

LEARNING STRAND 6 DIGITAL CITIZENSHIP

MODULE 6: DIGITAL DEVICES

ALS Accreditation and Equivalency Program: Junior High School





DIGITAL DEVICES

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MODULE 6

ALS Accreditation and Equivalency Program: Junior High School
Learning Strand 6: Digital Citizenship
Module 6: Digital Devices

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User's Guide

For the ALS Learner:

Welcome to this Module entitled Digital Devices under Learning Strand 6 Digital Citizenship of the ALS K to 12 Basic Education (BEC).

This module was designed to provide you with fun and meaningful opportunities for guided and independent learning at your own pace and time. You will be enabled to process the contents of the learning resource while being an active learner.

This module has the following parts and corresponding icons:



Let's Get to Know

This will give you an idea of the skills or competencies you are expected to learn in the module.



Pre-assessment

This part includes an activity that aims to check what you already know about the lesson. If you get all the answers correct (100%), you may decide to skip this module.



Setting the Path

This section provides a brief discussion of the lesson. This aims to help you discover and understand new concepts and skills.



Trying This Out

This comprises activities for independent practice to solidify your understanding and skills of the topic. You may check the answers to the exercises using the Answer Key at the end of the module.



Understanding What You Did

This includes questions that process what you learned from the lesson.



Sharpening Your Skills

This section provides an activity that will help you transfer your new knowledge or skill in real-life situations or concerns.



Treading the Road to Mastery

This is a task which aims to evaluate your level of mastery in achieving the given learning competency.



Don't Forget

This part serves as a summary of the lessons in the module.



Explore More

In this portion, another activity will be given to you to enrich your knowledge or skill of the lesson learned. This also tends retention of learned concepts.



Reach the Top

This part will assess your level of mastery in achieving the learning competencies in each lesson in the module.

Answer Key

This contains answers to all activities in the module.

Glossary

This portion gives information about the meanings of the specialized words used in the module.

At the end of this module you will also find:

References

This is a list of all sources used in developing this module.

The following are some reminders in using this module:

1. Use the module with care. Do not put unnecessary mark/s on any part of the module. Use a separate sheet of paper in answering the exercises.
2. Don't forget to answer the Pre-assessment before moving on to the other activities included in the module.
3. Read the instruction carefully before doing each task.
4. Observe honesty and integrity in doing the tasks and checking your answers.
5. Finish the task at hand before proceeding to the next.
6. Return this module to your ALS Teacher/Instructional Manager/Learning Facilitator once you are through with it.

If you encounter any difficulty in answering the tasks in this module, do not hesitate to consult your ALS Teacher/Instructional Manager/Learning Facilitator. Always bear in mind that you are not alone.

We hope that through this material, you will experience meaningful learning and gain deep understanding of the relevant competencies. You can do it!

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MODULE 6

LET'S GET TO KNOW



As 21st century learners, you often use digital devices/mobile devices for entertainment and for educational purposes. These gadgets help you relax, study, and even work in a fast and efficient manner. It is no wonder then, why people from all walks of life, no matter the age or gender, are into these gadgets.

This module will help you become more knowledgeable about mobile devices. It will cover three lessons:

Lesson 1 – Types of Mobile Devices

Lesson 2 – Use of Mobile Devices

Lesson 3 – Ethical Use of Mobile Devices



MODULE 1

PRE-ASSESSMENT

Write your answers on a separate sheet of paper.

I. Directions: Write T if you think that the statement is True, F if it's False.

1. Smartphones are the first kind of gadget or device that can send messages.
2. Diosdado Banatao is dubbed as the “Filipino Bill Gates”.
3. Steven Paul Jobs is the genius behind Apple.
4. We can create documents using our smartphones.
5. Laptops perform better than desktop computers.

II. Directions: Write a check (✓) if the statement conveys a positive attitude. If the statement conveys a negative behavior, write a cross mark (✗).

1. RJ uses his camera to capture beautiful photos on his trip in the countryside and uses those to promote tourism.
2. Faith uses her smartphone to take down notes during her class while listening to her teacher's lecture.
3. Hillary asks her parents to buy her the latest smartwatch, so she could brag about it at school.
4. Tin-Tin lends her tablet to her younger cousin when they are working on their homework.
5. Baron wishes that his enemy's new phone would be stolen.



TYPES OF MOBILE DEVICES

At the end of this lesson, you will be able to:



explain the meaning of “mobile device”;



distinguish the characteristics of mobile devices; and



differentiate the different kinds of mobile devices:

- mobile computers
- mobile phones
- pagers
- personal navigation devices (PND)
- project Ara



LESSON 1

TRYING THIS OUT

Directions. Write at least three different uses and functions of each device below. Put your answer on a separate sheet of paper following the format.

SMARTPHONES

**TABLET
COMPUTER**

**DIGITAL
CAMERA**



LESSON 1

UNDERSTANDING WHAT YOU DID



In the past 10 years, technology has advanced greatly. Gadgets have become smaller, making it easier for anyone to bring it wherever they need to be. They are also designed to be more powerful and can perform most of the tasks that usually require the big and bulky machines we used to have.

For example, when creating documents, we used to do it on a personal desktop computer. Today, we can create documents using an application on our cellular phone. Before, we can only watch movies in movie houses or in our homes on our TV sets and movie players—VHS, VCD or DVD players. Now, we can watch movies on our cellular phones, tablets and laptops.

The birth of mobile devices allowed people to accomplish most of their tasks wherever and whenever at their own convenience.

MOBILE DEVICES

Mobile devices are small and lightweight gadgets designed for people who need to accomplish tasks wherever they are. These are people who need to work on reports and accomplish tasks but have no access to a desktop computer.

Mobile devices are also referred to as “handheld devices” as people can carry them wherever they go. In short, these devices are considered portable. These can perform almost all tasks that were designed for the traditional desktop computers.

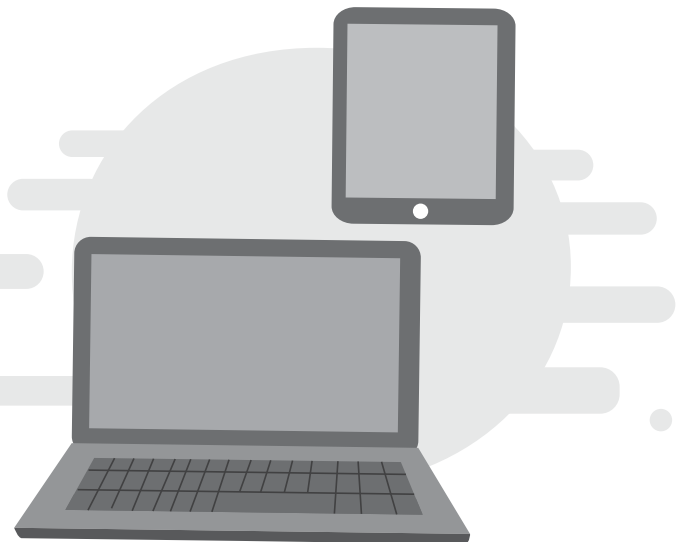


In the last 30 years, these devices have become smaller and smaller, yet very powerful.

