

TECHNICAL VOCATIONAL LIVELIHOOD

12

QUARTER

1

MEDIA AND INFORMATION LITERACY



Media and Information Literacy – Grade 12
Quarter 1 – Module 18: Netiquette, Internet Addiction and Cyberbullying

First Edition, 2020

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Media and Information Literacy

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QUARTER 1

MODULE

18

Netiquette, Internet
Addiction and Cyberbullying



Introductory Message

For the Facilitator:

Welcome to the Media and Information Literacy – Grade 12 Self-Learning Module on Netiquette, Internet Addiction and Cyberbullying.

This Self-Learning Module was collaboratively designed, developed and reviewed by educators from the Schools Division Office of Pasig City headed by its Officer-in-Charge Schools Division Superintendent, Ma. Evalou Concepcion A. Agustin, in partnership with the City Government of Pasig through its mayor, Honorable Victor Ma. Regis N. Sotto. The writers utilized the standards set by the K to 12 Curriculum using the Most Essential Learning Competencies (MELC) in developing this instructional resource.

This learning material hopes to engage the learners in guided and independent learning activities at their own pace and time. Further, this also aims to help learners acquire the needed 21st century skills especially the 5 Cs, namely: Communication, Collaboration, Creativity, Critical Thinking, and Character while taking into consideration their needs and circumstances.

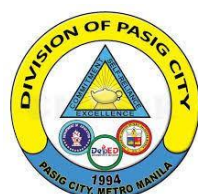
In addition to the material in the main text, you will also see this box in the body of the module:



Notes to the Teacher

This contains helpful tips or strategies that will help you in guiding the learners.

As a facilitator you are expected to orient the learners on how to use this module. You also need to keep track of the learners' progress while allowing them to manage their own learning. Moreover, you are expected to encourage and assist the learners as they do the tasks included in the module.



For the Learner:

Welcome to the Media and Information Literacy Self-Learning Module on Netiquette, Internet Addiction and Cyberbullying.

This module was designed to provide you with fun and meaningful opportunities for guided and independent learning at your own pace and time. You will be enabled to process the contents of the learning material while being an active learner.

This module has the following parts and corresponding icons:



Expectations - This points to the set of knowledge and skills that you will learn after completing the module.



Pretest - This measures your prior knowledge about the lesson at hand.



Recap - This part of the module provides a review of concepts and skills that you already know about a previous lesson.



Lesson - This section discusses the topic in the module.



Activities - This is a set of activities that you need to perform.



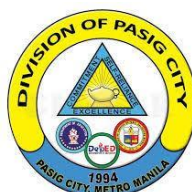
Wrap-Up - This section summarizes the concepts and application of the lesson.



Valuing - This part integrates a desirable moral value in the lesson.



Posttest - This measures how much you have learned from the entire module.





EXPECTATIONS

At the end of this lesson, you are expected to:

- A. discuss the core rules of netiquette;
- B. demonstrate proper conduct and behavior online;
- C. reflect on their daily practices in engaging the social media;
- D. create a campaign ad to combat digital divide, addiction, and bullying.



PRETEST

THE INTERNET ADDICTION TEST

Direction: Select the response that best represents the frequency of each behavior listed using the scale below. After answering, compute the total of your score and check the interpretation of your result.

0 = NOT APPLICABLE

1 = RARELY

2 = OCCASIONALLY

3 = FREQUENTLY

4 = OFTEN

5 = ALWAYS

Questions:

- _____ How often do you find that you stay online longer than you intended?
- _____ How often do others in your life complain to you about the amount of time you spend online?
- _____ How often do you check your email or social media before something else that you need to do?
- _____ How often do you lose sleep because of late night log-ins?
- _____ How often do you find yourself saying “just a few minutes” when online?

Results:

- ✓ If you scored 7 or below, you show no signs of Internet addiction.
- ✓ A score of 8-12 suggests mild Internet addiction -- you may spend too long on the web sometimes but you're generally in control of your usage.
- ✓ A score of 13-20 indicates moderate Internet addiction, which implies that your relationship with the Internet is causing you “occasional or frequent problems.”
- ✓ A score between 21 and 25 suggests severe Internet addiction and implies that the Internet is causing “significant problems in your life.”



