

Correlation of “BONUS LESSON: CRITICAL THINKING CHARACTER MISTAKES” to Alabama Course of Study Standards (K–8)

This lesson teaches students how to recognize *common cognitive mistakes* people make online and how to replace them with **Media Master Moves**—skills grounded in critical thinking, emotional regulation, credibility evaluation, and responsible digital citizenship. These match core expectations in Alabama’s **Digital Literacy & Computer Science (DLCS)** and supporting **ELA** standards.

PRIMARY GRADES (K–5)

1. Digital Literacy & Computer Science (DLCS)

Kindergarten

- **DL.K.1 – Safe and Responsible Technology Use**
Characters like *Mean Maddy*, *Re-Post Robot*, and *Snap Judgement Sammy* reinforce early understanding of *kindness*, *pausing before clicking*, and *checking before sharing*.

Grade 1

- **DL.1.4 – Practice Responsible Online Behavior**
The lesson teaches:
 - Think before acting (Captain Knee-Jerk)
 - Be kind online (Mean Maddy)
 - Don’t assume memes or headlines are true (Meme Believer Cassy, Headline Harry)

Grade 2

- **DL.2.3 – Explain Positive Digital Citizenship**
Students learn that:

- You control what you watch (Scroll Zombie Zack)
- Posts should be checked for truth (Re-Post Robot)
- Popular doesn't equal true (Everyone Says Ellie)

Grade 3

- **DL.3.6 – Explain How Feelings Influence Digital Interactions**
Characters model emotional impulsiveness (Captain Knee-Jerk, Snap Judgment Sammy) and the Media Master Moves model emotional self-regulation.
- **DL.3.12 – Assess Validity and Purpose of Digital Content**
 - Meme Believer Cassy → check before sharing
 - Headline Harry → read the whole story
 - Re-Post Robot → evaluate before reposting

Grade 4

- **DL.4.7 – Verify Accuracy of Online Information**
Students practice skills like:
 - Investigating claims
 - Reading beyond headlines
 - Checking multiple sources
 - Asking: *“Does this make sense?”*
- **DL.4.3 – Understand Digital Impact & Reputation**
Characters illustrate how irresponsible digital behavior affects yourself and others.

Grade 5

- **DL.5.8 – Identify How Emotions Affect Digital Decisions**
 - Captain Knee-Jerk and Snap Judgment Sammy demonstrate how fast reactions can cause problems.
 - Media Master Moves teach self-regulation: pause, breathe, think.
- **DL.5.7 – Describe Long-term Consequences of Digital Actions**

- Mean or careless posting (Mean Maddy, Re-Post Robot) can create lasting digital footprints.

2. English Language Arts (ELA), K–5

Grades 3–5 Media & Informational Text Standards:

- **Evaluating Claims & Evidence**
Headline Harry and Meme Believer Cassy require students to evaluate whether online content is factual.
- **Determining Author's Purpose & Hidden Motive**
Echo Chamber Chad, Everyone Says Ellie encourage analysis of *why* messages spread online.
- **Asking Questions to Deepen Understanding**
Snap Judgement Sammy → ask questions first, do not assume.

MIDDLE GRADES (6–8)

1. Digital Literacy & Computer Science (DLCS)

Grade 6

- **DL.6.4 – Evaluate Online Content Using Critical Thinking Skills**
Students analyze:
 - Emotional manipulation (Captain Knee-Jerk)
 - Virality/popularity vs. truth (Everyone Says Ellie)
 - Source credibility (Headline Harry, Meme Believer Cassy)
- **DL.6.6 – Recognize the Role of Emotions in Digital Interactions**
Characters model emotional triggers that can lead to poor judgment.

Grade 7

- **DL.7.4 – Identify Ethical and Societal Impacts of Digital Content**
 - Mean Maddy → harm caused by unkind posts

- Re-Post Robot → misinformation consequences
- Echo Chamber Chad → dangers of confirmation bias
- **DL.7.6 – Demonstrate Responsible Digital Decision-Making**
Media Master Moves teach:
 - Pausing
 - Investigating
 - Choosing kindness
 - Thinking independently (Go With the Flow Flo)

Grade 8

- **DL.8.8 – Evaluate Validity of Digital Sources & Messages**
This lesson aligns perfectly. Students practice:
 - Distinguishing real from misleading content
 - Reading beyond headlines
 - Questioning motives
 - Identifying bias and echo chambers
- **DL.8.14 – Compare Human Thinking Patterns with Media Influence**
The characters represent **common cognitive errors**:
 - Overconfidence (Overconfident Ollie)
 - Impulsivity (Captain Knee-Jerk)
 - Groupthink (Go With the Flow Flo)
 - Confirmation bias (Echo Chamber Chad)

Students compare these patterns to Media Master Moves (critical, evidence-based thinking).

2. English Language Arts (ELA), 6–8

Media & Argumentation Standards

- **Grades 6–8: Distinguish Fact, Opinion, Bias, and Persuasion**
Headline Harry, Meme Believer Cassy, Everyone Says Ellie reinforce identifying:
 - Sensational headlines
 - Meme-based misinformation
 - Popularity bias
 - Emotional manipulation tactics
- **Analyzing Author Purpose & Rhetoric**
Students learn to ask:
 - “Who made this?”
 - “Why did they make it?”
 - “What do they want me to believe or feel?”
- **Research & Evidence-Based Reasoning**
Media Master Moves require:
 - Checking credible sources
 - Investigating claims
 - Reading beyond headlines
 - Gathering proof before believing or sharing

Specific Script Connections to COS Standards

Scroll Zombie Zack

Teaches attention control → links to DLCS “responsible technology use.”

Captain Knee-Jerk

Demonstrates emotional impulsivity → aligns with standards on **self-regulation** in digital spaces.

Go With the Flow Flo

Shows dangers of peer-pressure-online → supports DLCS about independent decision-making.

Re-Post Robot

Directly teaches **credibility checking**, a major DLCS requirement.

Mean Maddy

Focuses on kindness → supports digital citizenship & anti-cyberbullying expectations.

Meme Believer Cassy

Encourages fact-checking → matches DLCS evaluation standards.

Headline Harry

Teaches deep reading → aligns with ELA comprehension and DLCS truth-checking.

Overconfident Ollie

Teaches intellectual humility → links to DLCS “lifelong learning” and evidence-based reasoning.

Snap Judgment Sammy

Teaches slowing down and asking questions → matches critical thinking expectations.

Everyone Says Ellie

Addresses bandwagon effect → supports evaluating popularity vs. truth.

Echo Chamber Chad

Teaches exploring diverse viewpoints → aligns with DLCS on broad information collection & minimizing bias.

Conclusion

The “BONUS LESSON: Critical Thinking Character Mistakes” video is an *excellent* match for Alabama’s Digital Literacy and Computer Science COS and supporting ELA standards across **Kindergarten through Grade 8**.

It teaches—through friendly, memorable characters—the exact skills Alabama expects students to develop:

- Critical thinking
- Emotional awareness
- Evaluating credibility
- Avoiding misinformation
- Kindness and responsible posting
- Independent decision-making
- Recognizing cognitive biases and online traps

This lesson *beautifully* reinforces the four core Media Masters Rock rules and strengthens students' ability to think clearly and responsibly online.

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