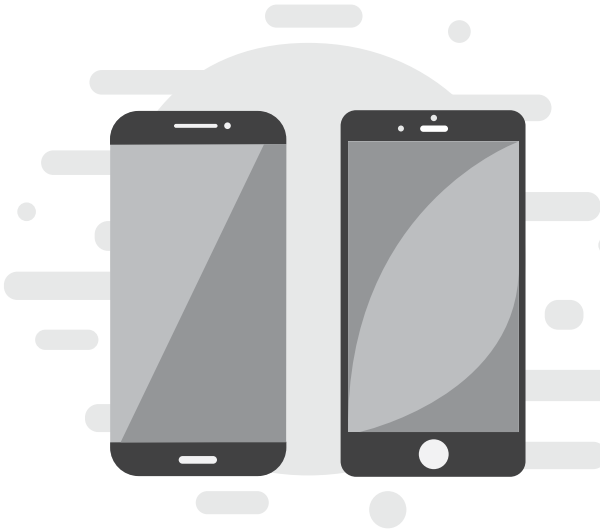
The following are the types of mobile devices:

MOBILE COMPUTER

A mobile computer refers to a portable device which a person can carry anywhere he/she goes. You can connect this device to a wireless internet connection, if it is available. It is also described as small yet durable, provided the user takes care of it properly. Laptops and tablet computers are good examples of this.



MOBILE PHONE



A common example of a mobile phone is a smartphone. It is commonly touch screen-operated and can be used for making phone calls and sending text messages. It's also a kind of cellular phone that works like a computer. Applications (e.g., games, digital dictionaries, Netflix, Photomath, etc.), be it for personal or business use, can run on the phone simultaneously.

In addition, a user can use it to browse the internet and store files, take and store photos and videos, record and play music, make use of GPS for location and navigation, and so much more.



PAGER OR BEEPER

Used in the early 1980's by people on-the-go, a pager—also called a beeper for the beeping noise it makes when receiving messages—is a small, one-way telecommunications device that receives messages for the recipient.

However, the recipient cannot reply using his pager/beeper. Anyone who wants to send a message to another needs to use a landline phone to call a telecommunications operator to relay their message who in turn will send the message to the recipient's pager number. Pagers conveniently increased connectivity among its users during its time. These days, pagers are no longer used because of the innovations in technology.

DIGITAL CAMERA AND CAMCORDER

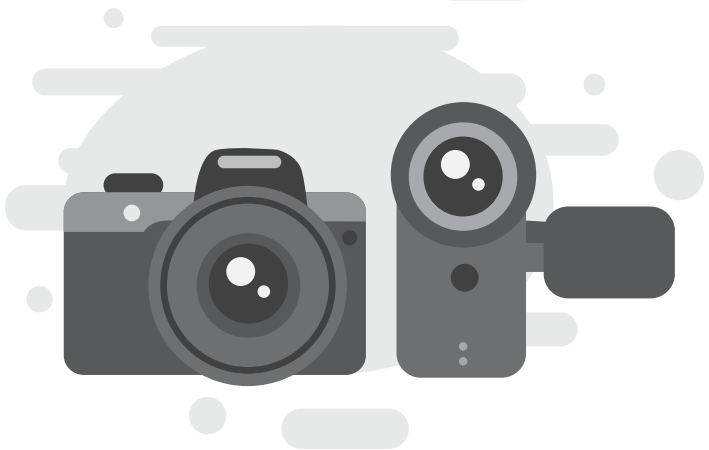
A digital camera, or better known as “digicam,” is a device that captures photographs and stores them in the device’s memory or an external memory card. Unlike old camera models that use a light-sensitive photographic film, photos can be easily accessed and viewed and do not need to be “chemically developed”.

Big analog camera makers like Nikon, Canon, and Kodak have transformed their cameras to digital cameras to address the needs of the time.

It took a while though for these camera makers to adapt to these innovations considering they were popular in the 70’s and 80’s.

Nowadays, cameras are being incorporated into smartphones, tablets, and laptops. However, professional photographers still prefer the high-end, high-definition cameras.

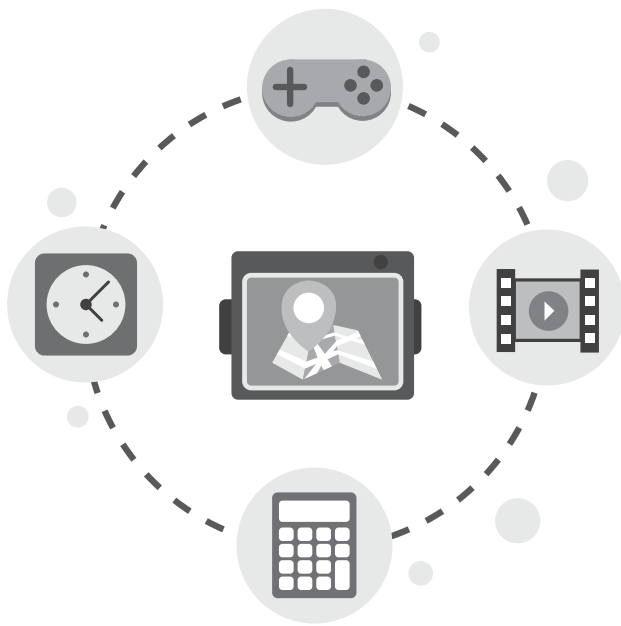
Digital video cameras (video camcorder/digital camcorder), on the other hand, are devices used to record videos. Some of these also have the capability of taking still pictures.



PERSONAL NAVIGATION DEVICE

Personal Navigation Devices, or PND, are portable devices built to run Road Navigation applications. In simpler terms, PND helps locate the user.





However, the capabilities of PND is not limited to just locating the user since it also has other functionalities such as mobile hands-free system, multimedia player, games, external application support, travel utilities (world time, currency converter, measurement converter, calculator, etc.).

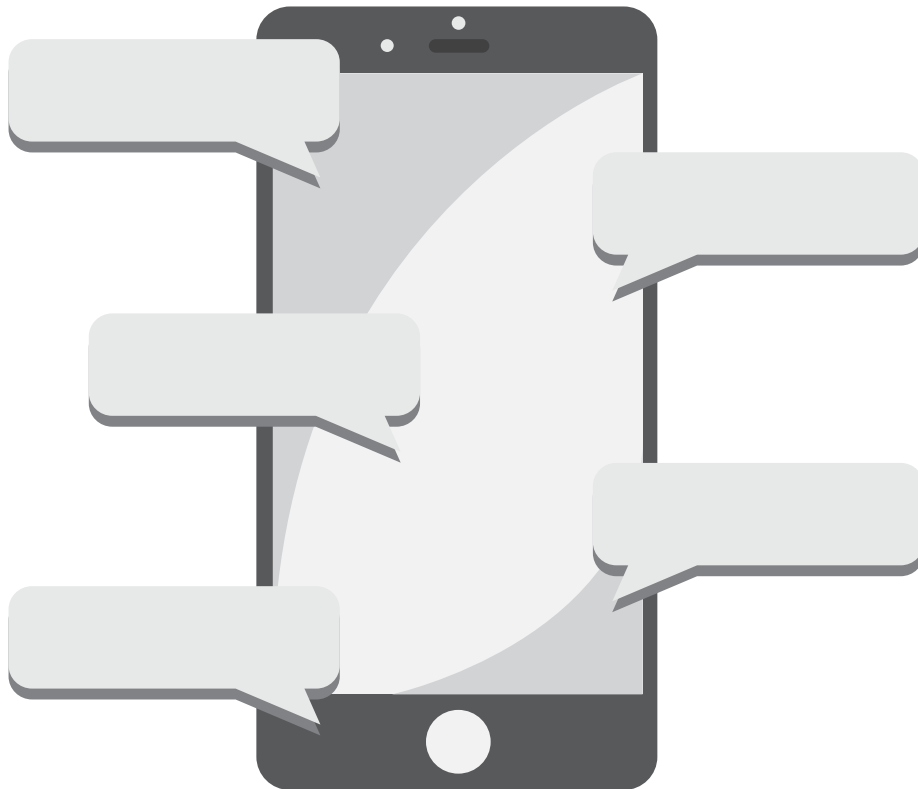


LESSON 1

SHARPENING YOUR SKILLS

- I. **Directions:** On a separate sheet of paper, write five (5) things that you think are connected to the word “Mobile Device”. Afterwards, explain your answer in not more than 5 sentences and in paragraph form.