RECAP

Direction: Identify the word/s being asked in each test item. Write your answer on the space provided.

- _____ 1. It is a trail of data you create while using the Internet
- _____ 2. The economic inequality between groups in terms of access to, use of, or knowledge of ICT.
- _____ 3. A holistic and positive approach to helping children learn how to be safe and secure, as well as smart and effective participants in a digital world.





LESSON

NETIQUETTE, INTERNET ADDICTION AND CYBERBULLYING

"How many of you have ever received an email or a text message that offended you in some way only to find out later that it was due to a misunderstanding as a result of poor communication? Or, have you ever sent a message in haste that you later regretted sending and wished that you could take back?"

NETIQUETTE

When you enter any new culture -- and cyberspace has its own culture -- you're liable to commit a few social blunders. You might offend people without meaning to. Or you might misunderstand what others say and take offense when it's not intended. To make matters worse, something about cyberspace makes it easy to forget that you're interacting with other real people -- not just characters on a screen, but live human characters.



So What is Netiquette? According to Virginia Shea, she Simply stated, it's *network etiquette* -- that is, the etiquette of cyberspace. And "etiquette" means "the forms required by good breeding or prescribed by authority to be required in social or official life." In other words, Netiquette is a set of rules for behaving properly online.

Core Rules of Netiquette

Rule 1: Remember the Human

Rule 2: Adhere to the same standards of behavior online that you follow in real life

Rule 3: Know where you are in cyberspace

Rule 4: Respect other people's time and bandwidth

Rule 5: Make yourself look good online

Rule 6: Share expert knowledge

Rule 7: Help keep flame wars under control

Flaming / Flame Wars

The act of posting or sending offensive messages over the internet. It is also the act of posting or sending offensive messages over the Internet is flaming. These messages can be posted in an online discussion, forums, newsgroup or sent via email or instant messaging applications.

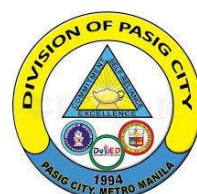
Rule 8: Respect other people's privacy

Rule 9: Don't abuse your power

Rule 10: Be forgiving of other people's mistakes



Unfortunately, there will always be people out there who forget that on the other side of the computer screen or smart phone, there is a human being with feelings and emotions. But, now that you know the rules of proper netiquette, you're well on your way to making the internet a friendlier place.



INTERNET ADDICTION

With the internet becoming increasingly important in everyday life, more and more people are accessing different online resources everyday. The world wide web for the internet addiction is informative, convenient, resourceful, fun but also potentially a way to.

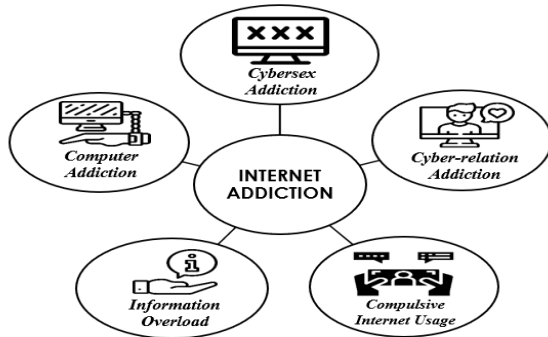


Fig. 1 Internet Addiction Forms

The term addiction is also sometimes applied to a non-substance-related compulsions such as gambling and Internet addiction.

Internet addiction is a growing epidemic characterized by a compulsive desire to interact online through internet gaming, gambling, cyber activities, social networking or compulsive surfing of the web. According to Dr. Kimberly Young, the first psychologist to document internet addiction, these disorders are similar to impulse-control disorders. It can take the form of any of the following in the graph.

BULLYING AND CYBER BULLYING

It's a popular belief that Filipinos are one of the happiest people on earth. We like to have fun and make fun of things around us. If we look at into our local sitcoms, online memes, newspaper comics, we can surmise the things that we Filipinos find funny. These are jokes about physical characteristics (*color, height, smell, etc.*), language and speech (*Bisaya, bulol*), and intellectual ability.

"Biro lang"

"Masamang Biro"

"Bullying na yan"



QUICK Q & A :

- Based from the three phrases above can you scale them based on the increasing level of "seriousness?"

