bsd education

Digital Footprint

Student Workbook

Alex:

Hey Kenzo, my friend Jake posted a meme on social media where he made fun of one of our classmates during a basketball game.

Kenzo:

Oh no, Alex. That doesn't sound very kind.

Alex:

He deleted the post, but other people have already shared it, and it keeps popping up. Why is that?

Kenzo:

Unfortunately, Alex, once something is shared online, it's almost impossible to erase completely. This is what we call a Digital Footprint—it sticks with you and can spread far beyond your control.

Alex:

Digital Footprint? I think I need to understand this better. Can you explain it to me?

Kenzo:

Absolutely, Alex! I'm always here to help. But before we get started...

Learning Objectives

Skills

- Define the term "digital footprint".
- Explain how it can affect our online privacy.
- Learn and give examples of an invisible audience.
- Analyze how different parts of our digital footprint can lead others to draw conclusions -- both positive and negative -- about who we are.
- Create a trivia-style game based on digital footprints.

Tools

- HTML
- CSS
- JS
- BSD Education Online

Before We Begin

Before we start, let's watch a video about what a digital footprint is. Go to BSD Online's Platform and find this video.

What's in Your Digital Footprint

video

Vocabulary Review

1. Digital Footprint: Information online about a person posted either by that person or by others, intentionally or unintentionally.

2. Persistent: Lasting a long time.

Activity Zone

Now that you have watched the video, watch it again but while you are watching, complete the worksheet below.

Directions: What images did you see in the video and what do those images have to do with your digital footprint?

Images	Digital Footprint

How do you feel knowing that everything you do on the internet gets saved and could be looked up, shared, or shown to others?

Think about it like this:

Imagine you had a neighbor you used to play with when you were little, but you haven't seen them in ages. Now picture them following you on social media and checking out all your videos. What if they decide to share your funny dances with their family or take a screenshot to show their friends? And what if those social media videos stay online for a long time, and reappear long after you forgot about them?

"Being appropriate" is like knowing the right things to do in different situations. It's like using good manners when you're at a friend's house or following the rules when you're playing a game. On social media, being "appropriate" means using it in a way that's respectful, safe, and follows the guidelines. It's about sharing things that won't hurt anyone's feelings and treating others online with kindness. So, being appropriate on social media is like playing by the rules and making sure everyone has a positive experience. And don't forget, anything you do online can be seen by others!

Vocabulary Review

1. Invisible Audience: Unknown or unanticipated people who can see information about what you posted online.

Give a list of at least three examples of an invisible audience. One example is given.

Example: Future employers

Quick Check

Q1. What does your digital footprint include?

A. Information you post about yourself online.

B. Information others post about you online.

C. Both 1 and 2.

D. None of the above.

Q2. Which of the following activities contributes to a positive digital footprint?

A. Volunteering for a community service project.

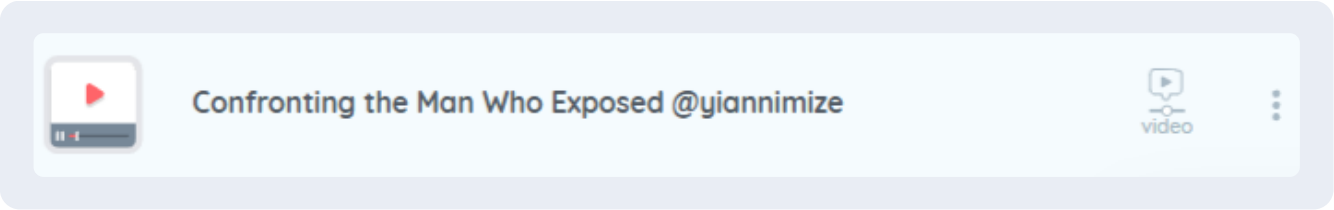
B. Texting your friends.

C. Writing a letter to your grandma.

D. Sharing photos on social media.

Activity Zone

Go to BSD Online's Platform and find this video.



Now that you have watched the video, think about the questions below. Write your thoughts in the space provided.

What were the significant actions and interactions shown in the video?

How did the online actions of the individuals impact their digital footprints?	
What were the possible outcomes of their actions, both advantageous and disadvantageous?	

How might they have managed the situation differently to preserve a positive digital footprint?	

