

ELA STUDY GUIDE

Grade Level: 6th Grade

Video Title: *How Full Is It?*

Media Literacy Focus: Evaluating digital content for helpfulness, hurtfulness, and truthfulness before engaging.

Essential Question

How does asking “How FULL is it?” help us become more thoughtful and responsible online communicators?

Learning Targets

Students will:

Analyze digital content for its emotional and factual impact

Apply critical thinking when determining whether to engage with online posts

Recognize the consequences of spreading hurtful or false information

Take personal responsibility for digital behavior

Vocabulary

- **Helpful** – Offers kindness, value, or support to others
- **Hurtful** – Causes harm, offense, or emotional pain
- **Truthful** – Accurate and backed up with facts or evidence
- **Post** – Any message, image, or video shared on digital platforms
- **Media Master** – A person who thinks carefully before sharing online
- **Digital Footprint** – The trail left by online actions
- **Evidence** – Facts or proof that support a claim
- **Impact** – The effect something has on a person or situation

Whole Group Discussion

Use these prompts to spark discussion:

- Why do people sometimes share things online without thinking?
- Can something be funny and hurtful at the same time?
- How can we check whether something online is true?
- What does it mean to “make the internet better”?

Encourage students to cite real-world examples or reflect on things they’ve seen online (without using names).

Critical Thinking Activities

1. "How FULL Is It?" Social Post Analysis

Distribute 6–8 fictional “social media” posts. In groups, students read each one and ask:

- Is it truthful?
 - Is it hurtful?
 - Is it helpful?
- Then write:
Would you share, comment, ignore, or report? Why?

Groups share out their thinking with the class.

2. Perspective Switch: “What If It Were Me?”

Ask students to choose a fictional hurtful post.
 Rewrite it from the perspective of the person being targeted.
 How does it feel to be made fun of online?
 What would you want others to do?

This helps build empathy and deeper understanding of online harm.

3. Digital Choices Role-Play

In small groups, students act out three scenarios:

- Someone wants to repost a hurtful meme
- Someone spreads a rumor without checking facts

- Someone stands up for someone online
Students explain their decisions using the “How FULL Is It?” questions.

Writing Prompt

Prompt:

Write an opinion paragraph explaining why truthfulness should matter more than popularity when posting online.

Support your opinion with examples, reasoning, and a clear structure.

Optional extension: Turn student paragraphs into a classroom blog or poster series.

Creative Extension

Visual Campaign – “Be a Media Master!”

Students work in teams to create digital or hand-drawn posters teaching others to use the “How FULL Is It?” method before posting. Posters must include:

The 3 questions

An example of a good and bad post

A short slogan (e.g., “Think before you share!”)

Hang around school or feature in a digital slideshow.

Final Reflection

Think-Pair-Share Prompt:

What online choice will you make differently now that you know about “How FULL Is It?”

Encourage students to record this reflection in a digital journal or share in class discussion.

Alabama Digital Literacy and Computer Science (DLCS) Course of Study Correlation – 6th Grade

Strand: Digital Literacy

- **DLCS.6.1** – Practice safe, legal, and responsible use of information and technology.
Students evaluate online actions and choose ethical digital behavior.
- **DLCS.6.2** – Evaluate digital content for accuracy and bias using evidence.
The “truthful” filter supports fact-checking and media analysis.
- **DLCS.6.3** – Recognize the consequences of unethical digital actions.
Role-plays and writing activities explore impact of harmful posts.
- **DLCS.6.5** – Explain how digital citizenship influences your community.
Encourages students to take responsibility for shaping a positive online culture.
- **DLCS.6.6** – Apply strategies for being a responsible digital citizen.
Students apply the “How FULL Is It?” rule to make better choices.

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