



Media Masters Rock – Lesson 5 Study Guide

Digital Citizenship for Kids: How to THINK FIRST Online

Grade Level: Kindergarten

Length: 20–25 minutes

Alabama DLCS Alignment:

- **K.DL.1:** Demonstrate responsible use of technology and digital resources.
- **K.DL.2:** Recognize that online information can be true or untrue.
- **K.CC.1:** Use age-appropriate critical thinking when exploring online content.
- **K.CC.2:** Practice safe and kind behavior in digital spaces.



Before Watching the Video

Teacher/Librarian Says:

“Today, we’re going to learn how to *THINK FIRST* before we believe something we see online. Sometimes what we see on a screen looks real — but isn’t! Media Masters use their *Critical Thinking Superpower* to figure out what’s true and what’s not.”

Ask:

- “Have you ever seen something online that looked amazing or silly?”
- “Did you believe it right away, or did you stop to think first?”



Watch the Video

Title: *Digital Citizenship for Kids: How to THINK FIRST Online*

Run Time: About 6 minutes

Encourage students to listen for the **three special questions** Media Masters ask before they believe something online:

1. Who made it?
2. Where’s the proof?
3. Why do I feel this way?

After Watching

Discussion (Whole Group):

1. “What did Steve see that made him stop and think?”
2. “Why did he say dinosaurs on the beach might be fake?”
3. “What should we do before we believe something online?”
4. “What does ‘Think First’ mean to you?”

Activity: Stop. Think. Check! Poster

Materials:

- Construction paper or cardstock
- Crayons or markers

Instructions:

1. Give each child a sheet of paper with three big circles labeled **STOP**, **THINK**, and **CHECK**.
2. Students draw:
 -  Something that makes them stop (like a red light).
 -  A brain thinking (for THINK).
 -  A magnifying glass or check mark (for CHECK).
3. Under each drawing, help students write one short reminder:
 - Stop and look.
 - Think with your brain.
 - Check if it’s true.

Extension or Center Activity: “True or Tricky?” Sorting Game

Instructions:

Show printed or digital examples (photos or cards):

- A flying hamster 
- A pizza tree  
- A picture of kids recycling 

Ask: “Is it TRUE or TRICKY?”
Have students place them under the right label.

Objective: Practice early skepticism and truth-checking skills in a playful way.

 **Wrap-Up****Teacher/Librarian Says:**

“Media Masters always use their *Critical Thinking Superpower!* Before you click, before you share, before you believe — remember to *Stop. Think. Check.* That’s how YOU make the internet a smarter, kinder place.”

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