Empowerment Technologies

Quarter 1 - Module 1:
Information and Communication Technologies
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Empowerment Technologies
Quarter 1 - Module 1: Information and Communication Technologies

This instructional material was collaboratively developed and reviewed by educators from public and private schools, colleges, and/or universities. We encourage teachers and other education stakeholders to email their feedback, comments, and recommendations to the Department of Education at action@deped.gov.ph.

We value your feedback and recommendations.
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What This Module is About

Through the power of ICT technologies like computer networks and gadgets made the world connected in the cyber world. Though we can use these features effortlessly, every one of us needs to be technology enabled and be aware of the digital community.

On this module, the learner will learn how the World Wide Web evolves from a flat website to responsive website. Though this evolution will surely help the learners to be a part of digital world however the learner needs to learn that their every action online they will be accountable for it.

What I Need to Know

At the end of this module, you should be able to:

1. Compare and contrast the nuances of varied online platforms, sites, and content to best achieve specific class objectives or address situational challenges (CS_ICT11/12ICTPT-la-b-1);
2. Apply online safety, security, ethics, and etiquette standards and practice in the use of ICTs as it would relate to their specific professional tracks (CS_ICT11/12ICTPT-la-b-2);
3. Use the Internet as a tool for credible research and information gathering to best achieve specific class objectives or address situational challenges (CS_ICT11/12ICTPT-la-b-3).

How to Learn from this Module

To achieve the objectives cited above, you are to do the following:

1. Carefully read all the lessons.
2. Take your time on going thru each lesson.
3. Answer the pretest honestly, the purpose of the pretest is for you to determine your prior knowledge before going thru the lessons and activities.
4. If you have a hard time understanding the lessons and activities, please do take a break. Having breaks between lessons and activities will give you some space where you can absorb the lesson well.
5. You can use the internet if you need more information about the lesson.
<table>
<thead>
<tr>
<th>Icons of this Module</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>What I Need to Know</td>
<td>This part contains learning objectives that are set for you to</td>
</tr>
<tr>
<td></td>
<td>learn as you go along the module.</td>
</tr>
<tr>
<td>What I know</td>
<td>This is an assessment as to your level of knowledge to the</td>
</tr>
<tr>
<td></td>
<td>subject matter at hand, meant specifically to gauge prior</td>
</tr>
<tr>
<td></td>
<td>related knowledge.</td>
</tr>
<tr>
<td>What’s In</td>
<td>This part connects previous lesson with that of the current</td>
</tr>
<tr>
<td></td>
<td>one.</td>
</tr>
<tr>
<td>What’s New</td>
<td>An introduction of the new lesson through various activities,</td>
</tr>
<tr>
<td></td>
<td>before it will be presented to you.</td>
</tr>
<tr>
<td>What is It</td>
<td>These are discussions of the activities as a way to deepen</td>
</tr>
<tr>
<td></td>
<td>your discovery and understanding of the concept.</td>
</tr>
<tr>
<td>What’s More</td>
<td>These are follow-up activities that are intended for you to</td>
</tr>
<tr>
<td></td>
<td>practice further in order to master the competencies.</td>
</tr>
<tr>
<td>What I Have Learned</td>
<td>Activities designed to process what you have learned from the</td>
</tr>
<tr>
<td></td>
<td>lesson.</td>
</tr>
<tr>
<td>What I can do</td>
<td>These are tasks that are designed to showcase your skills and</td>
</tr>
<tr>
<td></td>
<td>knowledge gained, and applied into real-life concerns and</td>
</tr>
<tr>
<td></td>
<td>situations.</td>
</tr>
</tbody>
</table>
What I Know

I. Multiple Choice:
Directions: Read and answer the questions below. Select the letter of the best answer from among the given choices.

