Lesson Plan 8

Helen Internet Safety Window

Looking At The Internet Through "Helen Internet Safety Window" Model

Created by Helen L. Edwards in 2011, Adapted from Johari Window Model by Joseph Loft
and Harry Ingham in 1955.

GRADE LEVELS: 5-12

BASED ON THE BOOK:

Clara's Imagination by Helen L. Edwards

Appendix J.1. Internet Safety For Children And Teens

FOCUS: The focus of this lesson is teaching in-depth how to use **Helen Internet Safety Window.** It illustrates and helps students to gain insight into the blind, hidden, and unknown areas as an outsider looking within the Internet from various views and vantage points online. It magnifies the fact that none of us show all of who we are at all times. The degree to which we are comfortable or familiar with someone dictates how much of our selves we will disclose to them. In person you have a point of reference for the people in your lives through school, church, sports teams, clubs; neighbors etc. Online the point of reference may not be as tangible if you only know them online.

1. Teacher Note: Instructions on teaching Helen Internet Safety Window handout, allow for small group discussions and whole class feedback after you have explained each area and allowed the students an opportunity to reflect within themselves and in their small groups. Then allow those who choose to share out to the whole class after each area has been discussed their thoughts and perhaps their experiences online as it relates and as they make connections that would be beneficial to the whole class.

2. Say -

Johari Window was designed and developed in 1955 by two American psychologists, Joseph Luft and Harry Ingram. Johari Window was designed to help each of us take a look at ourselves from four perspectives in Areas 1-4 on the handout. Looking At The Internet Through Helen Internet Safety Window, Model was Created by Helen L. Edwards in 2011 and is an adaptation of the Johari Window Model. Johari Window helps us to take a closer look at the relationship we have with ourselves and how we relate to others. Helen Internet Safety Window has applied and expanded that concept to who we are online as well as how we relate to others on the Internet. The very nature of the Internet lends itself to many blind, hidden, and unknown areas; with the constant fluidity of technology and rapid technological advances.

Lesson Plan 8 Handout



Looking At the Internet Through <u>Helen Safety Window</u> Model Created by Helen L. Edwards in 2011, Adapted from Johari Window Model by Joseph Luft and Harry Ingham in 1955

1.	Public Self	2.	Blind Self		
	How you present yourself to the world. Your public face. Things that you share and that are out in the open. What is known to self and others.		Others observations of you. What others think of you is not known to you unless they choose to share it with you.		
Real Pl	Real Physical World		Real Physical World		
3.	Private Self	4.	Unknown Self		
	Known only to self but not known to others, unless you choose to share with others.		Unknown to you and to others. Your undiscovered self. Part of yourself that is yet to be discovered, developed, perhaps hidden talents, the future.		
Real Physical World		Real Physical World			

Computer Internet Computer





5. Proceed With Caution! You have now entered the worldwide Internet. Entering the Internet is like going to a masquerade event. What you could potentially encounter on the Internet is listed below. Always use the Universal Safety Rules; they can help keep you safer while on the Internet.

Keep computer equipped with up to date online anti- virus, anti-spyware and spam filter software.

Keep Passwords Private, never give out personal information online about yourself or family that could identify where you work, live, and go to school or places that you frequent in the Real World.

"Friend" only people you already know in the Real World and choose to communicate with them online as well.

"Online Contact" only people you have associated with or been linked to online. Never agree to meet an online contact offline or give them any identifying personal information about how to find you in the Real World unless you have first discussed this with your parents and they have given you direction on how to proceed meeting this person in the Real World.

Many Unknowns, Criminals, Identity Thieves, Con Artists, Cyber Stalkers, Internet Predators, Cyber Bullies, Hidden Areas, Inappropriate Websites, Blind to Self, Impersonation, Facebook, Chat Rooms, Twitter, MySpace, Interactive Gaming, Entertainment, Cyber Citizens, Online Contacts, Family, Friends, Unlimited Resource Information, Private Areas, Websites for Adults Only, YouTube, Google, Blogging, and Internet Polling.