Mobile Device



CRITERIA	SCORE
CONTENT Ideas are accurate, well-developed, and are expressed in own words.	15%
CLARITY Ideas and thoughts are clearly expressed.	15%
TOTAL	30%

LESSON 1

II. Directions: Determine the mobile device being described in each number. Choose your answer from the word pool. Write the letter of your answers on a separate sheet of paper.

WORD POOL

- | | |
|-------------------------------|--------------------|
| A. Digital Camera & Camcorder | B. Pager or Beeper |
| C. Mobile Phone | D. Mobile Computer |
| E. Personal Navigation Device | |

1. This was used in the early 80's. It is a small one-way telecommunications device that receives alert messages.
2. This can be used for making phone calls and sending text messages. It also works like a computer because of its special features.
3. This is a device that helps locate the user.
4. This is a device that captures photographs and stores them in the device's memory or an external memory card. This can also record videos.
5. This is a portable device which a person can carry anywhere he/she goes. One good example of this is the laptop.



LESSON 1

TREADING THE ROAD TO MASTERY

Directions: List down the mobile devices that you have in your bag and at home. Determine its type, its special features, and its use in your life as an ALS learner. Do this on a separate sheet of paper.

Mobile Devices	Type	Special Features	Use



USES OF MOBILE DEVICES

At the end of this lesson, you will be able to:



evaluate the different kinds of mobile devices according to its use; and



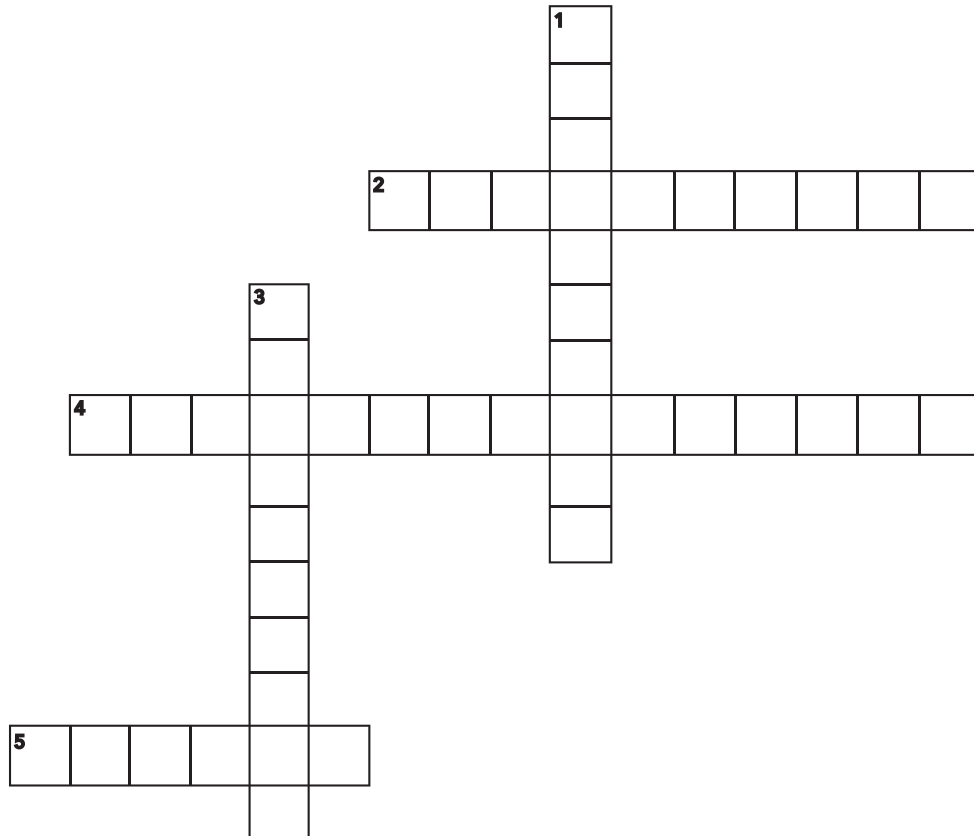
employ the use of mobile devices to access information, communicate with others, and solve problems in daily life.



LESSON 2

TRYING THIS OUT

Directions: Complete the crossword puzzle below on a separate sheet of paper. Answers are about mobile devices. Additional clues are also given for you. Good luck!



DOWN

2. A wearable computer in the form of a wristwatch
3. It contains a keyboard with buttons for digits and arithmetic operations (addition, subtraction, multiplication and division)

ACROSS

1. A more powerful version of a traditional cellphone
4. Bigger than a smartphone and smaller than a laptop
5. Often called a notebook; small, portable personal computer



LESSON 2

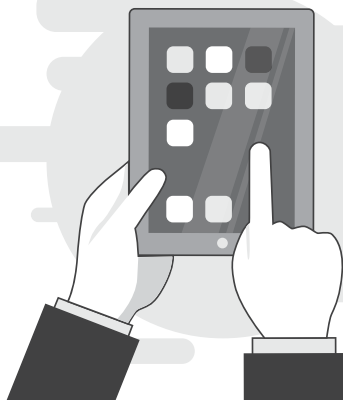
UNDERSTANDING WHAT YOU DID

Did you have a hard time answering the activity? Your answers have something to do with today's lesson. As discussed in Lesson 1, mobile devices allow users to accomplish most of their tasks wherever and whenever at their own convenience. This time, you will learn the kinds of mobile devices according to their portability (i.e., the way the mobile device is handled).

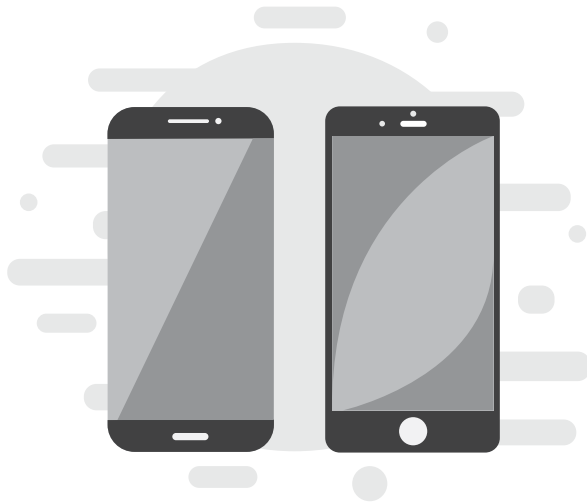


HANDHELD MOBILE DEVICES

TABLET COMPUTERS



- has touchscreen (i.e., your finger can be used as a mouse pointer)
- can edit and store files
- can connect to the internet to communicate
- can be used to watch video
- can be used to listen to music
- can be used to play games



SMARTPHONES

- browsing the net
- capturing photo and video
- storing files
- answering emails
- playing music
- navigating locations
- playing games

WEARABLE MOBILE DEVICES

CALCULATOR WATCH

- digital watch with a built-in calculator for arithmetic operations (addition, subtraction, multiplication and division)



SMARTWATCH

- has a media player
- has fitness and wellness services
- can be used for navigation
- has a music player