1. A web application where a user can communicate, create and share content, and participate in online communities?
   A. Convergence   C. Mobile Technologies
   B. Social Media   D. Assistive Media

2. What is the markup language for designing and developing websites?
   A. DNS   C. HTTP
   B. URL   D. HTML

3. What version of the world wide web that allows interactivity between the users and the website?
   A. Web 1.0   C. Web 3.0
   B. Web 2.0   D. Web 4.0

4. A website that allows you to broadcast short message.
   A. Social News   C. Microblogging
   B. Bookmarking Sites   D. Media Sharing

5. A platform that assist person with disability.
   A. Assistive Media   C. Convergence
   B. Social Media   D. Semantic Web

II. True or False
Directions: Write “True” if the statement is true and write “False” if the statement is false.

1. We are allowed to copy the works of other people without asking permission.
2. All Information from the internet are free.
3. Search engine is an application used for searching the web.
4. All information from the internet are reliable.
5. Google is an example of search engine.
6. Child pornography is a form of cybercrime.
7. Committing crime on the internet is not punishable by law.
8. Do not open suspicious email.
9. Share your password with anyone.
10. Think before you click.
Lesson 1
The Current State of ICT Technologies

What I Need to Know

Information and Communication Technology

It refers to the use of communication technology such as laptop, smart phones, tablet, telephone, internet and etc. to send, save, and edit information.

ICT in the Philippines

The use of communication technology spread in the entire country now a day even in rural areas. According to Rappler blog site there are 119 million mobile phone subscriptions from a total population of 101 million and 47 million active Facebook accounts. The Philippines is the fastest growing app market in Southeast Asia and the highest digital population in the world. The top online activities are social media, videos, online mobile games, location-based search and online shopping. Staying connected with loved ones, friends, and relatives is a fundamental need for Filipinos.

What’s New

Activity 1: Visiting Websites Part 1
Directions: List down three (3) websites that you have browsed.

<table>
<thead>
<tr>
<th>No.</th>
<th>Website</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td></td>
</tr>
</tbody>
</table>
What Is It

Activity 1 shows the different websites in World Wide Web. The behavior and characteristics of a website depends on what version of the development of WWW it was created.

World Wide Web

It is also known as WWW or W3 introduce by Tim Berners-Lee. It consists of different pages that are formatted in a markup language called HTML (Hypertext Markup Language) and linked to each other that contain text, graphics, multimedia files, hyperlinks and etc.

Web 1.0

The first development of World Wide Web where web pages are static. It also known as flat or stationary page and it cannot be manipulated by users.

Web 2.0

It is a dynamic web page where user can interact with page like creating a user account, posting comments, uploading files and images, and others.

Example: Blog sites, Facebook, Twitter, Instagram, YouTube

Features of Web 2.0

1. Folksonomy – users can classify and arrange information by adding tag or label. Pound sign (#) is used in Facebook, Twitter, Instagram and other social networking sites.

Example in tagging on Facebook: #TeamKawayan, #Single

2. Rich User Experience – user can have high interaction with the content of the page and can achieve level of expertise.

3. User Participation – user can put content on their own in web page like comment, evaluation, and etc.

4. Long Tail – A site that offers services and brings individual and businesses into selling different goods and commodities such as shopping site like OLX, Lazada, Shopee, Zalora and others.

5. Software as a service – users can subscribe to a software when they need it instead of purchasing them.


Web 3.0 The Semantic Web

A new paradigm in web interaction extension of led by World Wide Web Consortium (W3C) where it provides framework that allows data to be shared and reuse.
Activity 2: Visiting Websites Part 2
Directions: Based on the list of websites you have written in activity 1, identify the version of the web of each website and defend your answer by writing on the Reason column.

<table>
<thead>
<tr>
<th>No.</th>
<th>Website</th>
<th>Web Version</th>
<th>Reason</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Activity 3: Social Media
Directions: List down five (5) social media that you have been used.

<table>
<thead>
<tr>
<th>No.</th>
<th>Social media used</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td></td>
</tr>
<tr>
<td>4.</td>
<td></td>
</tr>
<tr>
<td>5.</td>
<td></td>
</tr>
</tbody>
</table>

Technology keeps rising and improving every time. The use of technology connects us to the people around the globe and gives us current information on the trends in information and communication. As what you have written in the activity above, it shows that social media is mostly used by people and one of the current trends in information and communication technology.
Trends in ICT

1. **Convergence** – it refers to fusing of technological advancement to work on a similar task.
   Example. Using smartphone as camera in taking pictures instead of DSLR camera.

2. **Social Media** – an application and website where user can communicate, create and share content, and participate in online communities.

