

Danville Elementary Organizes Cybersafety Field Day Equipped with EasyTech

Searching for a Complete Tech Solution

Danville is one of four elementary schools that belong to the Timberlane Regional School District in New Hampshire. The school is made up of approximately 260 students from several surrounding towns on the coast between Manchester and Portsmouth.

Technology Instructor Bill Doughty works diligently to introduce his students to innovative STEM-related concepts. Over the past seven years teaching at Danville Elementary School, Doughty has partnered with other technology teachers throughout the district to form a dedicated technology team.

Together, the technology team chose EasyTech from Learning.com as the best solution for teaching keyboarding, online safety, coding, and other digital literacy skills to their elementary students. Doughty advocates how this solution has been an excellent technology curriculum for teaching his tech classes to students throughout the entire school.

“As a district, we identified Learning.com early on as being the best choice for our school,” said Doughty. “Just like a math teacher uses a specialized subject textbook, Learning.com is the complete guide for our school’s technology curriculum. And, it has been for the past five years.”

Platform Appeal

Doughty finds that the EasyTech curriculum provides his students with very engaging learning opportunities. From lesson plans and videos to application exercises and activities, he watches his students engage, interact, collaborate, and create projects that demonstrate what they are learning.



“With a lot of the software programs we use in class, the students are able to better interact and learn what certain functions and features in the applications do to complete their projects utilizing the skills learned in EasyTech,” explained Doughty.

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“The curriculum is not limiting. It offers higher order thinking skills for students to abstract key concepts and then apply them in a variety of digital encounters—including usage of major productivity software packages. Students can integrate two different, yet similar, programs or platforms, and they are able to bounce back and forth between them and still experience them in their unique ways. Learning.com is very helpful to us. It has an overarching appeal by not being program specific.”

Having a Field Day

To showcase their online safety knowledge, Doughty had three classes of Danville fifth graders put on a school-wide 'Cybersafety Field Day' event. To kick off organizing such a robust cardboard carnival, students began their first order of business by writing persuasive letters to Learning.com to request support and prize swag for their cyber safety and cyber bullying prevention field day games and attendees.

"Part of our event planning process was integrated with our technology curriculum, and we implemented persuasive letter writing with our computer work," said Doughty. "To present the topic of cybersafety and cyberbullying, the students worked on numerous STEM projects and integrated EasyTech lessons with different projects and activities in a design-model process."

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In addition to vendor requests and persuasive letter writing, Doughty's students created booths, built sets and furniture, and they had to design a takeaway piece of collateral like a brochure or card from their booths. The students built cybersafety themed games and activities such as, the Whack-a-Hacker, a build-a-strong-password ball game, and a 'what would you do?' question and answer scenario for students to take part in. It was a great motivator to prevent cyberbullying.

About Learning.com

Learning.com is a national leader in providing digital literacy solutions that help prepare students for online assessments, school, college and their future careers. The company offers a complete digital literacy curriculum for grades K-8 that engages students as they develop critical skills such as keyboarding, business applications, online safety, computational thinking and coding. Founded in 1999, Learning.com currently partners with one in six U.S. school districts and serves more than 4 million students each year.

Cybersafety Real-Talk

Doughty also recalls the honesty in the conversations surrounding cyberbullying prevention planning that students brought up of their own volition.

"I was hearing a lot of students share personal stories. Letting us know, 'Something like this has happened to me while I was playing online games.' So, we discussed those scenarios more deeply. Who can you trust? Where can you go? We really discussed how to make someone feel comfortable and safe. A large part of our day, being a teacher, is making students feel safe and comfortable," reflected Doughty.

By having his students deal with cyberbullying from a STEM project perspective, they looked at the problem as an issue they wanted to solve by educating the younger students at Danville Elementary. Doughty witnessed how empowering it was to put students in charge and let them be the experts.

Due to the success of the Cybersafety Field Day last year, Doughty is enthusiastic and on-board for doing it at the end of this school year, too.

"Like a lot of our STEM projects, the Field Day event is driven by the students. We set out to make it an engaging project. It was great to hear positive feedback from students in third and fourth grade who attended the event," he said. "Our hope is to do it again in early June, when the weather gets nicer. To be able to go outside and do it bigger and better is the plan."