HEAD-MOUNTED DISPLAY (HMD)

- gaming, aviation, engineering, and medicine
- worn on the head of the user which has a small display optic in front of one or each eye



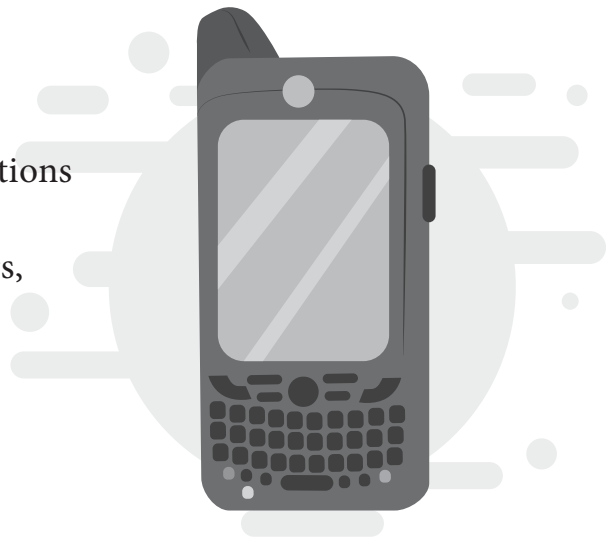


PERSONAL DIGITAL ASSISTANT (PDA)

- also called pocket computers
- can send fax
- can be used to browse the internet
- can be used as a personal organizer
- has a handwriting recognition feature with the use of stylus

ENTERPRISE DIGITAL ASSISTANT (EDA)

- has more superior connectivity options
- designed for warehouse and field personnel, health care practitioners, and similar users
- has smartphone features
- waterproof
- can be used to scan barcodes



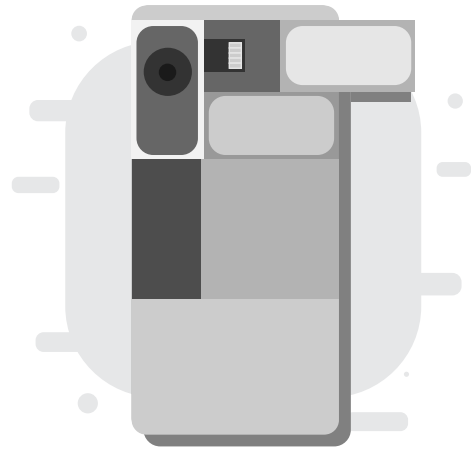
ULTRA-MOBILE PCs

- small handheld computer with the capacity to run Windows Operating System
- can be used for GPS (Global Positioning System)
- has webcams
- can connect to the internet
- has features of a stereo speaker and a tv tuner



PROJECT ARA

- has lego-style blocks
- a modular smartphone that allows you to change one part of the device if it gets old or has a new version
- users do not need to buy a new smart phone but only parts of it
- canceled due to lack of advancement in technology and not being user-friendly



USES OF MOBILE DEVICES IN DAILY LIFE

Mobile devices were once solely used for communication. Now, they're used for networking, gaming, getting directions, tracking health, shopping, and many more. Indeed, smartphones have become a necessity for everyday life. Its many uses make it an indispensable gadget for most of us.



DIGITAL CAMERA

We use our smartphones as digicams. In fact, taking photos is one of the most frequent thing we do with our smartphones. Be it a selfie, a groupie, or a nature pic, the camera in our smartphones have features that make it easy for us to take good shots.



AUDIO AND VIDEO RECORDER

We also use our smartphones as an audio and video recorder. Students find this very useful when they are asked to submit podcasts (i.e., an audio-recoring of a discussion of an assigned topic), recorded video simulation of a newscast, recorded audio rendition of a spoken poetry, etc. With our smartphones, we no longer need to buy a camcorder (or a digicam for that matter) in order to comply with submissions like these.



PC AND LAPTOP

No PC or laptop? No problem! Your smartphone is capable of doing what a PC or a laptop can do. As long as we have an email app on our smartphone, as well as internet connectivity, we can send (and receive) regular emails or even emails that contain multimedia messages to our friends, our teachers, or our relatives.

What's more, we can send and receive SMS and MMS over a cellular network through our smartphone.

Aside from sending MMS and emails, we can also use our smartphone to browse or surf the internet. This comes very handy when we need to do a quick research on a topic in one of our subjects. We can download the file and read the document in our smartphone, provided we have the app for it.



This won't be a problem because most apps nowadays are downloadable for free at the app store (e.g., Google Play Store and App Store) So, go ahead download a document reader (i.e., can read Word file, Excel file, PowerPoint file and PDF file) from the app store.



Before we can download from Play Store though, we need to make a Google account in our smartphone. Just follow onscreen instructions and everything will be alright. We also don't need to worry about the security of our account because our smartphone's security has greatly improved over the years. We still need to be careful in giving permissions when we are downloading apps from Play Store though.

PLAYSTATION/GAMEBOY

Once we are done with our studies, we can also relax and have fun using our smartphones! Most people browse their Facebook/Twitter/Instagram/



YouTube account during their downtime. We should, too. Doing otherwise could hamper our studies or work. Also, playing games on our smartphones is alright as long as it does not eat up our study or work time. What's great about this is the fact that we don't have to buy a playstation or a gameboy anymore! All we need to do is to download the game we want to play from Play Store.



MUSIC/VIDEO PLAYER AND RADIO/TV

Aside from playing games and browsing our social media account, we can also use our smartphone to play our favorite music or to watch our favorite tv shows or even movies. Just download an app that offers free streaming of music and videos or directly download songs and movies from the internet; save these on our smartphone; and watch/listen to them later on. It's like having a radio and a tv in our smartphones!

Lastly, our smartphones have many other uses:

- Online banking
- Booking rides
- Having food, grocery, and other items delivered to our doorstep
- Organizing/storing our contacts
- Giving alarm (e.g., waking-up and calendared events)
- Keeping to-do list and other notes
- Navigating places
- Handling finances
- Working remotely
- Calculating
- Locating persons (GPS capable phones)

With all of these functionalities, smartphones may just be the best invention of this century!



LESSON 2

SHARPENING YOUR SKILLS

- I. **Directions:** List mobile devices that can be used for the given descriptions below. Write your answers on a separate sheet of paper.

browse the internet

make it as wristwatch

capture photo

play music

navigate locations

send & receive text messages (online/offline)

make and answer a call (online/offline)

type important documents

store files (photos, videos, documents, music)

track heart rate

download useful applications depending on the user



LESSON 2

TREADING THE ROAD TO MASTERY

Directions: Describe and explain the mobile device that you have used in the last 24 hours. Write the activities that you have performed, and what you have realized in using such. Is it helpful to you? Write your answer on a separate sheet of paper.



CRITERIA	SCORE
CONTENT Ideas are accurate, well-developed, and are expressed in own words.	15%
CLARITY Ideas and thoughts are clearly expressed.	15%
TOTAL	30%



LESSON 3

SETTING THE PATH

ETHICAL USE OF MOBILE DEVICES

At the end of this lesson, you will be able to:



practice safe and ethical use of mobile devices

- phishing
- identity theft
- cyber laws awareness
- mobile etiquette; and



discuss the advantages and disadvantages of using mobile devices.



LESSON 3

TRYING THIS OUT

Directions: Read the following scenario. Which of these packs possible danger to the user of the mobile device? Write the letter of your answer on a separate sheet of paper.

