers we have in our school? Examples might include Canva, Google slides, Adobe Spark, etc. Investigate which would work for the needs of the school. The technology team and your teacher can help you find out the answers.

Day 2:

Have each committee report back their findings. Track these on the whiteboard/smartboard for use as you design your screensavers.

Day 3-5:

Have students break up into groups of 3-4. Each group will create a digital integrity or anti-cheating screensaver. Every screensaver must include the following:

- Something that connects back to the code of conduct or the digital integrity form.
- Something that uses both words and images to remind others to use digital integrity when online.
- The names of the creators. Can be initials only if preferred.

RANDOM ACTS OF KINDNESS

Wrap Up:

Make sure to work with your technology department to launch the screensavers on the schedule you decide. You can also have them create a short summary of the requirements and share it over the intercom on the day that the screensavers are launched so the entire school understands the purpose of the project.



The Collaborative for Academic, Social, and Emotional Learning (<u>CASEL</u>) has been reviewing evidence-based SEL programs since 2003. Kindness in the Classroom® meets CASEL's SELect Program and is included in the <u>CASEL Guide to Effective Social and Emotional Learning Programs</u>.

Kindness in the Classroom® met or exceeded all of CASEL's criteria for high-quality SEL programming. Kindness in the Classroom® received CASEL's highest designation for high-quality SEL programming.

https://casel.org/guide/kindness-in-the-classroom/