Computer In		net	Computer
6.	Online Contact Person "Public Self" Online screen name (masks real name) Online Personality (may be true persona, may be a created onscreen persona, may be a	Other of you	cyber contacts opinions and observations online persona are unknown to you they share them with you.
Cyber \		Cyber World 9. Unkno	wn to Online Contact Person
3.	Known to self but not to online contacts, unless chooses to share with online contacts. But due to the nature of the Internet the validity of the disclosure is questionable.	Depen contac discove	ding on the true character of this online t person who knows what is yet to be ered, uncovered and or developed. Many wns???
Cyber World		Cyber World	

- ➤ Area 1. Public Self This is described as how you present yourself to the public. The public image you project to the world. Your actions, behaviors, what you say in public about yourself and others, your views, opinions you promote and put forward. How you treat people, who you consider friends and associate with, who you do not associate with, the manner in which you display your feelings. This all helps form your reputation to the public.
- Area 2. Blind Self We all have blind areas that are visual or known to others based on others perceptions and interpretations of what they see us do or how they take in what we say; based on our actions and behaviors. Their opinions of us could be based on firsthand experience with us or it could be based on hearsay and our reputation. The impression others form in their minds about us is blind or unknown to us, unless they choose to share their personal thoughts about us with us. If their perceptions, opinions, about us are never shared with us, or only partially shared with us, then that information that is not shared with us remains blind to us.
- Area 3. Private Self What you choose to keep personal about yourself. Not everything needs to be or should be shared about your personal self to the world. Information you know about yourself that is not known to others. This is your internal private information, your thoughts and feelings about what you feel about yourself and your experiences in life. This information about your private self is not open for public consumption. This information is only known to others if you choose to disclose or share it with others. The parts of your private self that you may never choose to share with others will always remain private within you.
- Area 4. Unknown Self This is your unknown self to you and others. Perhaps it is your yet to be discovered self, your hidden talents, your undeveloped self, and the future.
- Area 5. Represents the Computer and the Internet This is the view of the Cyber World The Internet should have a warning sign posted before you enter because you are dealing in the dark, whenever you enter certain sites because you do not know what lurks within. Going on the Internet and entering certain websites and chat rooms is like going to a masquerade event. Everyone's true self, true identity, could be concealed, hidden, cloaked with a mask and a

costume through their online screen name and persona. In fact, when on the Internet some people create multiple identities, where they act out different personalities, not with Real World friends but with online contacts; sometimes these charades are just for fun, acting out online fantasies. However, some of the identities are used by criminals and predators to harm, take advantage of and trick, unsuspecting online contacts. These cyber criminals gain the trust of their online contacts by pretending to be caring and interested in them with the best of intention. Gaining their online contact's trust can sometimes take a long period of time. These criminals and predators can be very patient and enjoy this process of gaining their targeted/victim's trust, which is called grooming. Do not become a victim by confusing an online contact/associate with an online "friend".

In the Real World, when you are considering a person to become your friend, you have a point of reference for people you choose to associate with. You can usually observe them and how they interact with others, at school, in the neighborhood, at recreational events or sports related practices. You might know members of their family, siblings, parents, cousins, and or mutual friends. You have many opportunities to see for yourself this person interact in the Real World, more likely than not this person wasn't even aware that they were being observed by you, but you were able to see how they treat people, who they spend their time with, and what real world activities they are involved with. It is more likely that through this natural process of getting to know someone you will have a pretty true picture of how this person presents in the Real Public World, giving you a Real World accounting of who they are in a public way.