Personal Reflection:

What types of online activities do you engage in regularly?	
How do you think your online behavior contributes to your digital footprint?	

Are there any changes you can make to ensure a more positive digital footprint in the future?	

Creating Positive Digital Footprints:

Brainstorm and write down three actionable steps you can take to improve or maintain a positive digital footprint. Such as:

- Posting uplifting and supportive comments on classmates' social media posts.
- Being mindful of privacy settings and avoiding sharing personal information online.

Activity Zone

Creating Positive Digital Footprints:

Use the below planning document to begin the process of creating your own trivia game.

Title of the game <h1>:
Tagline <p>:
alert() to greet users when the game starts:
prompt() for trivia question 1: Answer:
prompt() for trivia question 2: Answer:
prompt() for trivia question 3: Answer:

Creating Positive Digital Footprints:

Step 1: Introduction

Let's create a way to quiz your friends and get them to pause and think before they post, share, or respond.

Go to BSD Education's Platform to see an example of a project called Trivia Game.

In this project, we will use HTML and JavaScript (also known as JS) to create a trivia game.

The trivia game will include three questions, and players will score a point for each question they answer correctly.

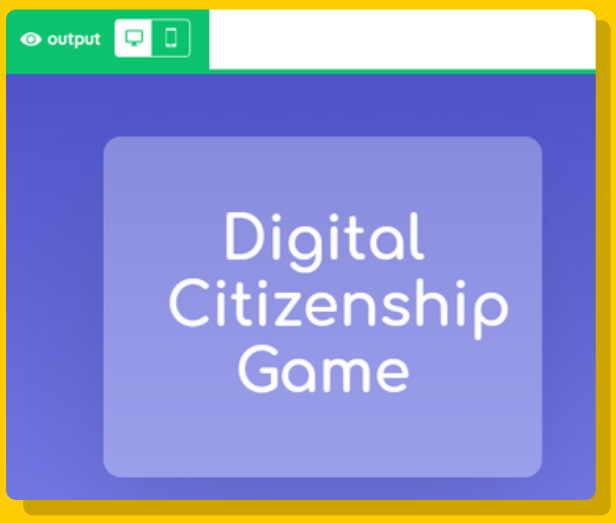
I created an example of the game, when you are done playing my trivia game, come back here so we can start planning your version of the game.

Step 2: Add a title

Let's begin by adding a title for our trivia game.

The title should reflect the topic of the trivia questions, such as “Digital Citizenship Game", or "Digital Footprint Quiz".

Objective: On **HTML line 11**, create an <h1> element and type the title for the game between the tags.



Step 3: Add a tagline

Next, let's add a short, catchy tagline beneath our heading.

Examples:

- "Do you have a good digital footprint?"
- "Test your digital citizenship knowledge"

Objective: On **HTML line 12**, create a <p> element and type a tagline between the tags.

Step 4: Add a “Play” button

Next, let's add a button that players will need to click in order to start playing.

Objective: On **HTML line 13**, create a <button> element and type **Play** between the tags.

Step 5: Add an onclick attribute

In order to make a button do something when clicked, we need to add an onclick attribute!

An onclick attribute will then call a corresponding JavaScript function, which we will be creating in the next step.

Objective: On **HTML line 13**, add an onclick attribute that calls a function named **"quiz()"**.

Note: You will not see any change to your output.

Step 6: Create a function

Time for JavaScript!

In the previous step, we added an onclick attribute to the button to call a function named **quiz()**.

Now let's actually create that function!

Objective: On **JS line 1**, create an empty function named **quiz**.

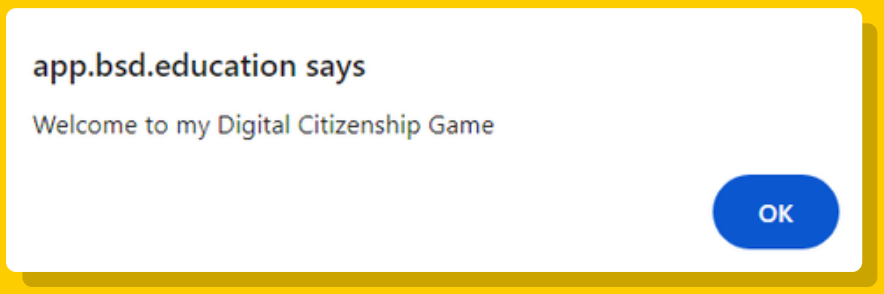
Note: You will not see any change to your output.

