





# UNIT 13: SPAM LESSON 4: SPAM HYPERLINKS

#### **LESSON OVERVIEW**

A spam email may have a hyperlink in it. If you receive an email from an address you do not know Do NOT click on the hyperlink. Remember the spam email could look like a real company, but it is easy to lie in an email. For example, an email that is trying to steal your account username and password may include a hyperlink to a fake website. The website might look just like the real website. You should only log into websites that you know are REAL. If you're not sure, Ask an adult for help.

Time: ~30 minutes

#### **OBJECTIVE**

Student is able to evaluate and distinguish email spam.

#### PRINT PREPARATION

- 1. Print this lesson's Dollar Tracker
- 2. Review sequence of activities in lesson.
- 3. Learn which supplements you will use.
- 4. Print/Copy/Laminate materials that fit your student's needs.
- 5. Refer to your Level 2 Guide to read about effective practices

#### **ONLINE REVIEW**

- 1. Sign into Digitability
- 2. Click LESSONS tab
- 3. Select Level 2 Digital Citizen
- 4. Select Unit 13
- 5. Select Lesson 4 Spam Hyperlinks

#### **WORKPLACE BEHAVIOR FOCUS FOR THIS UNIT**



Using the Dollar Tracker, select two additional behaviors that you will target throughout the course of this unit. Always include participation/contribution in addition to the two new behaviors.







# **LESSON PLAN**

#### **WARM UP**



1. "For a participation dollar, who can recall what the rule is for opening an email attachment?"

Answer: Only open an email attachment from someone you know



2. Use positive narration to reinforce students following directions. "I see Marcus is following directions and already has two contacts listed. I see Vincent has one contact and included their name, email and phone. Nice work following directions and staying on task."

Pro tip Build confidence in your students: Identify students who have not earned money and focus on engaging them. Use differentiation tools if reluctant to participate. Ie. Have them point or write down their answers. EVERY student should be earning money.

Take answers from at least 4 students. Award at least four participation dollars.

3. "For a participation dollar, who can recall what you should do to spam email?"

Answer: delete it or ignore it



4. Distribute **13.IEC.Y/N** to students. See DIFFERENTIATION for this activity to identify supplements needed for your students.



#### **DIFFERENTIATION**

- On-topic verbal respond; shared response
- Writes response down in notebook or on post-it OR rephrase prompt to a yes or no question
- Points to **Yes or No Image Exchange Card** [13.IEC.Y/N] for rephrased question.







5. Give immediate feedback to each student (see below). Record Workplace Behavior earnings and/or spending on the **Dollar Earnings Tracker.** [13.DollarTracker]

[NAME] + [BEHAVIOR] + [CONSEQUENCE] + [REPLACEMENT BEHAVIOR/REINFORCEMENT]

## +\$

#### **PARTICIPATION**

"Marcus + you answered correctly! You earned a dollar! Nice job!"

# -\$ INTERRUPTIONS

"Marcus + you interrupted. Interruptions cost \$1. Next time, raise your hand and wait to be called on to earn a \$1." Pro tip Build confidence in your students: Identify students who have not earned money and focus on engaging them.
Use differentiation tools if reluctant to participate. Ie. Have them point or write down their answers. EVERY student should be earning money.

# **GUIDED WATCHING**



Call out earnings to the class, "[Student] has earned x dollars for participating. [Student] has earned x dollars for participating and sharing. [Student] has earned x dollars."



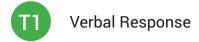
1. "For a participation dollar, who can tell me the name of our next badge?"

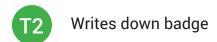


2. Distribute **13.BADGE** to students. See DIFFERENTIATION for this activity to identify supplements needed for your students.



# **DIFFERENTIATION**





Uses Badge Board [13.BADGE] for this Unit.







- 3. Bring attention to screen, "Let's watch this lesson. I know that [student's name] is actively watching because he has his eyes on the screen and he is actively listening by giving a thumbs up when he hears the words spam hyperlinks."
- 4. Ask students to give a thumbs up every time they hear and/or see the Spam Hyperlinks in the video
- 0
- 5. play video
- 6. Distribute **13.IEC.THUMB** to students. See DIFFERENTIATION for this activity to identify supplements needed for your students.



#### **DIFFERENTIATION**

- Puts thumbs up
- Uses **Thumbs Image Exchange Card** [13.IEC.THUMB]
- Holds up or points to **Thumbs Image Exchange Card** [13.IEC.THUMB]
- **#**

7. Give immediate feedback to each student (see below). Record Workplace Behavior earnings and/or spending on the **Dollar Earnings Tracker.** [13.DollarTracker]

[NAME] + [BEHAVIOR] + [CONSEQUENCE] + [REPLACEMENT BEHAVIOR/REINFORCEMENT]

# +\$ PAP

#### **PARTICIPATION**

"Marcus + you answered correctly! You earned a dollar! Nice job!"