![Image of social media icons](https://www.pexels.com/photo/apps-blur-button-close-up-267350)

**Photo Credit:** https://www.pexels.com/photo/apps-blur-button-close-up-267350

**Type of Social Media**

A. **Social Network** – A website where people with the same come together to share information.
   Examples: Twitter, Instagram, Facebook

![Facebook Sign Up](https://www.facebook.com)

**Image taken from:** https://www.facebook.com

B. **Social News** – A website where user can post stories and are ranked based on the popularity through voting.
   Examples: Digg, Reddit, Propeller, Slashdot, Fark
C. **Bookmarking Sites** – A website that allows you to share and store internet bookmarks, articles, posts, blogs, images and others.
Examples: Pinterest, StumbleUpon, Dribble

D. **Media Sharing** – A website that allows you to share and store multimedia files such as video, photos and music.
Examples: Instagram, YouTube, Flickr
E. **Microblogging** – a website that allows you to broadcast short message. Examples: Twitter, Tumblr, Meetme

3. **Mobile Technologies** – a technology used in cellular and other devices such netbook, laptop, tablet, smartphones and etc.

4. **Assistive Media** - A platform that assist people with disability. It will guide the individual like a blind person by using an audio recording.
What I Have Learned

Activity 4: Generalization
In what way is ICT very useful in your studies?

What I Can do

Activity 5: Let Me Join!
Instructions:
1. Visit the www.facebook.com and create account.
2. Login in your Facebook account.
3. Search for “ICT101” group and join.
4. Take a selfie and post your picture in the group.

Rubrics:

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>Demonstrate understanding on tasks given. All tasks are completed</td>
</tr>
<tr>
<td>3</td>
<td>Demonstrate understanding on tasks given. Most of the tasks are completed.</td>
</tr>
<tr>
<td>2</td>
<td>Demonstrate understanding on tasks given. Many of the tasks are completed</td>
</tr>
<tr>
<td>1</td>
<td>No response</td>
</tr>
</tbody>
</table>

What’s In

We have learned in lesson 1 about the current state of Information and Communication Technology in global setting. There are various online platforms and sites that people used today as their medium of communication and source of information. This communication technology spread fast to the people and even controls their lives. Despite of the good benefits given to us by the technology there are stills things that we must be aware of. In this lesson we will discuss and give importance in online safety, security, ethics and etiquette.

What I Need to Know

Online Safety

The importance of internet plays a crucial part in human development. Life becomes easy and comfortable because of this technology. Most of us are connected to the internet via laptop, mobile phone, tablet, personal computer and other electronic gadgets. Behind this technology there is a risk that everyone should be aware of. You could be at risk on scam, bullying, and illegal activities if you will not take precautions in using internet. We need to keep ourselves safe and secure whenever we use the internet. That is why it is very important to know and learn the ways on how to be safe and secured online.

Activity 1: Self-Check on Online Habits
Directions: Reflect and assess yourself on your online habits. Check “Yes” or “No” on the table below.

<table>
<thead>
<tr>
<th>Online Habits</th>
<th>Yes</th>
<th>No</th>
</tr>
</thead>
<tbody>
<tr>
<td>I always talk to strangers on social media.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Giving your password to your friends.
Posting about future your vacations.
Visiting unsecured websites.
Ranting on social media.
Posting image or video without asking permission from the owner.

What Is It

In the activity above you assessed yourself in online habits. Those habits might be good or bad that you must be aware of. If you keep practicing those bad habits it might bring you danger. Safety is the first thing you must consider in using internet.

Tips on how to be safe online

- Do not share your password with anyone.
- Add friends you know in real life.
- Do not visit untrusted websites.
- Add password to your WIFI at home to make it private.
- Install and update antivirus in your computer.
- Do not give your personal information to anyone
- Think before you click.
- Never post about your future vacation.

Internet Risk

Cyberbullying

It happens when someone intentionally abused, harass, and mistreated by other person using electronic communication.

Identity Theft

It is a crime of stealing personal information for the purpose of assuming that person’s name or identity to make any form of transactions.

Cyber Stalking

A criminal practice where electronic communication is used to stalk or harass individual or group.

Sexting

The act of sending sexually explicit text messages, images, and videos.
Internet Threats

Malware – also known as Malicious Software.

