

DIGITAL ON-RAMPS

Build the character skills, Internet knowledge, and safety habits students need with this completely turnkey digital literacy curriculum—**now with an Introduction to AI**. Like our popular middle school program, Digital On-Ramps is **teacher-led, discussion-based** and packed with engaging lessons, videos, and hands-on activities. **Standards-aligned and CIPA compliant**—including CASEL, ISTE, Common Core ELA, aiEDU, and Allit.

5 UNITS, 40+ LESSONS: A COMPLETE DIGITAL FOUNDATION

15 Lessons

Values That Guide You

Students identify personal values—kindness, self-discipline, honesty, and more—and practice applying them to real-world and digital scenarios. Values-driven decision-making prepares them for the lessons that follow.



8 Lessons

Internet Basics

After discovering how the Internet works, students learn how to search for and evaluate information, browse wisely, and tell what's true from what's not. They also practice considering other perspectives.



9 Lessons

You, Online



Students learn about their digital reputation, personal information, consent, respectful communication, and managing emotions—both on and off screen. They consider what kind of digital citizen they want to be.

7 Lessons

Online Safety



With a strong foundation in place, students tackle safety head-on: cyberbullying, online scams, stranger danger, password security, device care, and what it takes to be ready for online life.

3 Lessons

Intro to AI



Students explore intelligence—human and artificial—and discover the AI tools already woven into their everyday lives. They learn to think critically about AI, building the foundation for thoughtful, human-centered AI use.

WHY IT WORKS:



Values First

Students build an internal compass before going online—not just rules, but real reasons to act wisely.



Completely Turnkey

Lesson plans, activities, and videos (featuring our intrepid owl mascot who is just learning to use the Internet too).



No Devices Needed

Teacher-led and activity-based. Sparks rich classroom conversations.

“Digital On-Ramps gave my students a shared vocabulary for talking about online choices. The values unit changed the culture of our classroom.”

**-Ellen Schneider,
5th Grade Teacher**

Digital On-Ramps is the entry point to the complete Cyber Civics program: Digital Citizenship (Gr. 6), Information Literacy (Gr. 7), and Media Literacy (Gr. 8).