From your answer, let us try to evaluate the following current and recent trending social media topics. You will make your own position about each social media topic based from the scales:



"Biro lang"



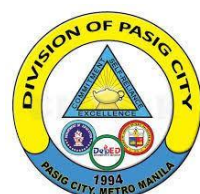
"Masamang biro"



"Bullying na 'yan'".

Examples of current/recent trending social media topics

1. "Hello Everything" Tiktok
2. Kim Chui's Bawal Lumabas statement
3. "You're Road!" Larry and Jenny 90 Days Fiance Challenge
4. Joy Belmonte's Interview about Covid-19
5. Harry Roque's side trip to Subic



Bullying that takes place online, or using electronic technology such as cell phones, computers, and tablets over communication tools including social media sites, text messages, chat, and websites.

Cyber Bullying is posting, sending, or even forwarding unkind, harmful, negative, or embarrassing images or texts on the internet, social networks, or on cell phones. There are two forms of cyber bullying:



- 1) Direct in which one person makes fun of or intimidates another and
- 2) Bullying by proxy when others join in the bullying of another person.

Both are serious crimes and punishable by law. Let's face it: Some online spaces can be full of negative, rude, or downright mean behavior.

BULLYING AND CYBER BULLYING IN THE PHILIPPINES

The Anti-Bullying Act of 2013 (RA 10627)

Republic Act No. 10627 is an act that requires All Elementary and Secondary Schools to Adopt Policies to Prevent and Address the Acts of Bullying in their Institutions. This law finds applicability in school-related bullying, student to student bullying in particular, which covers those uttered in social media.

Cyber-bullying or any bullying done through the use of technology or any electronic means is also bullying punishable under the law.

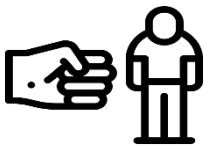
In this law, Aquino classifies bullying into five basic forms: *physical, verbal, relational aggression, cyberbullying, and sexual bullying*.

GO ONLINE!

Heart Over Hate. (2016) GMA Network. YouTube. Retrieved October 9, 2016, from <https://www.youtube.com/watch?v=4Y-Zhai6s4g>



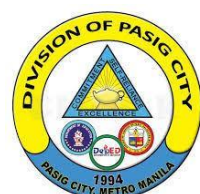
Cybercrime Prevention Act of 2012



The Republic Act 10175 is an Act defining cybercrime, providing for the prevention, investigation, suppression and the imposition of penalties therefore and for other purposes.

RA 10175 punishes content-related offenses such as cybersex, child pornography and libel which may be committed through a computer system. This Cybercrime law identifies standards of acceptable behaviour for information and communication technology (ICT) users.

Cyberbullying can be avoided when you promote proper netiquette, foster mutual respect and courtesy while using the internet. Let the Republic Act 10175 or Cybercrime Prevention Act of 2012 be a reminder to think before you click.





ACTIVITIES

ACTIVITY:

Last meeting you are tasked to create a simple social media poster that will market yourself for your online classroom. As closure for today's topic. Your task now is to create a short *informercial or campaign ad* (i.e. post, shared post, video, selfie) that will combat digital divide, internet addiction and cyberbullying. You can use an interactive offline and online tool like Canvas, Piktochart, or any other applications.

Upload your work on your Social Media accounts and use the hashtags: #NoToCyberbullying and #MILinAction2020.

You will be graded based on the rubric below:

Elements	EXCEEDS 10pts	MEETS 8pts	NEARLY MEETS 6pts	NEEDS IMPROVEMENT 4pts	SCORE
Captions	Student has created unique and creative hashtags that fully responds to their stand on cyberbullying.	Student has created creative hashtags for each image that highlights responds to their stand on cyberbullying.	Student has created simple hashtags for each image that sometimes responds to their stand on cyberbullying.	Student has created basic hashtags for some images that rarely responds to their stand on cyberbullying.	
Content/ Message	Information is accurate, easy to understand and creatively presented.	Information are accurate and creatively presented.	Information are sketchy and unclear. Details are not consistent and not accurate.	Information is incomplete, and/or has inaccurate details. The format is not accurately depicted.	
Design and Layout	The output is exceptionally attractive in terms of design, layout, and neatness.	The output is attractive in terms of design, layout, and neatness.	The output is acceptably attractive though layout is cluttered.	The output is poorly designed and the layout is cluttered.	