Step 7: Add an alert() to greet players

Next, inside our function, let's create an alert pop-up message box that will greet players when they start the game.

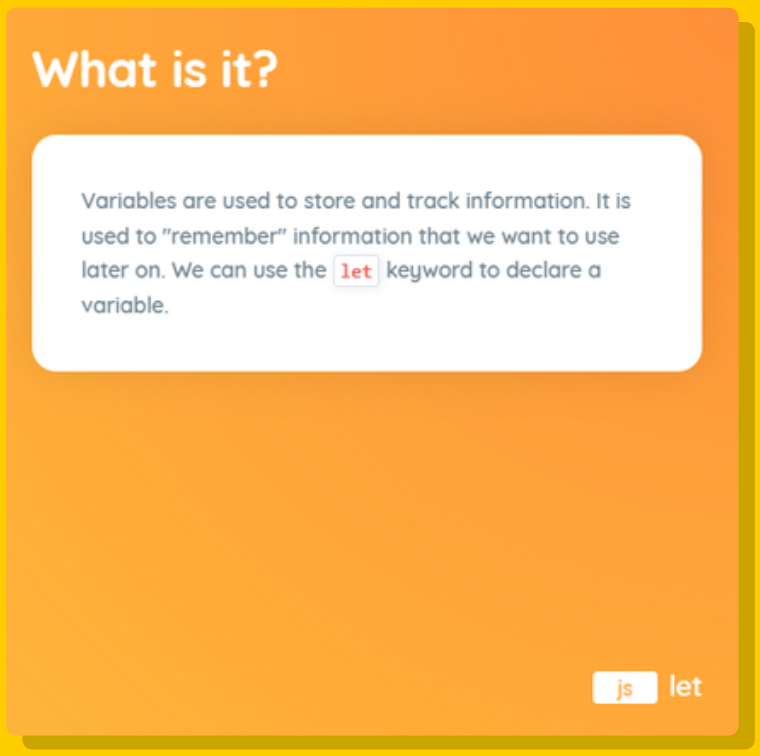
Objective: On **JS line 2**, create an alert() to greet players when they start the game.

Note: You will not see any change to your output.



In this game, we are going to keep score by awarding points for the correct answers.

We already learned about const variables but now let's look at let variables.



Remember!

1. Variables are a form of named storage; used to store information, like a storage box with a name!

2. We can put data inside the container, and access the data anytime by referring to the name of the container.

3. In JavaScript, creating a new variable is called declaring a variable.

4. All variables must have a unique name, followed by =, then the value we want to store to the variable.

Example

```
let myName = "Ayesha";

let myAge = 10;
```

In the examples above, the variable called **myName** is storing **"Ayesha"**, and **myAge** is storing a value of **10**.

In the next step we will create two different variables. A let variable to keep track of the player's score, the player will earn one point for each correct answer. Then a const variable to give the total value of points, three questions worth one point each for a total of 3 points.

Step 8: Declare variables to keep track of the score

For our game, players will score one point each time they answer correctly.

To set up a score system, we'll create two variables - one for the player's score, and one for the total number of trivia questions.

Objective 1: On **JS line 4**, declare a let variable named **score** and set its value to **0**.

Objective 2: On **JS line 5**, declare a const variable named **totalQuestions** and set its value to **3**.

Note: You will not see any change to your output.

Trivia Question 1

In the next steps, we are going to create the following for EACH question that we ask.