Types of Malware
1. **Virus** – a malicious program that replicate itself by copying itself to another program.
2. **Trojan Horse** – a malicious program that disguised as legitimate program that user will accept and use but take control of your computer.
3. **Worm** – malicious program that copy’s itself and spreads to other computers.
4. **Spyware** – A malicious program that gathers information from victim’s computer and send it back to the hacker.
5. **Adware** – An unwanted advertisement that will pop-up several times on victim’s computer then behave abnormally and tedious to close them.
6. **Keylogger** – A program that runs in the background and steals user credentials and confidential information and send back to hack by recording every keystroke that a user makes on their computer or device.
7. **Botnet** – A collection of infected internet–connected devices such as PC and mobile phone that are controlled by a common type of malware.
8. **Rootkit** – A software tools used by hackers to gain control over a computer on a network without being exposed.
9. **Ransomware** – A ransom virus that block the user from accessing the programs or files and demands to pay the ransom through online method for the removal of the virus.

Spam

Also known as junk email or unwanted email send by advertiser or bot. It can be used to send malware.

Phishing

A cyberattack method using deceptive emails and websites to acquiring sensitive personal information.

Cybercrime

A crime in which computer is used as object and tool in committing a crime such hacking, phishing, spamming, child pornography, libel, hate crimes, identity thief and others.

Cybercrime Law

A law that deals with all forms of cybercrime.
What’s New

Activity 2: #Wall

Suppose you have read a post like this “Strong men don’t cry” in social media. How would you react? Post your reaction in comment section on our #Wall.

#Wall

“Strong men don’t cry.”

Comment:
___________________________________________________________________
___________________________________________________________________
___________________________________________________________________

What Is It

The activity above shows on how we react on a post by expressing our opinions and feelings through comments, likes, and emoticons. There are times that netizens will give compliments and positive reactions on your post but there are also times that netizens will criticize or give negative reactions on your post. Conflicts and misunderstanding occur in social media because netizens are not behaving well. Ethics and etiquette should be practice by people whenever they are in social media.

Netiquette

It is a word that came from the two words “net” and “etiquette”. It is an etiquette applied online that shows proper manner and behavior. If you are a member of an online society through social media you are called netizen. And in interacting with other netizen online, we need to maintain good behavior which is acceptable to others in online community.
The Core Rules of Netiquette by Seth T. Ross

1. Remember the human.
2. Adhere to the same standards of behavior online that you follow in real life.
3. Know where you are in cyberspace.
4. Respect other people's time and bandwidth.
5. Make yourself look good online.
7. Help keep flame wars under control.
8. Respect other people's privacy.
9. Don't abuse your power.
10. Be forgiving of other people's mistakes.

What I Have Learned

Activity 3: Generalization

Directions: Answer the following questions below.

1. How do you keep yourself safe and secure online?

_________________________________________________________________
_________________________________________________________________
_________________________________________________________________
_________________________________________________________________

2. Why is it important to observe netiquette online?

_________________________________________________________________
_________________________________________________________________
_________________________________________________________________
_________________________________________________________________
What I Can do

Activity 4: Shout Your Mind

Directions: Make a poster with a theme “think before you click”. Use a ½ illustration board or cartolina.

<table>
<thead>
<tr>
<th>Category</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Graphics – Relevance</td>
<td>All graphics are related to the topic/theme and makes it easier to understand.</td>
<td>All graphics are related to the topic except 1.</td>
<td>Some graphics are not related to the topic.</td>
<td>Many graphics are not related to the topic.</td>
</tr>
<tr>
<td>Attractiveness</td>
<td>The poster is exceptionally attractive, neat and clean.</td>
<td>The poster is attractive, neat and clean.</td>
<td>The poster is acceptably attractive but it has few erasures.</td>
<td>The poster is not attractive and has many erasures.</td>
</tr>
</tbody>
</table>
Lesson 3

Contextualized Online Search and Research Skills

What’s In

In previous lesson, we discussed on online safety, security, ethics and etiquette that we must take into consideration in using internet. Technology such mobile phone, laptop, computer, and other electronic gadgets connect us to world through different online platforms. Security and safety have been taught to us so that we can avoid risk and danger online. As an individual who is part of online community must maintain good social behavior. We need to adhere to the same standard behavior online that we follow in real life. Now that you are ready to enter and explore the online world, this lesson will teach you on online search and research skills.

