Computer Ethics

Core Competency:
Use the computer system to perform various tasks.

Element:
Understand the health risks of prolonged ICT use, their preventive measures and uphold ethical standards in data privacy and security.

Performance Criteria:
• Identify ethical and unethical behaviour in digital contexts.
• Follow rules and guidelines for responsible computer use.
• Demonstrate responsible behaviour for privacy, intellectual property, and digital ownership.

Purpose of Activity:
To help learners understand the importance of ethical behaviour when using the computer and the internet.

Learning Outcomes:
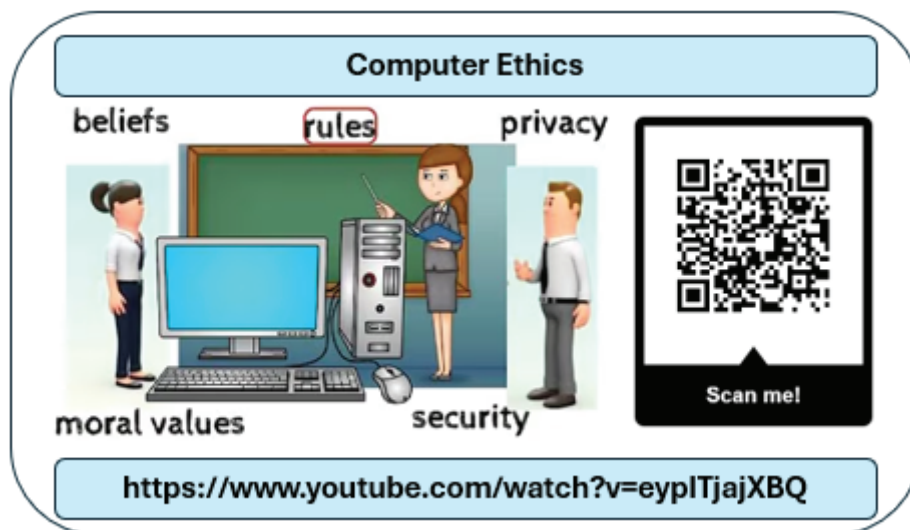By the end of this lesson, students should be able to:
• Define computer ethics
• Identify examples of ethical and unethical behaviour in digital use
• Demonstrate responsible use of digital resources

Resources and Materials:
• Computer with internet access
• Projector – OPTIONAL
• Infographics or posters depicting ethical and / or unethical situations
• Poster on online safety

Implementation Guidelines:
1. Begin with a discussion: "What is ethics?" and relate it to computer use.
2. Introduce key concepts: plagiarism, copyright, privacy, cyberbullying, and digital footprints.
3. Present visual materials on computer ethics.

Computer Ethics

beliefs rules privacy

moral values security

https://www.youtube.com/watch?v=eypITjajXBQ

4. Group activity: Analyse different scenarios and decide if the behaviour is ethical or not.
5. Class discussion: Share group conclusions and reasons.

Assessment:

Activity 1: Read each statement carefully and tick (✓) the correct option (Either **Ethical** or **Unethical)**

Extension of Activity:
- Role-play activity to model ethical decision making online.
- Students can work in pairs or small groups to design a poster that raises awareness among their peers about computer ethics and its importance.