# -S OFF TASK

"Marcus, you're off-task. Being offtask cost a dollar. Look at the screen and listen carefully to earn dollars for following direction/participating. Marcus, you're off-task. For every minute that you are not participating, it will cost a \$1. Look at the screen and listen carefully to earn dollars for following direction/participating." Pro tip Remember Rule
#3: Avoid a power struggle to
stay focused on instruction.
We are helping students learn
to self-regulate. Therefore it
is important to give students
time to opt, or identify their
replacement behavior. If
a student is not following
directions, you have give them
one minute (60 seconds) before
taking additional dollars.





# **INFORMAL ASSESSMENT**



1. "For a participation dollar, who can recall what a phishing email is?"

Answer: No.

2. "For a participation dollar, who can tell me why you cannot trust all hyperlinks?"

**Answer:** Spam emails may lie, they can take you to a fake website.

3. "For a participation dollar, who can tell me what you must check before logging into a website?"

Possible Answers: If it is real.

4. "For a participation dollar, who can tell me what you should do if you are not sure if a website is real?"

Possible Answers: Ask an adult.



5. Distribute **13.4.IMAGE** Image Exchange Cards and **13.IEC.Y/N** to students. See DIFFERENTIATION for this activity to identify supplements needed for your students.



#### **DIFFERENTIATION**

- On-topic verbal response shared response
- Writes response down in notebook or on post-it OR rephrase prompt to a yes or no question; Uses **Image Exchange cards** [13.4.IMAGE] to point to potential vocabulary word or icon representing "Ask an adult, fake website."
- Points to **Yes or No Image Exchange Card** [13.IEC.Y/N] for rephrased question.

Pro tip: Use content domain to develop expressive communication. If a student gives a one-word answer or a fragment. Require a complete sentence before awarding the \$1. Then, use positive narration to reinforce the student's expressive communication.

"I love how you used a complete sentence for your answer. Nice job earning a dollar!"

"Yes, Nice job participating, [student]! You earned a participation dollar."







6. Give immediate feedback to each student (see below). Record Workplace Behavior earnings and/or spending on the **Dollar Earnings Tracker.** [13.DollarTracker]

[NAME] + [BEHAVIOR] + [CONSEQUENCE] + [REPLACEMENT BEHAVIOR/REINFORCEMENT]

# **+\$** PARTICIPATION

"Nice job following directions and giving a thumbs up! You're earning a dollars! Nice job!"

# -\$ OFF TASK

"Marcus, you're off-task. Being off-task cost a dollar. Look at the screen and listen carefully to earn dollars for following direction/participating. Marcus, you're off-task. For every minute that you are not participating, it will cost a \$1. Look at the screen and listen carefully to earn dollars for following direction/participating."



Call out earnings to the class, "[Student] has earned x dollars... for participating. [Student] has earned x dollars for participating and sharing. [Student] has earned x dollars..."

# **PLAY ACTIVITY VIDEO**



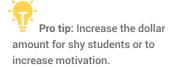
1. Ask the class, "Who would like to unlock the Spam Hyperlinks Badge for \$1?"

#### **Click Activity Button to Play Activity Video**

- 2. Student discusses with class to choose the correct answer.
- a. If student chooses correct answer, have student or whole class dance.
- b. If student chooses incorrect answer, repeat Step 2 until student unlocks the badge.



3. Distribute lesson badge cut out **13.4.5**. Students that unlocked the badge will place the **Spam Hyperlinks** print out on the classroom's **word wall**. See DIFFERENTIATION for this activity to identify supplements needed for your students.









# **DIFFERENTIATION**

Student will use verbal prompting to unlock the badge with the class.

- Student will use verbal prompting and hand signals to unlock the badge with the class.
- Student will use hand signals, pointing, prompting levels or adult/Tier 1 partner support to unlock the badge with the class.
- 4. Give immediate feedback to each student (see below). Record Workplace Behavior earnings and/or spending on the **Dollar Earnings Tracker.** [13.DollarTracker]

[NAME] + [BEHAVIOR] + [CONSEQUENCE] + [REPLACEMENT BEHAVIOR/REINFORCEMENT]



#### **PARTICIPATION**

"Marcus + you answered correctly! You earned a dollar! Nice job!"



