

****Correlation of “Lesson 1 – IT SNAPS BACK (The Rubber Band Rule)”**

to Alabama Course of Study Standards (K–8)**

This lesson teaches students that **everything they do online has consequences**. The “Rubber Band Rule” reinforces core DLCS digital citizenship standards involving responsibility, digital footprints, reputation, emotional awareness, and ethical interactions online.

PRIMARY GRADES (K–5)

1. Digital Literacy & Computer Science (DLCS)

Kindergarten

- **DL.K.1 – Safe & Responsible Use of Technology**
Students learn that online actions (liking, sharing, posting) can have effects — the essence of “It Snaps Back.”

Grade 1

- **DL.1.4 – Recognize Responsible Use of Technology**
The script teaches children to *think before they act*, especially when posting or commenting.

Grade 2

- **DL.2.3 – Explain Positive Digital Citizenship**
Kids learn that mean posts and impulsive clicks can cause problems for themselves and others.
 (“If you post something mean... it can snap back on you.”)

Grade 3

- **DL.3.6 – Explain How Actions in Digital Spaces Impact Self & Others**
The Rubber Band Rule illustrates real-world cause-and-effect online:
 - Posting hurtful content

- Impulsive comments
- Sharing something without thinking
All have consequences.

Grade 4

- **DL.4.3 – Demonstrate Responsible Online Behavior**

This includes:

- Pausing before posting
- Avoiding hurtful or impulsive content
- Understanding that online content is persistent (“even if you delete it...”)

Grade 5

- **DL.5.7 – Identify Long-term Consequences of Digital Actions**

The lesson explains that digital footprints can follow you into adulthood — including:

- Friends
- Parents
- Teachers
- Future employers
 (“A person that wants to hire you... can find it!”)

2. English Language Arts (ELA), K–5

Grades 3–5 – Informational Text & Media Literacy Standards

- **Evaluate cause-and-effect relationships**
Students analyze *why* a digital action “snaps back.”
- **Identify author’s purpose & audience**
Why did someone post it? Who might see it?
- **Explain how multimedia messages influence behavior**
Media Masters must think before reacting or sharing.

MIDDLE GRADES (6–8)

1. Digital Literacy & Computer Science (DLCS)

Grade 6

- **DL.6.2 – Explain How Digital Content Can Impact Personal/Professional Opportunities**
“It Snaps Back” teaches that online posts can affect future jobs, friendships, and reputation.
- **DL.6.6 – Recognize How Emotions Influence Digital Decisions**
Thinking before reacting prevents impulsive online mistakes.

Grade 7

- **DL.7.4 – Identify Ethical & Societal Impacts of Sharing Digital Information**
The script shows how sharing harmful content contributes to:
 - Bullying
 - Misinformation
 - Harm to others

Grade 8

- **DL.8.8 – Evaluate Positive & Negative Effects of Online Communication**
Students learn to:
 - Evaluate consequences of online behavior
 - Consider how posts shape relationships and reputation
 - Understand that deletion doesn’t erase digital footprints
- **DL.8.14 – Compare Human Judgment to Digital Footprints**
Students understand online permanence and how human decisions create traceable digital records.

2. English Language Arts (ELA), 6–8

Media Literacy & Argumentation Standards

- **Analyze the impact of digital communication**
Students examine how posts can help or harm.
- **Identify purpose, tone, and possible consequences**
Example: A “funny post” can still cause problems.
- **Evaluate claims and messages in media**
Students practice determining whether sharing something is:
 - Helpful
 - Harmful
 - Thoughtful
 - Necessary

Specific Script Connections to COS Standards

“Everything you do online can SNAP BACK on you.”

→ Supports DLCS expectations about **digital footprints**, long-term consequences, and reputation management.

“Don’t just LIKE or SHARE the first thing that pops into your head.”

→ Reinforces Alabama standards for **responsible decision-making** and **anti-impulsive digital behavior**.

“Even if you delete it... it can still snap back on you.”

→ Matches DLCS standards on **permanence of digital content**.

“Media Masters take responsibility for what they say and do.”

→ Directly aligns with digital citizenship expectations across grades K–8.

“Posting something mean can snap back on you.”

→ Connects to standards on kindness, safety, online ethics, and preventing harmful online behavior.

“A future employer could find what you posted.”

→ Supports middle grades’ standards regarding **real-world consequences** and **long-term digital reputation**.

Conclusion

“Lesson 1 – IT SNAPS BACK (The Rubber Band Rule)” perfectly matches Alabama’s DLCS focus on **responsible technology use**, **digital ethics**, and **critical thinking** in both elementary and middle school grades.

It teaches students that online behavior is **permanent**, **traceable**, and **meaningful**, reinforcing essential digital citizenship skills across grades **K–8**.

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