- A. Fatima takes a photo of her new ID and posts it in social media.
- B. Lando received a text message from an unknown number saying that he had won ₱50,000 from a raffle game. The sender said that to claim his prize, he must first send his personal information. Lando eagerly complied.
- C. Anna gave her password to her friend, whom she has just known for over a week.
- D. Rosie receives an email asking her to provide her personal information as soon as possible to avail a certain promo.
- E. Del doesn't share her personal information online or offline when unknown senders ask for it.

Ponder!

What harm could possibly befall us by giving out personal information online or offline?



LESSON 3

UNDERSTANDING WHAT YOU DID

Ethics is the discipline dealing with what is good and bad and with moral duty and obligation (Merriam Webster). From this definition, we can glean that if we are to live a satisfying and guilt-free life, we must always be ethical (i.e., conforming to accepted standards of conduct) in all our dealings with other people. Sadly, not all people do this. Thus, there are victims of phishing, identity theft, cyber bullying, etc. As a netizen, how can you protect yourself from these?

In this lesson, you will learn what these crimes are, how you could protect yourself from these, and how to be ethical users of mobile devices.



We must always think about our security and safety even in using our mobile devices. Thus, we must ask ourselves how we can stay safe and secure all the while we use our mobile devices online or offline. This means acting responsibly and proactively to avoid becoming a victim of cyber crimes.

In this lesson, you will learn the safe practices and ethical use of mobile devices. But first, you must know some crimes which are related to your activities using mobile devices to show you how danger can be avoided.

LESSON 3

Phishing

- cybercrime which uses email, telephone or text message to attack possible victims
- perps (i.e., perpetrator especially of a crime) pose as someone from a legitimate institution and lure victims into providing personal information (e.g., username, password, birthday, credit card/banking details, etc.)
- email contains too-good-to-be-true message, link that bring the target victim to a website, and/or attachments that doesn't make sense.
- can lead to identity theft and financial loss

Source: <https://www.phishing.org/>

Identity Theft

- crime of stealing another person's identity
- perps use that person's identity to commit fraudulent or dishonest transactions like purchase or loan transactions
- the victim ends up being sued for non-payment of purchase or loan transactions or he/she ends up paying for the amount of goods purchased or loan taken out

Cybersex

- cybercrime which involves willful engagement (or maintenance or control or operation), directly or indirectly, in any sexual entertainment or activity (e.g., lascivious showing of sexual organs, doing sexy dance, etc.) using the internet, in exchange for favor, money, or consideration.

Source: <https://www.manilatimes.net/2017/10/08/legal-advice/dearpao/crime-cybersex-committed/355332/>

LESSON 3

Cyber Child Pornography

- cybercrime which involves the images (photo or video) of children in sexual activities
- images are traded or sold online to pedophiles (i.e., adults who are sexually attracted to children)

Source: <https://law.jrank.org/pages/11986/Cyber-Crime-Online-child-pornography.html>

Cyber Libel

- cybercrime which involves online (e.g., thru FB posts, Twitter, email, blogs, etc.) defamatory statements given maliciously
- malice exists when the offender knows that what he/she is saying is false, yet still says it or disregards whether what he/she is saying is false or not
- targetted person may or may not have been named in the defamatory statement when it is easy to identify who the defamed person is

Source: <https://divinalaw.com>

Unsolicited electronic communication

- crime that involves the transmission of commercial electronic communication with the use of computer system
- electronic communication that seeks to advertise, sell, or offer for sale products and services
- no permission from the recipient of electronic communication to receive such messages

Source: <https://www.officialgazette.gov.ph/2012/09/12/republic-act-no-10175/>

These thieves or hackers as they are aptly called are not your average or ordinary thieves. These are extremely intelligent individuals when it comes to computers and information technology. Thus, they are coming up

LESSON 3

with various ways of doing their crimes. As a netizen, we must know how to protect ourselves from becoming victims. Here's how.

- ✓ Be aware of the cybercrime law.
- ✓ Practice online safety.

CYBER LAW

Cyber law is a legal system that deals with activities over the internet. This is created to protect people and organizations on the internet from cybercrimes offenders. If someone breaks it, he/she will be punished depending on the cyber law present in the certain country.

Cybercrime Laws in the Philippines

In our country, **Republic Act No. 10175**, or the **Cybercrime Prevention Act of 2012**, was signed into law by President Aquino on Sept. 12, 2012. This law aims to regulate the online behavior of Filipino internet users so they don't fall prey to online predators and/or they don't become one unknowingly.



Most of us tend to behave differently (rudely, if truth be told) online because we think our “online life” is detached from our “real life.” Thus, we write comments on social media that hurt or damage the reputation of other people even when we are not sure about the truthfulness of what we are saying. The idea of not getting caught or punished seem to have made most

LESSON 3

internet users feel invincible and have made them more reckless or uncaring about the consequences of their actions online.

The passing of the Cybercrime Prevention Act of 2012 rendered that thinking obsolete. With the many advancements on technology nowadays, our law enforcers can trace our digital footprint (i.e., information about you that exists on the internet as a result of your online activity) and catch us if we commit a crime.

For instance, did you know that you can be jailed for 12 years for posting defamatory (i.e., damaging the good reputation of someone) comments on Facebook or other social media under RA 10175?

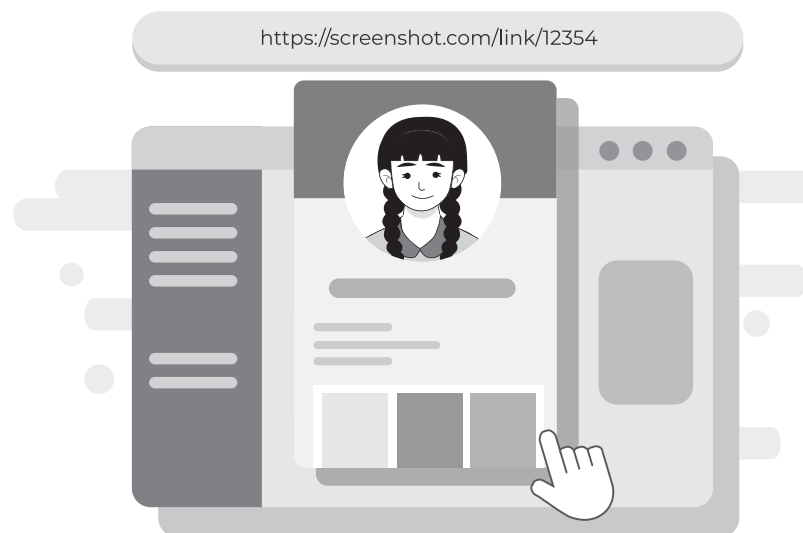


You defame someone when you write comments that damage the good reputation of someone. Not mentioning the name of the person you are defaming won't be a defense when the comments have made it clearly identifiable who the person is. In other words, it's that "*kulang na lang banggitin 'yung pangalan*" line in the vernacular. So, the next time you post a comment, be very careful about what you write. Remember, defaming someone online is cyber libel punishable under RA 10175 and the Revised Penal Code (Section 355).

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On the flip side, what do you do if you are the target of a libelous comment on social media? The NBI Anti-Cybercrime Unit outlines the following steps:

1. Gather evidence that you are being defamed on social media by getting a screenshot of the entire social media post that contain the defamatory comment against you. This screenshot should not bear any words or marks and should clearly show:
 - A. the profile picture of the person who posted the comment;
 - B. the URL (if you used a computer to take the screenshot)



2. Get a screenshot of the profile account of the person who made libelous comments about you.
3. Ask common friends on your social media account to testify and to identify the identity of the account owner who has been writing defamatory comments about you.
4. In the absence of common friends or if the account is anonymous, go to the Anti-Cybercrime Division of NBI or PNP-CIDG so their computer forensic experts can help you.