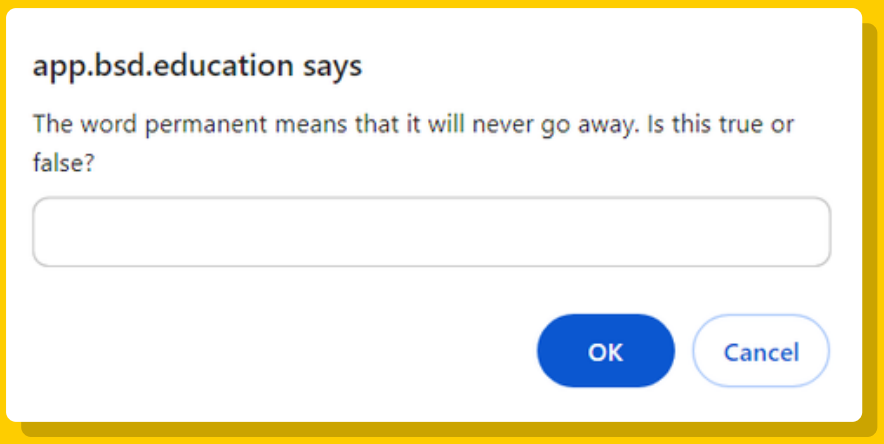
1. Create the question (prompt with const variable)
2. Answer to the question (if statement)
3. Tell the player they are correct (alert)
4. Increase the players' score by 1 point (+)
5. Tell the player they are incorrect (alert)

Step 9: Add a prompt() for the first question

Now, let's create our trivia questions using prompt pop-up boxes.

In order for our game program to remember what the player answered for each question, we also need to store each prompt to a variable.

Objective: On **JS line 8**, create a prompt for the first trivia question, and store it to a const variable named **q1**.



Step 10: Add a conditional statement

To check if the player answered correctly, we'll use an if statement (also called a **conditional statement**).

```
if (q1 == "True") {

  //what will happen if player answers correctly

}
```

Objective: On **JS line 9**, add an if statement to check if **q1** is equal to the answer to the first trivia question.

TIP: Use the "equal to" == operator in your condition!

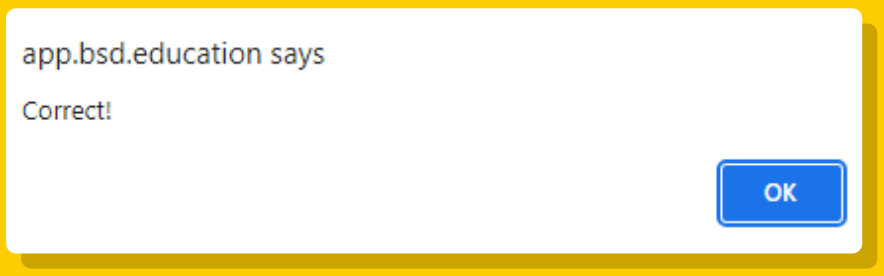
Note: You will not see any change to your output.

Step 11: Create an alert() for the correct answer

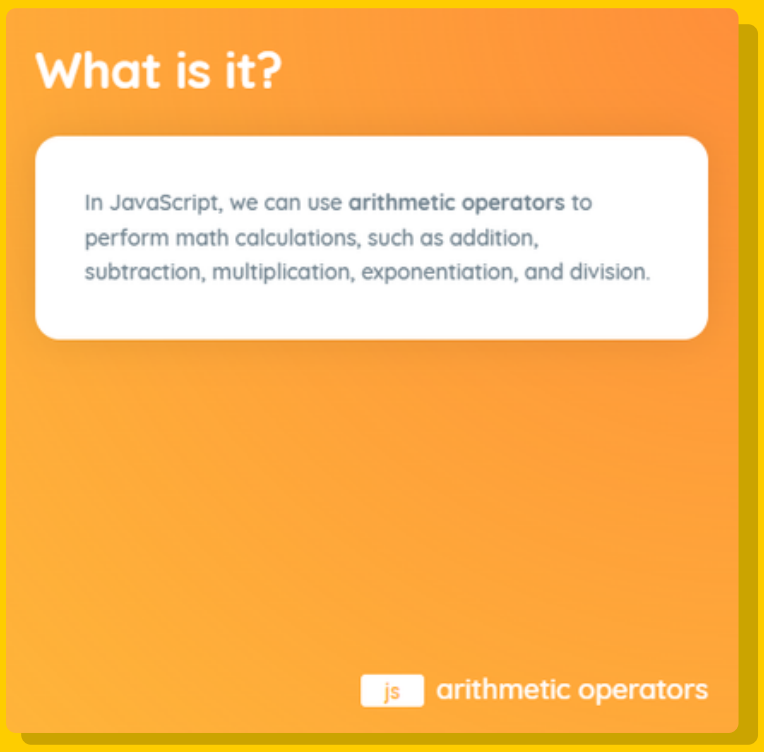
If a player answers correctly, a message will appear to tell the player that they got the question correct.