What I Need to Know

Internet Research is a research method in collecting and gathering information via internet by using search engine such as google.

Search Engine is a program that allows users to search for content on internet.

Examples of Search Engine

<table>
<thead>
<tr>
<th>Google</th>
<th>Aol Search</th>
<th>Wow</th>
<th>Baidu</th>
</tr>
</thead>
<tbody>
<tr>
<td>Web Crawler</td>
<td>Yahoo! Search</td>
<td>MyWebSearch</td>
<td>Wolframalpha</td>
</tr>
<tr>
<td>Bing</td>
<td>Info</td>
<td>Dogpile</td>
<td>DuckDuckGo</td>
</tr>
<tr>
<td>Ask</td>
<td>Infospace</td>
<td>Contenko</td>
<td>Internet Archive</td>
</tr>
</tbody>
</table>

Searching the Web

Getting the correct and reliable information is our goal in internet research. We may rely on the capability of search engine but sometimes it may not give us the correct information because of the keywords we entered into a search engine. There are techniques in searching information that can be applied in search engine in order to get a better result. Some search engines allow combination of words and logic connectors of AND, OR, and NOT.
Tips for Effective Internet Research by George Mathews
1. Know what kind of research you want to do.
2. Make a list of keywords you will use in your search.
3. Enclose keywords in quotation marks.
4. Use the minus sign (-).
5. Try specialized search engines.
7. Bookmark
8. Review your bookmarks.

Online Research Skills by Hannah Trierweiler Hudson
1. Check Your Sources
2. Ask Good Questions
3. Go Beyond the Surface
4. Be Patient
5. Respect Ownership
6. Use Your Networks

Copyright Issues
There are millions of information that we can get from the internet. Some of this information are free but others are not. They are protected by a copyright law.

What is Copyright?
Copyright is a protection given to the owner of the rights in an original work such as books, musical works, films, paintings, and other works, and computer programs. This original work is called intellectual property which is protected under Republic Act 8293 known as the “Intellectual Property Code of the Philippines”.

Copyright Infringement
This happens when the copyrighted work is use by other person without permission of the author or copyright holder. Any person who is infringing the right protected work would be liable under the law. An example of this is the case of M.Y. Intercontinental Trading Corporation (MITC), Tedwin T. Uy, Allianz Marketing and Publishing Corp. (Allianz), and Fujian New Technology Color Making and Printing Company, LTD (Fujian) against St. Mary’s Publishing Corporation (SMPC). Manila regional trial court ordered Fujian and its partners to pay P24.7 million for the damages and cost of litigation for copyright infringement to SMPC. Fujian and its three local partners was guilty of printing, copying, reproducing, importing, distributing and selling of original and revised textbooks that they have illegally sold to Department of Education in Zamboanga, Municipality of Cabuyao in Laguna and Municipality of Matnog in Sorsogon without the approval of SMPC, the copyright owner of the textbooks.
**Fair Use**

Research is important to the students and other people. Most of them rely on the information that they can get online. Although this information is protected by a copyright law but we can still use this information without permission in a limited way under certain condition and purpose.

Fair use is the use of copyrighted material for comment, teaching, criticism, news reporting, research, scholarship, and other similar purpose is not an infringement of copyright.

Example of this is when you post a quote from a person in your Facebook wall. Include the name of person who owns the quote in your post. Another example is when you copy image from internet, give credit to the creator of image. The copied image should be use for educational purpose not for commercial use.

In fair use, 5% of the content of reference can only be copied. If 20% or less of reference copied, there must be a secondary use agreement and fee. And if 20% or more of reference copied, it requires purchasing of creative work.

**Guidelines for Fair Use**

1. Majority of the contents created must be yours.
2. Give credit to the owner.
3. Don’t make profit of the copyrighted work.

---

**What I Have Learned**

**Activity 1: Generalization**

**Directions:** Answer the following questions below.

1. Is research online reliable? Why or Why not?

_________________________________________________________________
_________________________________________________________________
_________________________________________________________________
_________________________________________________________________

2. How can you show respect of other’s intellectual property?

_________________________________________________________________
_________________________________________________________________
_________________________________________________________________
What I Can do

Activity: Facts and Opinion Chart

Directions: Fill in the chart correctly by checking the correct column and defend your answer by writing on the Reason column.