3. Say -

- Class, now we are going to go over some words and working definitions, defining language for a common understanding. Let's begin by defining the words that we will be using to describe the kinds of relationships and associations we have with people in the Real, Physical World, verses people we associate with in the Virtual or Cyber World.
- Working definitions:
- The Physical World will be referred to as the Real World.
- ❖ The Internet/Virtual world will be referred to as the Cyber World.
- ❖ Friends and people you choose to "Friend" online will only be referred to in the context of people you are already in a friendship with in the Real World. People referred to as Friends in this discussion are only those people that you are

- currently Friends with in the Real World and you also choose to "Friend" them online as well.
- Online Contacts will be referred to in the context of people you have come in contact with in the Cyber World only. You have no point of reference to online contacts in the Real World. These online contacts will not be referred to as "Friends" or choosing to "Friend" them. The "Friend" terminology gives a false sense of a friend or a friendship. If you choose to associate with someone you have met online, they are merely an associate/contact. An associate is someone you have been linked or connected with online only and you have some level of familiarity with them, through an organization, or through some shared common interest. It could be through gaming online or linked through some kind of shared hobby.

4. Say -

- Areas 6-9. Are designed to have us take an objective look at people who we might encounter online and interact with online. There are many blind, hidden, and unknown areas due to the nature of the Internet.
- **5.** As you go through this section allow for the input of the students regarding what they view or perceive as blind, hidden, and unknown information, regarding online only contacts. This would be a good time to reinforce to the students why it is important to always use the "Universal Safety Rules".

6. Say -

> Universal Safety Rules are not to be used sometimes, or when we remember to, but to always make sure we are using them, that is the only way they work, is if we always use them.

Area 6. Online Contact Person "Public Self" -

This can be a bit of a façade. Real name, real identity, a lot of time is masked, or disguised, for safety reasons on the Internet. The personality or persona that one is portraying online could be real or it could be them acting out a character they created or acting out some fantasy. Some people have more than one profile and screen name on the Internet. If you only know this person through online contact and association, you, have no way of telling what is Real, or pretend. You can only go by this person's online actions and behaviors, but that can be very limiting. Do you think that is enough information to determine someone's true character?

Area 7. Blind to Online Contact Person -

Online Contact Person may never know how other online contacts perceive him/her based on their online persona or personality unless they choose to share that with them. The Online Contact could inquire and ask questions to get feedback in regards to how they are coming across online but the feedback may not be honest. Not knowing someone in the Real World might make online associates reluctant to be honest. They may not want to hurt someone's feelings. Too many blind areas in online communication to make accurate judgments, it's like trying to give complete answers when you have been given incomplete information, or like trying to put a puzzle together in the dark.

Area 8. Online Contact Person Private Self -

Online contacts do not have a clue about the character or the motivations of this Online Contact Person. They do not know what may have or have not happened in this person's life up until this point, which has made him/her like they are today. They do not know if they use drugs or alcohol, if they have ever been in jail, or if they are currently in jail. They do not know what secrets that person may hold that could hurt them. They do not know if this person has had or has mental health issues.

Area 9. Unknown to Online Contact Person -

Depending on the true nature and personal characteristics of this person who knows what is yet to be discovered, uncovered and or developed. Some of this depends on a person's opportunity and access to whatever it is they would act upon. There are many, many, unknowns in this area of the window????

7. Say -

- Class, we can see how in a previous lesson we learned of how Lori Drew, her daughter and her employee, impersonated a person on the Internet by the name of "Josh". He was an Online Contact only, an associate of Megan Meier, and as we now know he was non-existent. This is an illustration of the hidden, unknowns and facades that take place on the Internet. This particular scenario happened to play out on MySpace and we know it led to the loss of Megan's life.
- **8.** Encourage students to continue to be critical thinkers and to make connections for themselves on how they can be safe while using digital equipment. Understanding what their needs are, that are being met by using technology, can only make them savvier technology users, and in control of their online activities. If what they are doing is not a safe way to get their

needs met online, then perhaps it will get them thinking about better ways to meet their needs; while recognizing that maybe technology is actually a stand in for filling an inner void.

- 9. Summarize based on class discussion.
- 10. Conclude: Read quote by Helen L. Edwards
- 11. Say -
 - > "Your life is a reflection of who you are. Live right, and structure your actions and behaviors so that they are in line with your values, and who you say you are".