Correlation of "THINK FIRST – THE CRITICAL THINKER'S SECRET WEAPON" to Alabama Course of Study Standards

Big Ideas in This Lesson

This video directly supports DLCS goals that Alabama spells out for all students: using technology to **find**, **evaluate**, **create**, **and communicate information**, while thinking critically and acting responsibly online. <u>Alabama Achieves</u>

Key focus areas in this script:

- Critical thinking as a digital citizenship superpower
- Evaluating weird/"wild" claims (dinosaurs at Gulf Shores, pizza trees, flying hamster, pudding house)
- Stop Think Check: pause before reacting
- Asking:
 - Who made this and why?
 - Where's the proof?
 - Why do I feel this way? (emotional triggers, manipulation, Al fakes)
- Understanding that Al-generated media can look real but be fake, so students must look for evidence and trustworthy sources

These all sit squarely in the DLCS strands "Digital Literacy" and "Citizen of a Digital Culture" and in ELA literacy standards about evaluating evidence, purpose, and claims in media. Alabama Achieves+1

Primary Grades (K-5)

1. Digital Literacy & Computer Science (DLCS)

Kindergarten

Strand: Digital Literacy – K.1 & K.2 (DLCS)

- K.1: Understand and use technology tools to engage with digital content. Students view sample posts/videos (dinosaurs at the beach, pizza trees, pudding house) and talk about them. Media Masters ROCK!
- K.2: Identify and describe safe and responsible use of technology. The "Stop. Think. Check." routine and "think first before you click/share" supports early safe-use habits. Media Masters ROCK!+1

Grade 1

- Digital Citizenship / Safety & Ethics
 - Recognize that not everything online is true; begin to tell the difference between real and make-believe posts (dinosaurs at Gulf Shores, pizza trees).
 - Practice asking an adult or checking before sharing something surprising or upsetting.

Grade 2

- Citizen of a Digital Culture Safety, Privacy, and Security (K–2 band)<u>Alabama Achieves</u>
 - Explain why they should **pause** when a post makes them feel strong emotions (angry, scared, amazed).
 - Describe simple strategies for checking: "Who posted this? Does it make sense? Should I show this to a trusted adult before I share?"

Grade 3

- Impact of Computing Assess validity and purpose of digital content
 - DLCS 3rd-grade guidance explicitly includes: "Assess the validity and identify the purpose of digital content." Banzai
 - Students learn to:
 - Ask "Who made this, and why?" (motivation & purpose)
 - Decide whether a wild claim (flying hamster, pudding house) is probably fake and needs more research.

Grade 4

- Digital Literacy / Citizen of a Digital Culture Critical evaluation <u>Alabama</u> <u>Achieves+1</u>
 - Explain how to check for proof (look for multiple trusted sources: news, school, science sites).
 - Recognize that some videos may be Al-generated and that "seeing it" is not enough; you still need evidence.

Grade 5

- Digital Literacy Evaluating online information and emotional impactAlabama Achieves+1
 - Analyze how a post or video might try to trigger emotions on purpose (anger, fear, amazement) to get quick shares.
 - Describe and practice the **Stop. Think. Check.** process as a strategy for:
 - Verifying truthfulness
 - Avoiding impulsive comments/shares
 - Choosing not to respond when something seems manipulative or untrue.

2. English Language Arts (ELA), K-5

The lesson also supports ELA informational-text and media literacy goals in the Alabama ELA Course of Study. Alabama Achieves

Grades 2–3

- Asking and answering questions to demonstrate understanding of a text/media (who made this, what are they claiming, does it make sense?).
- Beginning to distinguish fact from opinion in simple digital examples.

Grades 4–5

- Explaining the relationship between ideas: wild claim → evidence → conclusion (real/fake/needs more research).
- Using evidence ("Is there proof?" "Can I find this story in more than one trusted place?").

 Discussing author's purpose and audience ("What do they want me to think, feel, or do?").

Middle Grades (6-8)

1. Digital Literacy & Computer Science (DLCS)

The 6–8 overview emphasizes students as **Citizens of a Digital Culture** who can use technology responsibly, evaluate information, and understand societal impact. <u>Alabama Achieves+1</u>

Grade 6

- Citizen of a Digital Culture Evaluating Content & Safety
 - Explain that realistic-looking media can still be fake (Al-generated pudding house, dinosaurs surfing).
 - Apply a checklist for evaluating online content:
 - Source & motivation (Who made this, and why?)
 - Corroboration (Can I find it in multiple credible sources?)
 - Emotional manipulation (Is it trying to make me feel something *fast* so I'll share it?).

Grade 7

- Ethical & Societal Impact of Computing Alabama Achieves+1
 - Analyze how AI fakes and manipulated media can spread misinformation.
 - Discuss the ethical responsibility of not sharing content that is unverified, misleading, or designed to provoke outrage.
 - Connect critical thinking to responsible participation in online communities (Media Masters take responsibility for what they say and do).

Grade 8

Critical Evaluation, Bias, and Emotional Influence

- Evaluate credibility of digital sources and identify possible bias or hidden motives behind posts (attention, money, persuasion).
- Explain how emotional triggers (fear, anger, amazement) are used in clickbait and mis/disinformation and how critical thinking counters this.
- Relate Al-generated content to DLCS ideas about the societal impact of computing (trust, truth, and public understanding of reality). <u>Alabama</u> Achieves+1

2. English Language Arts (ELA), 6-8

From Appendix E and the ELA Course of Study, your script dovetails with literacy-in-technology/media standards such as:Alabama Achieves+1

- Grades 6–8 Reading in Science/Technical/Media Texts
 - Distinguish fact, reasoned judgment, and speculation in a text or digital source.
 - Assess the reasoning and evidence in a text or video and determine whether claims are adequately supported.
 - Compare a claim in one source (wild video/post) with information from other sources (news, science sites).
- Grades 6–8 Writing & Speaking
 - Conduct short research based on focused questions ("Is this wild claim true?", "Can AI make fake videos like this?").
 - Present an argument using valid reasoning and relevant evidence (e.g., why a post is likely fake, manipulative, or trustworthy).

How This Lesson Functions Instructionally

Core DLCS/Media Literacy Skills in the Script

- Critical Thinking as a Process
 - STOP → THINK → CHECK = an age-appropriate version of evaluating claims, sources, and evidence.
- Source & Motivation Analysis

"Who made this—and why?" leads students directly into author's purpose, point of view, and bias (aligned with both DLCS and ELA).

Evidence & Corroboration

"Is there proof?" "Can I find this somewhere else from a trusted source?" mirrors DLCS expectations that students assess validity and purpose of digital content and ELA expectations that they assess credibility and accuracy of sources.<u>Banzai+1</u>

Emotional Self-Awareness

"Why do I feel this way?" directly supports DLCS attention to responsible digital behavior and self-regulation in networked environments. Alabama Achieves

Conclusion

"Lesson #5 – THINK FIRST – THE CRITICAL THINKER'S SECRET WEAPON" is a tight match for Alabama's Digital Literacy & Computer Science Course of Study and supporting ELA standards in grades K–8.

It gives teachers a concrete, memorable routine—**Stop. Think. Check.**—that:

- Builds digital citizenship (responsible posting, not sharing harmful or false content)
- Teaches critical evaluation of online information (source, evidence, emotional manipulation, Al fakes)
- Supports ELA skills in analyzing claims, evidence, and author's purpose across media

In short, it's a ready-to-use, standards-aligned piece for Media Masters Rock and fits beautifully into Alabama's DLCS vision of students as thoughtful, ethical **Citizens of the Digital Culture**.

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