Source: <https://www.facebook.com/1920191171392525/posts/cyber-crime-lawrepublic-act-10175libel-offense-under-section-355revised-penal-co/2705676222844012/>

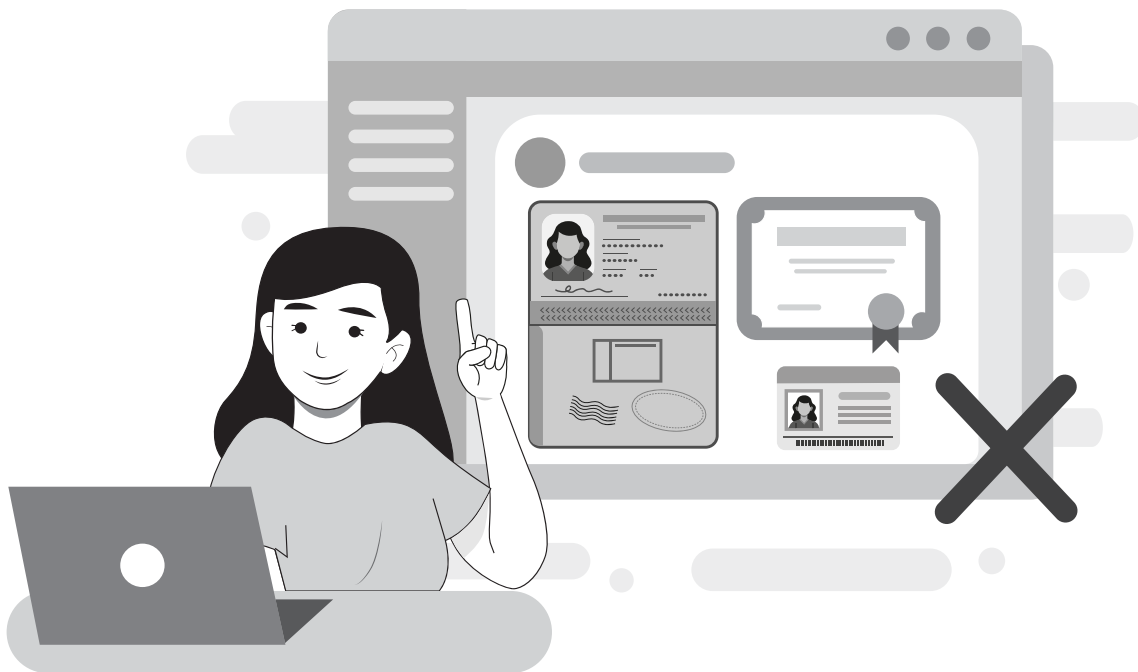
LESSON 3



Now, let us talk about **online identity theft**, another cybercrime punishable by imprisonment for 12 long years under RA 10175.

How can someone steal your identity online? In this day and age, people post almost anything online when they are happy or excited about something.

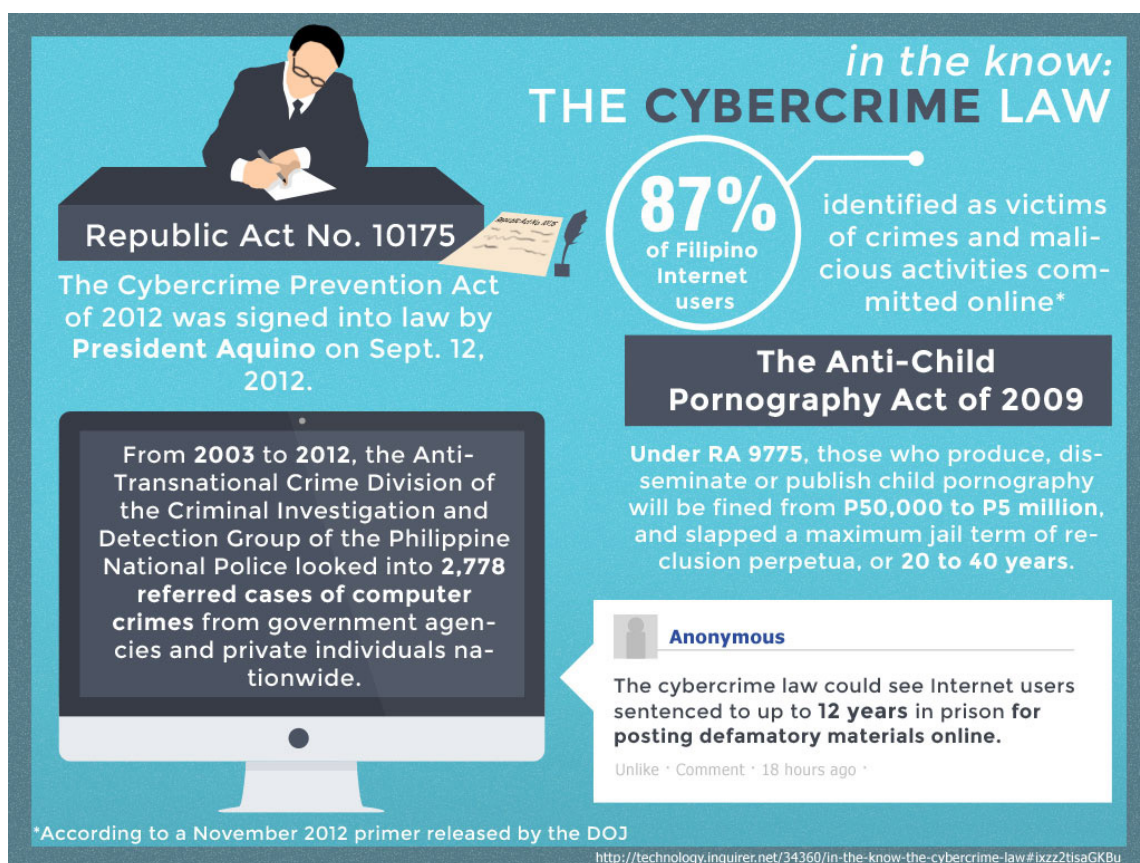
Some things you should never post online are documents that show your personal information. These would be identification card (e.g., driver's license, SSS ID, Pag-ibig ID, Philhealth ID, etc.), birth certificate, passport, ATM, etc.



Posting any of these online make it easy for hackers to steal your personal information and use them for criminal activities. So if you are the type to just unthinkingly post your personal information, stop! This is the simplest way of protecting yourself.

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How about cyber **child pornography**? The infographic shows RA 10175 stipulating all criminal acts punishable under in RA 9775 (The Anti-Child Pornography Act of 2009) as part and parcel of the Cybercrime Prevention Act of 2012, with the provision that when the crime is committed online, the penalty shall be one degree higher than what RA 9775 stipulates.



How can you protect yourself from online predators (i.e., adult online users who exploit vulnerable children or adolescents for sexual illicit sexual experience)?

These online predators use chat rooms, instant messaging, or social networking sites to lure minors like you into taking photos or videos of you in sexual activities in exchange for money. What is heartbreaking about this crime is when the parents themselves are the ones forcing their children to engage in sexual activities, takes photos or videos, then sell these to online

LESSON 3

predators. Going back to the question earlier, how can you protect yourself from being victimized by online predators? Simple. Do not have online conversations with people you don't know, under any circumstances.