To do that, let's add an alert.

Objective: On **JS line 10**, create an alert that says, **"Correct!"**.



We learned about comparison operators during our last project, this time we are going to learn about arithmetic operators.



Remember we created a let variable and set its value to 0. Now we are going to update that variable by 1 point if the answer is correct!

Step 12: Increase the player score

When a player answers a question correctly, we'll also increase the player's score by one point.

To do that, we can use an **arithmetic operator** to update our **score** variable by increasing its value by 1.

```
variableName = variableName + 1;
```

Objective: On **JS line 11**, use + to increase the value of the **score** variable by **1**.

Note: You will not see any change to your output.

Step 13: Create an else conditional statement

What if the player answers incorrectly?

In this case, we can add another conditional statement!

This time, we'll use an else statement.

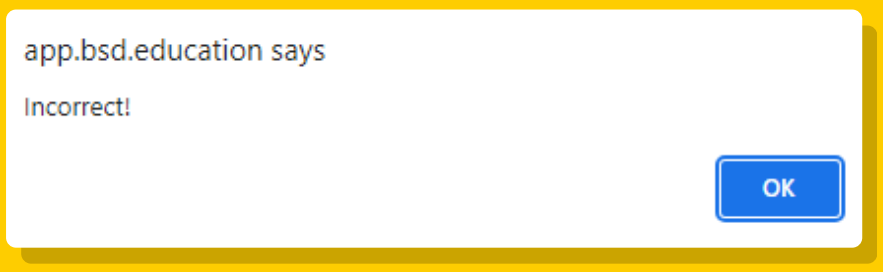
Objective: On **JS line 13**, create an empty else statement.

Note: You will not see any change to your output.

Step 14: Create an alert() for an incorrect answer

Now, inside our else statement, let's add an alert that will tell players when they've answered the first trivia question incorrectly.

Objective: On **JS line 14**, create an alert that says, **"Incorrect!"**.



Quick Check

Fill in the blanks. Here is your word bank.

else statement arithmetic operators let variable const variable

1. In JavaScript, a _____ is a variable that cannot be updated or redeclared.

2. In JavaScript, we can use _____ to perform math calculations, such as addition, subtraction, multiplication, exponentiation, and division.

3. In JavaScript, an _____ can be added after an **if** statement. This is the default action that will be taken if the **if** statement condition is not true.

4. In JavaScript, _____ is a variable that can be updated or declared.

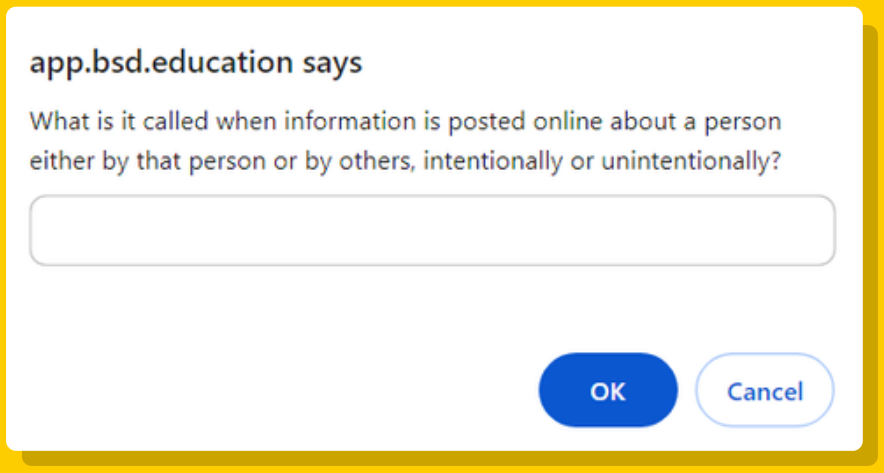
Trivia Question 2-3
Step 15: Add the second trivia question

Great job!

We've finished our first trivia question - now let's move on to creating our second trivia question.

Just like we did before, we will use a prompt, and store the player's answer to a variable.

Objective: On **JS line 18**, create a prompt for the second trivia question, and store it to a const variable named **q2**.