#### **INTERRUPTIONS**

"Marcus + you interrupted. Interruptions cost \$1. Next time, raise your hand and wait to be called on to earn a \$1."

# **ASSESSMENT/EXIT TICKET**



1. Distribute **13.4.6** Spam Hyperlinks Exit Ticket to students. See DIFFERENTIATION for this activity to identify supplements needed for your students.



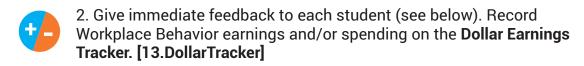




## **DIFFERENTIATION**

Using Tier 1 **Spam Hyperlinks Exit Ticket** [13.4.6.1], students circle the examples of spam hyperlink emails.

- Using Tier 2 Spam Hyperlinks Exit Ticket [13.4.6.2], students complete Vocab block about using email, or Trace 'n' Learn card [13.4.6.3].
- Using Tier 3 **Spam Hyperlinks Exit Ticket** [13.4.6.3], students complete Trace and Learn.



[NAME] + [BEHAVIOR] + [CONSEQUENCE] + [REPLACEMENT BEHAVIOR/REINFORCEMENT]

# +\$ PARTICIPATION

"Nice job, participating, Marcus. You earned a participation dollar. Let's hear more about your work."

# -\$ OFF TASK

"Marcus, you're off-task. Being off-task cost a dollar. Look at the screen and listen carefully to earn dollars for following direction/participating. Marcus, you're off-task. For every minute that you are not participating, it will cost a \$1. Look at the screen and listen carefully to earn dollars for following direction/participating."





#### **IMMEDIATE FEEDBACK/NEXT STEPS**

1. Read off Dollar Earnings Tracker and announce how many dollars each student earned during the lesson.

- 2. Students will fill in their dollar earnings from the lesson using their My Digitability Earnings sheet. Have students staple this sheet into their notebooks so they can use it for the entire unit.
- 3. If time permits, you can either have students log into their student accounts for independent practice or continue on to the next lesson plan.
- 4. Ask students what they will do with their money. Spend it or save it?



#### **DIFFERENTIATION**

- Login independently using password cards.
- Login independently using **password card** with the help from a Tier 1 partner for any required troubleshooting.
- Teacher or Tier 1 assistance to help student login using their password card.







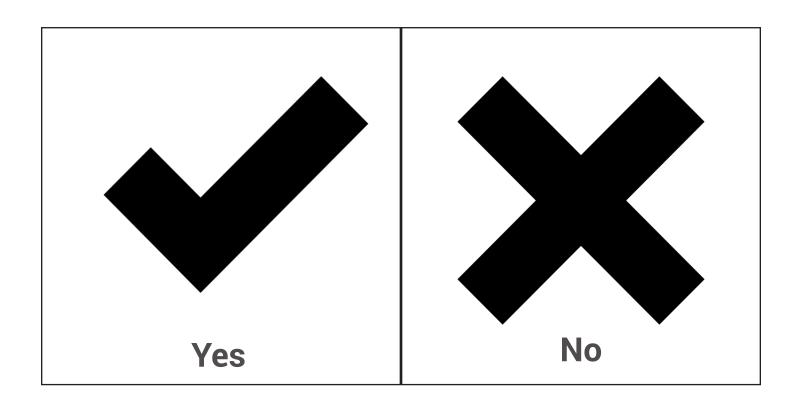
Behaviors	Name	/	/	/	/	/	/	
Successful +\$	EX: Les							
Participation/ Contributing	M							
Sharing/Helping/ Collaborating	III							
Greeting a Guest	1							
Following Directions/ Staying on Task	III							
Encouraging/ Complementing	II							
Problematic -\$								
Off Task	1							
Off-Topic/ Inappropriate Comment								
Disrespect/Teasing	II							
Complaining/Whining								
Arguing								
Interrupting	II							
UMAPA								