If there's a stranger who persistently chats with you, block that person and tell your parents. If it's your parents or someone older than you who are forcing you to do sexual activities with another minor while they take videos or photos, report them to the authorities. If you are scared, talk to your teacher, he/she will be able to help you. Your teachers are your second parents, so they care about your well-being.

The point is, seek help! Don't just keep quiet about this crime. You have to bring these offenders to justice.

Moving on, are you familiar with the adage, "Ignorance of the law excuses no one"? What exactly does it mean?

It means that when you commit a crime, you can not say you did not know that what you did was a crime. If there is a law penalizing the crime you committed, you will be penalized accordingly. Such is what happened to "XXX," Atty. Persida Acosta's letter sender who sought advise in her column. Read her letter on page 34.

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Dear PAO,

I am XXX, 21 years old, and a nursing student at a university in Manila. A friend of mine asked me if I am interested in earning income by doing sexy shows online in the privacy of my own room. Being a college student with low allowance, I was eager to check out the opportunity especially since it will just be about doing “sexy shows” online. That night, I went to buy a high-definition webcam and signed up to a live channel website where I can stream my live video to my audience from all over the world who, in turn, will give me tips, which I can then withdraw from an ATM. At first I only did sexy dancing, but I soon discovered that I get more tips if I get naked in front of the camera or do “sexy” stuff. All in all, I earned about ₱40,000.00 a month for six months already. My school, however, found out about this, and expelled me for allegedly committing a crime. Did I really commit a crime?

XXX

Here are the highlights of Atty. Acosta’s response to the letter sender.

1. Based on her narration, XXX has committed **crime of cybersex**. She has violated **Section 4(C)(1) of RA 10175**, also known as the **Cybercrime Prevention Act of 2012**.
2. Section 4 (C)(1) of RA 10175 specifically states:

“**Section 4. Cybercrime Offenses.**—The following acts constitute the offense of cybercrime punishable under this Act:

x x x

LESSON 3

c. Content-related Offenses:

x x x

(1) **Cybersex.**—The willful engagement, maintenance, control or operation, directly or indirectly, of any lascivious exhibition of sexual organs or sexual activity, with the aid of a computer system, for favor or consideration.”

3. XXX has wilfully and voluntarily engaged in lascivious exhibition of her sexual organs online in exchange for money.
4. Said opinion is based on appreciation of facts as narrated by the letter sender and could change when facts changed or elaborated.

ONLINE SAFETY

To protect yourself online, do the following:



Log off and clear your browsing history. Doing this can prevent identity theft when you are using public computers. Failing to log off your account could mean the next person to use the computer can access your account. Clearing your browsing history is an extra layer of protection for you.


LESSON 3

What's even better is using incognito window when using public computers. This way, the browser will not save the browsing history, the site data or even the information you have entered on online forms.

Don't overshare. Think before filling out online forms. Also, evaluate carefully the information needed. Be cautious to whom you are giving your personal data. You don't have to reveal everything about you. You must always be a good evaluator of what's dangerous and what's not.

Don't use free Wi-Fi. As much as possible avoid registering on free public Wi-Fi.

Be cautious. Not all that is free is safe.



WIN! WIN! WIN!

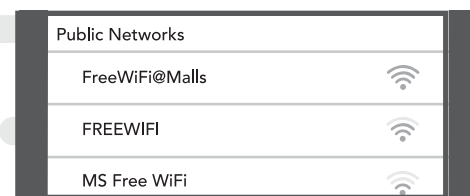
Fill Up Form to Enter!

Name

Birthday

Address

Credit Card Number

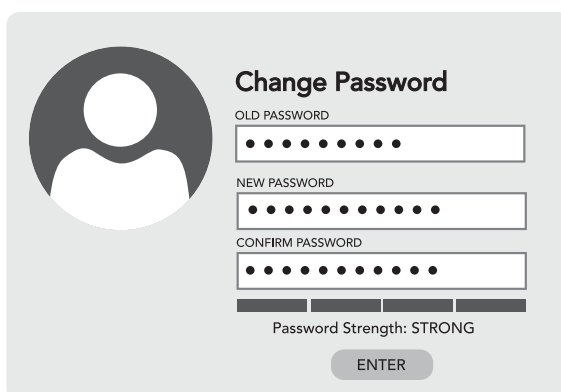


Public Networks

FreeWiFi@Malls

FREEWIFI

MS Free WiFi



Change Password

OLD PASSWORD

NEW PASSWORD

CONFIRM PASSWORD

Password Strength: STRONG

ENTER

Review & secure your social media accounts. Choose the accounts that you need most. Create passwords that are hard to break and always update it. As much as possible, the passwords should be strong, so don't include your personal information.

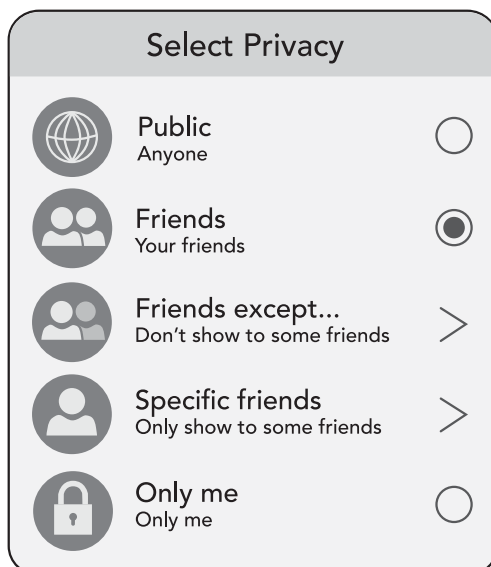
Your password should be a combination of numbers and letters (i.e., capital and small letters).

LESSON 3

Beware of unfamiliar e-mail addresses. If you think that the e-mail is malicious, do not try to open anymore. Instead, delete or block that e-mail address, then update your password. This is an important thing to do.



Some email services also provide a way to report these, so if it's available, make sure to report before deleting the email and blocking the sender.



Customize your privacy. Look for your social media accounts setting that will help you become private online. Only connect with people that you know.

This will prevent attacks from people who might be targeting you as their next victim.

Be keen and very careful about friend requests from people you don't know.

Handle your finances carefully. If you can, do your financial transactions directly with physical banks, payment center, etc. as much as possible. This is the safest way to deal with your finances.

Advantages and Disadvantages of Using Mobile Devices

Advantages

The following advantages of mobile devices make them fundamental accessories if not necessities.

1. **Connectivity.** Mobile phones technology have made the world a small village. With one of them in your pocket, as long as it is on, you can connect with your family and friends, in whatever part of the globe they may be.



Thanks to its call and text function, chat/audio/video call function using messenger and the like, you will remain connected as long as and as often as you wish.



2. **Entertainment.** Waiting for someone? Going anywhere? Or just simply taking time out? Your smartphone has always been able to provide

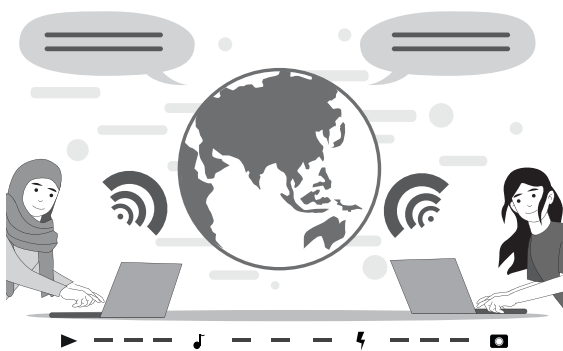
LESSON 3

entertainment for you. As long as you have downloaded and installed games and apps on it, it's like carrying an entertainment showcase with you.

