Wrap up and Access – Cyberbullying: Be Upstanding (Grade 8)

ASK: What kinds of online behaviors could be considered cyberbullying? (Posting someone else's video without permission, leaving cruel comments on a website.)

ASK: What does it mean to be a bystander to cyberbullying? (A bystander sees cyberbullying happening, but does nothing to help. Some bystanders also might get involved in the bullying, and some will spread the disaster further by recruiting even more bystanders.)

ASK: What are some things a bystander can do to become an upstander? (Show understanding and support for the target, don't react to the bully, tell the bully to stop, or ask a trusted adult for help. Remind students that a trusted adult is someone who you believe will listen and has the skills, desire, and authority to help you.)

If there is time, have students read Kevin and José's story again aloud as a whole class. Have a handful of students take turns reading sentences. When the story is over, have other students add one sentence each. Let them know that the goal is to turn the story into one in which one of the bystanders turns into an upstander and helps Kevin. If there is time, students can change their own cyberbullying stories into stories of upstanders.

Extension Activity

Students brainstorm about an anonymous reporting system. Tell them that most kids say they would report cyberbullying if they did not have to identify themselves. Ask students to brainstorm ways for students to anonymously report cyberbullying at school. Have them make an action plan for dealing with the problem and a proposal for convincing administrators, teachers, students, and parents to get involved.

Key Vocabulary

* **Bystander:** Someone who sees cyberbullying happening, but does nothing to help
* **Upstander:** Someone who helps when they see cyberbullying occur
* **Empathize:** To imagine the feelings that someone else is experiencing

---

Alignment with Standards -- National Educational Technology Standards for Students© 2007

Source: International Society for Technology in Education, 2007

2. Communication and Collaboration
a. interact, collaborate, and publish with peers, experts, or others employing a variety of

digital environments and media

b. communicate information and ideas effectively to multiple audiences using a variety of media and formats

5. Digital Citizenship

a. advocate and practice safe, legal, and responsible use of information and technology

d. exhibit leadership for digital citizenship