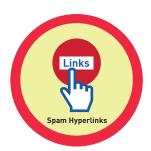




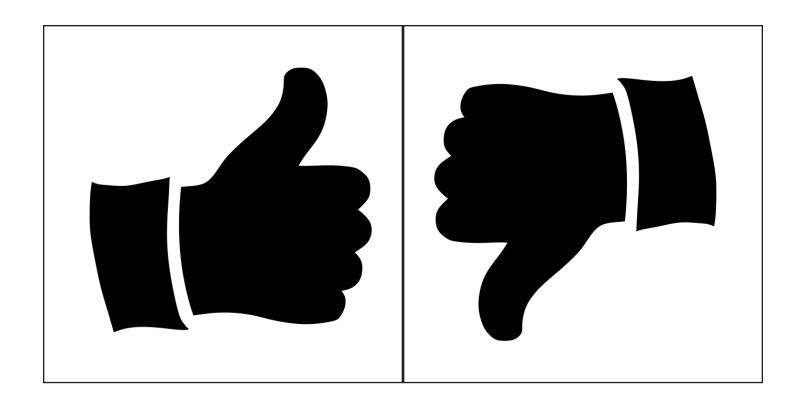












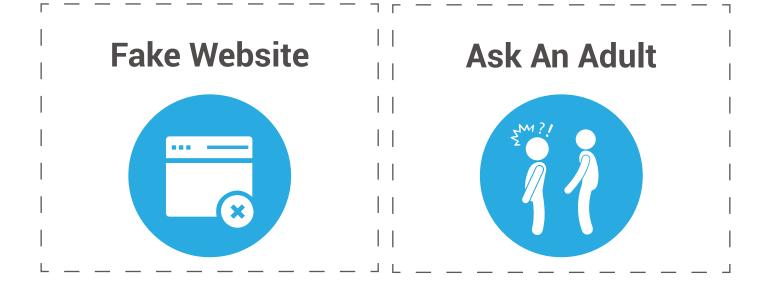








**Directions:** Cut out





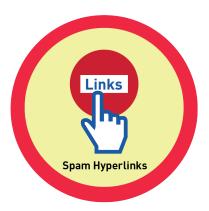














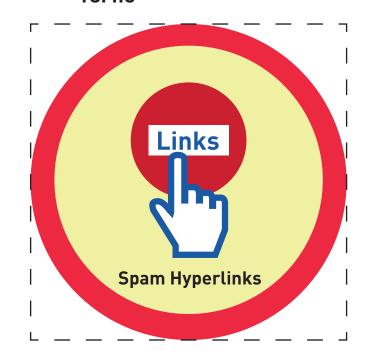






# **園) WORD WALL PRINTOUT**

13.4.5



A spam email may have a hyperlink in it. If you receive an email from an address you do not know Do NOT click on the hyperlink.



# **DIFFERENTIATION**

Choose to cut out badge and definition or only badge for your classroom wall.

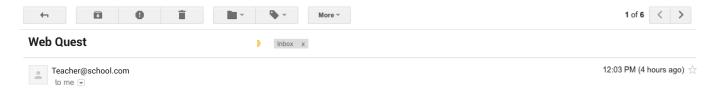








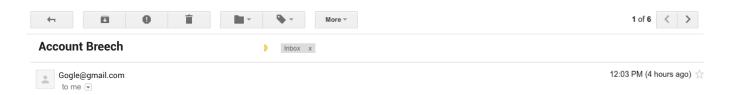
**Directions:** Look at the following emails. Circle the email Hyperlinks you should NOT open.



#### Hi Class!

Here is a link to our class web quest so we can explore Native American cultures. We reviewed the steps in class today. Try your best!

https://docs.google.com/document/d/1K8NrsTQs3w



#### Dear user,

we have recently learned that some accounts have been breached. Please click on the hyperlink and update your information today!

https://gogle.com/document/d/1K8NrsTQs3w









#### Hey,

Here is a link to the video we made at the skateboard park today on You Tube! See ya tomorrow!

https://facebook.com/VIDEO/d/1K8NrsTQs3w







# T3 SPAM HYPERLINKS EXIT TICKET VOCAB BLOCKS 13.4.6.2

Define		Sentence			
	Spam Hyperlinks				
Examples		Draw			









# Spam Hyperlinks

A spam email may have a hyperlink in it. If you receive an email from an address you do not know Do NOT click on the hyperlink.









**Directions:** Create a piece of spam email that includes a hyperlink.





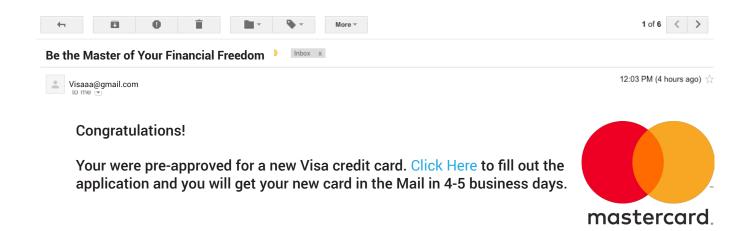






13.4.WC.2

**Directions:** Look at the following spam email. Circle the hyperlink found in the Spam email.











13.4.WC.3

**Directions:** Look at the following spam email. Point to the hyperlink found in the Spam email.