<table>
<thead>
<tr>
<th>Statements</th>
<th>Facts</th>
<th>Opinion</th>
<th>Reason</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. All information from the internet are reliable.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2. Giving credit to the owner of the copied work is optional.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3. All the information can be found on the internet.</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Summary

The community online never stops upgrading. Before, users of Web 1.0 can only read through the content of the website but now with presence of Web 3.0 we can now create our own profile and communicate online. However, you need to be careful while you are online since there are possibilities that your identity or personal information might be stolen or your personal files might be deleted by malicious software. So always bear in your mind that you need to "Think Before You Click".

Assessment: (Post-Test)

I. Multiple Choice:

Directions: Read and answer the questions below. Write the letter of the correct answer.

1. An application and website where user can communicate, create and share content, and participate in online communities?
   A. Convergence        C. Mobile Technologies
   B. Social Media       D. Assistive Media

2. What do you call for the markup language used in World Wide Web?
   A. DNS               C. HTTP
   B. URL               D. HTML

3. A web page that allows user to interact with web page?
   A. Web 1.0          C. Web 3.0
   B. Web 2.0          D. Web 4.0

4. A website that allows you to broadcast short message.
What I Can do

Activity: Facts and Opinion Chart

Directions: Fill in the chart correctly by checking the correct column and defend your answer by writing on the Reason column.

<table>
<thead>
<tr>
<th>Statements</th>
<th>Facts</th>
<th>Opinion</th>
<th>Reason</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. All information from the internet are reliable.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2. Giving credit to the owner of the copied work is optional.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3. All the information can be found on the internet.</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Summary

The community online never stops upgrading. Before, users of Web 1.0 can only read through the content of the website but now with presence of Web 3.0 we can now create our own profile and communicate online. However, you need to be careful while you are online since there are possibilities that your identity or personal information might be stolen or your personal files might be deleted by malicious software. So always bear in your mind that you need to “Think Before You Click.”

Assessment: (Post-Test)

I. Multiple Choice:
   Directions: Read and answer the questions below. Write the letter of the correct answer.
   1. An application and website where user can communicate, create and share content, and participate in online communities?
      A. Convergence  C. Mobile Technologies
      B. Social Media  D. Assistive Media
   2. What do you call for the markup language used in World Wide Web?
      A. DNS  C. HTTP
      B. URL  D. HTML
   3. A web page that allows user to interact with web page?
      A. Web 1.0  C. Web 3.0
      B. Web 2.0  D. Web 4.0
   4. A website that allows you to broadcast short message.
      A. Social News  C. Microblogging
      B. Bookmarking Sites  D. Media Sharing
   5. Platform that assist person with disability.
      A. Assistive Media  C. Convergence
      B. Social Media  D. Semantic Web

II. True or False
   Directions: Write “True” if the statement is true and write “False” if the statement is false.
   1. It is right to copy the works of other people without asking permission.
   2. All Information from the internet are free.
   3. Search engine is a tool used in internet research.
   4. All information from the internet are reliable.
   5. Google is an example of search engine.
   6. Child pornography is a form of cybercrime.
   7. Committing crime on the internet is not punishable by law
   8. Do not share personal information to suspicious website or user.
   9. Share your password with anyone.
   10. Think before you click.
**Key to Answers**

**Pre-Test/Post-Test**

**I. Multiple Choice**


**II. True or False**


**Lesson 1**

**Activity 1:** Visited Websites Part 1

<table>
<thead>
<tr>
<th>Reason</th>
</tr>
</thead>
<tbody>
<tr>
<td>Video</td>
</tr>
<tr>
<td>You can watch, post and comment on</td>
</tr>
<tr>
<td>User can buy and sell goods.</td>
</tr>
<tr>
<td>Information and etc.</td>
</tr>
<tr>
<td>User can put content, interact, classify</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Website</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>Facebook</td>
<td>Web 2.0</td>
</tr>
<tr>
<td>Lazada</td>
<td>Web 2.0</td>
</tr>
<tr>
<td>YouTube</td>
<td>Web 2.0</td>
</tr>
</tbody>
</table>