Step 16: Add a conditional statement

Just like our first trivia question, we'll check if the player answered the second question correctly by adding an if statement.

```
if (q2 == "digital footprint") {

  //what will happen if player answers correctly

}
```

Objective: On **JS line 19**, add an if statement to check if **q2** is equal to the answer to the second trivia question.

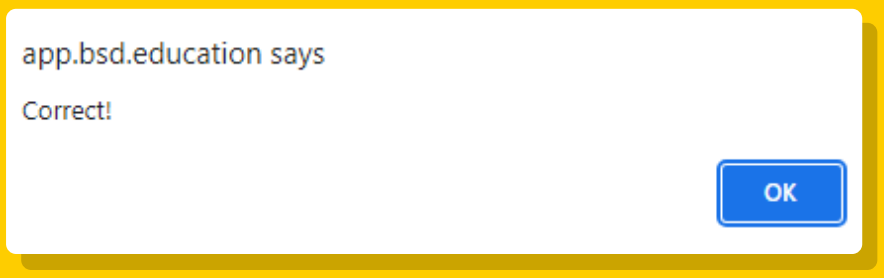
Note: You will not see any change to your output.

Step 17: Add an alert() and increase the player's score

Just like before, we'll add an alert to notify players if they've answered correctly, and we'll also increase their total score.

Objective 1: On **JS line 20**, create an alert that says, **"Correct!"**.

Objective 2: On **JS line 21**, use + to increase the value of the score variable by **1**.



Step 18: Add an else conditional statement

What if the player answers incorrectly?

Once again, we'll add an else conditional statement!

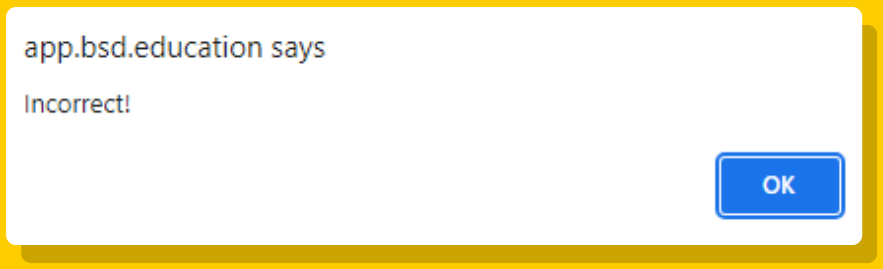
Objective: On **JS line 23**, create an empty else statement.

Note: You will not see any change to your output.

Step 19: Add an alert() for an incorrect answer

Now let's add an alert that will notify players that they've answered the trivia question incorrectly.

Objective: On **JS line 24**, create an alert that says, **"Incorrect!"**.



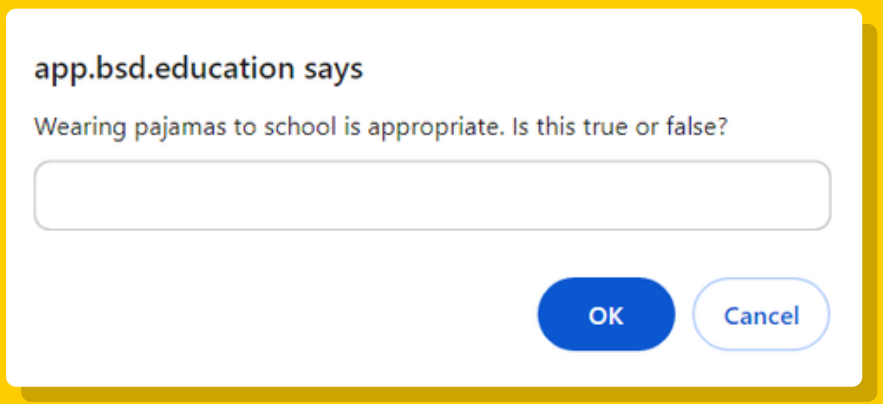
Step 20: Add the third trivia question

Nice work!

Now let's add our third and final trivia question using a prompt pop-up box.

Just like we did with our previous questions, we will store the player's answer to a variable.

Objective: On **JS line 28**, create a prompt for the third trivia question, and store it to a const variable named **q3**.



Step 21: Add a conditional statement

Once again, let's add an if statement to check if the player answered the third question correctly.