WRAP-UP

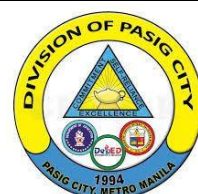
Direction:

Bullying or cyberbullying situations always include a **target** (the person being bullied) and a **bully** (the person doing the bullying). The bullying or cyberbullying can occur for many different reasons.

*The target and the bully are usually not the only ones involved in a cyberbullying situation. There are also the people who see it. These people can either be bystanders or upstanders. A **bystander** observes a conflict or unacceptable behavior, but does not take part in it. An **upstander** does try to stop it.*

Has anyone here ever seen or experienced a situation involving bullying? What happened? Complete the table below to assess yourself regarding the said issue.

Reasons why cyberbullying occurs	Ways to respond if you are cyberbullied	Ways to be an upstander
Someone acts or looks differently than others.		



Someone is angry or resentful toward another person.		
Someone is jealous of another person.		
Someone feels bad because he or she has been bullied.		

QUESTION:

What do you think are some ways to be an upstander if you see a bullying or cyberbullying situation?



VALUING

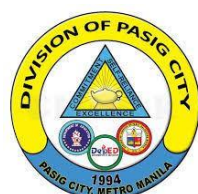
REFLECT UPON



THE DIGITAL DETOX CHALLENGE

Direction: In an effort to have a healthy and balanced relationship with technology, your task is to complete as many of the Digital Detox Challenges below. Put a red color shade in each square once you complete the challenge. Good luck!

Remain tech free for one hour	Have a face-to-face conversation without your phone in sight	When eating lunch with friends, keep your phone off/out of sight	Turn off all tech at least one hour before bedtime
Put your phone in airplane mode for two hours	Turn off all notifications for one full day	Download the Moment app and limit your total screen time to less than two hours today	Go Cold Turkey - Delete all social media apps from your phone
Play video games for one hour or less today	Go an entire day without using your social media	Delete at least one social media app from your phone	Remain tech free for an entire day!
Watch one hour or less of TV or videos today	Leave your phone in another room while you are doing your homework	Keep your homescreeen to tools only (ex: maps, calendar, calculator)	When having a meal with family or friends, have everyone put their phone away
Send less than 10 messages in a day	Charge your phone in another place besides your bedroom	Engage in small talk with someone in public or before class, rather than check your phone	Logout of your social media apps



QUESTION:

- What were some of the easy things for you to complete? What was easy about it or why was it easy?

- What were some of the hardest things for you to complete during this challenge? What was hard about it or why was it hard?

- How many of these behavioral challenges could you adopt moving forward? List them here.



POSTTEST

FACT OR BLUFF

Direction: Identify the following practices in engaging the social media websites by recognizing if it is a **FACT** or **BLUFF**. You may write your answer on the space provided.

- _____ 1. Excessive use of media can turn into knowledge.
- _____ 2. Cyber-Bullying is an ill-managed impression often invites unwanted, offensive and violent responses from the people.
- _____ 3. Cyberbullying has been one of the worst kinds of flaming activities.
- _____ 4. You are not responsible for your actions in the cyberspace.
- _____ 5. Cyberbullies anonymously post hateful and mean messages and images.





KEY TO CORRECTION

To check your progress, here are the answers for the following activities:

WRAP UP		
** Students Answer may vary.		
Sample Answer		
ways to be an upstander	Reach out to the target to see how he or she is feeling and listen to him or her.	Block the bully.
reasons why cyberbullying occurs	Someone acts or ignores the cyberbullied	Someone is angry or resentful toward another person.
respond if you are cyberbullied	Ignore the messages.	Someone is jealous of another person.
Use reporting tools.	Encourage the target to not respond or retaliate.	Someone feels bad because he or she has been bullied.
Take a screenshot of messages.	Encourage the target to reach out to a trusted adult.	Talk to a friend.
Tell a trusted adult.		

PRE TEST	Students Answer may vary.	1. Digital Footprint 2. Digital Divide 3. Digital Citizenship
RECAP		1. BLUFF 2. FACT 3. FACT 4. BLUFF 5. FACT
POST TEST		

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