**Possible Answers**

**Lesson 2**

**Activity 2:** Visited Websites Part 2

<table>
<thead>
<tr>
<th>Reason</th>
</tr>
</thead>
<tbody>
<tr>
<td>Web Version</td>
</tr>
<tr>
<td>User can put content, interact, classify</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Website</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>Facebook</td>
<td>Web 2.0</td>
</tr>
<tr>
<td>Lazada</td>
<td>Web 2.0</td>
</tr>
<tr>
<td>YouTube</td>
<td>Web 2.0</td>
</tr>
</tbody>
</table>

**Possible Answers**

Key to Answers

I. Multiple Choice
1. B
2. D
3. C
4. C
5. A
6. True
7. False
8. True
9. False
10. True

II. True or False
1. False
2. False
3. True
4. False
5. True

Lesson 1
Activity 1: Visited Websites Part 1
Possible Answers

<table>
<thead>
<tr>
<th>No Website</th>
<th>Reason</th>
</tr>
</thead>
<tbody>
<tr>
<td>Facebook</td>
<td></td>
</tr>
<tr>
<td>Lazada</td>
<td></td>
</tr>
<tr>
<td>YouTube</td>
<td></td>
</tr>
</tbody>
</table>

Lesson 1 Activity 2: Visited Websites Part 2
Possible Answers

<table>
<thead>
<tr>
<th>No Website</th>
<th>Web Version</th>
<th>Reason</th>
</tr>
</thead>
<tbody>
<tr>
<td>Facebook</td>
<td>Web 2.0</td>
<td>User can put content, interact, classify information and etc.</td>
</tr>
<tr>
<td>Lazada</td>
<td>Web 2.0</td>
<td>User can buy and sell goods.</td>
</tr>
<tr>
<td>YouTube</td>
<td>Web 2.0</td>
<td>You can watch, post and comment on videos.</td>
</tr>
</tbody>
</table>

Lesson 1 Activity 3: Social Media
Possible Answers

<table>
<thead>
<tr>
<th>No Social Media</th>
<th>Possible Answers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Facebook</td>
<td></td>
</tr>
<tr>
<td>Instagram</td>
<td></td>
</tr>
<tr>
<td>Twitter</td>
<td></td>
</tr>
<tr>
<td>Flickr</td>
<td></td>
</tr>
<tr>
<td>YouTube</td>
<td></td>
</tr>
<tr>
<td>Tumblr</td>
<td></td>
</tr>
</tbody>
</table>

Lesson 2
Activity 1: Self-Check on Online Habits
Possible Answers

<table>
<thead>
<tr>
<th>Online Habits</th>
<th>Yes/No Answers</th>
</tr>
</thead>
<tbody>
<tr>
<td>I always talk to strangers on social media.</td>
<td>Yes/No</td>
</tr>
<tr>
<td>Giving your password to your friends.</td>
<td>Yes/No</td>
</tr>
<tr>
<td>Posting about future your vacations.</td>
<td>Yes/No</td>
</tr>
<tr>
<td>Visiting unsecured websites.</td>
<td>Yes/No</td>
</tr>
<tr>
<td>Ranting on social media.</td>
<td>Yes/No</td>
</tr>
<tr>
<td>Posting image or video without asking permission from the owner.</td>
<td>Yes/No</td>
</tr>
</tbody>
</table>

Lesson 2 Activity 2: Generalization
Possible Answers

Lesson 2 Activity 3: Generalization
Possible Answers

Lesson 3 Activity 1: Generalization
Possible Answers

Answers may vary as this is personal inventory.
Key to Answers

<table>
<thead>
<tr>
<th>Reason</th>
<th>Fact</th>
<th>Opinion</th>
</tr>
</thead>
<tbody>
<tr>
<td>Not all information from the Internet are reliable.</td>
<td>/</td>
<td>/</td>
</tr>
<tr>
<td>All information on the Internet can be found.</td>
<td>/</td>
<td>/</td>
</tr>
<tr>
<td>All information can be found in the library. We can also get information from other places such as books in the library.</td>
<td>/</td>
<td>/</td>
</tr>
</tbody>
</table>

References


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