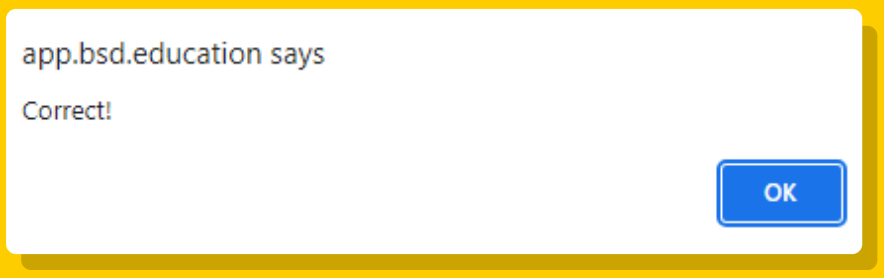
Objective: On **JS line 29**, add an if statement to check if **q3** is equal to the answer to the third trivia question.

Step 22: Add an alert() and increase the player's score

Just like our previous questions, we'll add an alert to tell players that they've answered the question correctly, and we'll also increase their total score by one point.

Objective 1: On **JS line 30**, create an alert that says, **"Correct!"**.

Objective 2: On **JS line 31**, use + to increase the value of the **score** variable by **1**.



Step 23: Add an else conditional statement

Just like before, we'll add an else conditional statement if players enter the incorrect answer.

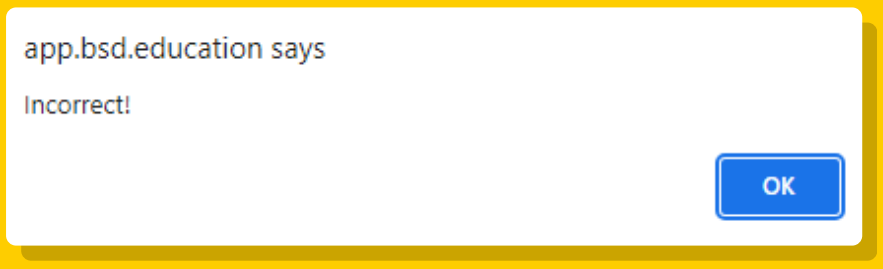
Objective: On **JS line 33**, create an empty else statement.

Note: You will not see any change to your output.

Step 24 Add an alert() for an incorrect answer

Now let's add an alert that will inform players if they've answered the trivia question incorrectly.

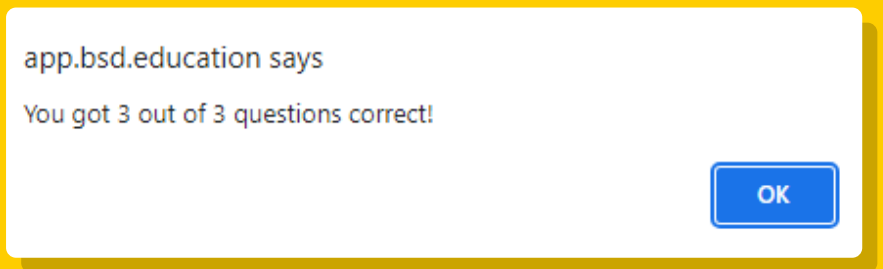
Objective: On **JS line 34**, create an alert that says, **"Incorrect!"**.



Step 25: Display the final score to the player

Finally, let's tell players their final score after they have answered all three trivia questions!

Objective: On **JS line 38**, create an alert that says, **"You got " + score + " out of " + totalQuestions + " questions correct!"**



Quick Check

1. Why did we use an else conditional statement?

_____

_____

_____

2. To create a string, the text must go in between what symbol?

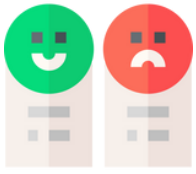
_____

Summing Up - Step 26

A digital Footprint is information online about a person posted either by that person or by others, intentionally or unintentionally. Define the term "digital footprint".

Something that is persistent means it lasts a long time.

An invisible audience is someone unknown or unanticipated people who can see information about what you posted online.



Analyze how different parts of our digital footprint can lead others to draw conclusions -- both positive and negative -- about who we are.

Explain how online presence can be searched, copied, and then shared.

Let's Build Something Different Together

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