3. **Safety.** Your smartphone can offer some measure of safety for you. Your phone's GPRS can help you in times of difficulty like getting lost on your way to a place or getting kidnapped. Its GPRS function will help you find your way to the place where you are going, or it could help your parents and the authorities locate you in case you get kidnapped. So, keep your GPRS on when going somewhere.



4. **Alarm & reminder.** You can manage a to-do list using your mobile phone's reminder option. If you are planning to wake up early in the morning, you can set the alarm with a volume and notification sound of choice. This will help you wake up early enough and avoid being late for your meeting, class, or any scheduled activity.



5. **Data transfer.** In this day and age, with a mobile phone, you don't have to send your credentials, videos, photos, or even documents through the post office anymore.

With a few button presses or screen touching on your smartphone, your data transfer will be sent and received within a few seconds across the globe.

LESSON 3

6. **Various utilities.** Your phone is not only a call, an entertainment, or a data transfer gadget. It can also be a flashlight, a recording device, a data storage, a calculator, a calendar, a camera, and many others.



Disadvantages

Mobile devices might seem to be indispensable communication gadgets, but there are disadvantages attached to their usage.



LESSON 3

1. **Disruptions.** This can happen in many ways. A few good examples would be:
 - A. Your phone going off loudly while you are in a meeting or inside a theater.
 - B. Your lunch date keeps texting or chatting on his/her phone instead of engaging in conversation with you.
 - C. You are at a family dinner but your Mom had to go because she received an important call from work.

Disruptions like these are annoying and frustrating.

2. **Distraction.** Mobile phones can distract you from what you are currently doing. Senders of text messages or chat messages get annoyed when you don't respond to their message immediately. So, whenever your phone notification goes off, you stop what you are doing to attend to the incoming message or call.
3. **Isolation.** It's true that mobile phones make people connected to the world. But if not used carefully, it can isolate you from family and people around you.



4. **Health problems.** Late night chats and mobile phone games playing on bright screen could result to eye problems.

Chatting and playing mobile phone games up until the wee hours of the morning can cause sleep deprivation, which in turn causes chronic fatigue during the day. The bright screen glare of mobile phones can cause eye strain which could later become an eye problem. Network waves can result in some skin cancers and infertility.

- 5. Constant spending.** The mobile phone industry is constantly churning out upgraded phone models that make smartphone enthusiasts buy new models. And these new upgraded models don't come cheap. Thus, constant upgrading of phone means constant spending on top of the airtime credit and internet charges that you need to pay for.



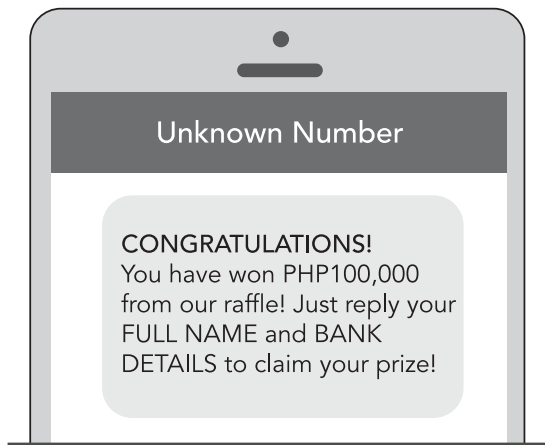


LESSON 3

SHARPENING YOUR SKILLS

Write down your answers on a separate sheet of paper.

I. Directions. What will you do if these things happen to you?



1. You received a text message from an unknown number asking you to provide your personal information in exchange of a big amount of cash prize.

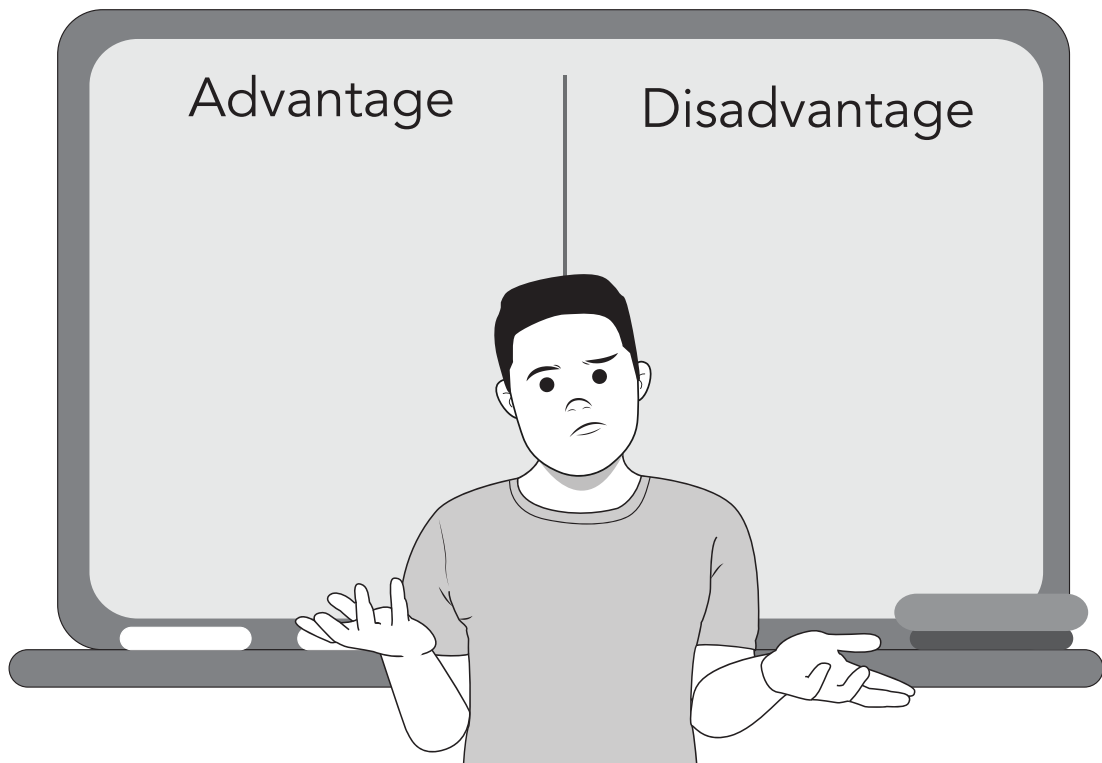
2. Someone stole your identity and used it to commit a serious crime.



CRITERIA	SCORE
CONTENT Ideas are on point, well-developed, and are expressed in own words. Conclusion is strong.	10%
ORGANIZATION Transition of ideas is smooth. All details given are relevant.	10%
TOTAL	20%

II. **Directions:** When does using mobile devices become an advantage and a disadvantage? Follow the format of the table below in writing your answers.

Using of Mobile Devices





LESSON 3

TREADING THE ROAD TO MASTERY

Directions: List down your realizations in practicing safe and ethical use of mobile devices. As a learner, how is it helpful to you? Write your answer on a separate sheet of paper.

A large, light gray speech bubble with rounded corners. Inside the bubble are ten horizontal lines for writing. On the right side of the bubble, there is a small illustration of a smartphone with three lines radiating from the top, suggesting a notification or signal.



CRITERIA	SCORE
CONTENT Ideas are on point, well-developed, and are expressed in own words. Conclusion is strong.	10%
ORGANIZATION Transition of ideas is smooth. All details given are relevant.	10%
TOTAL	20%



MODULE 6

DON'T FORGET



- **Mobile devices** are small and lightweight devices that are designed for people who need to accomplish tasks wherever they are.
- Mobile devices are also referred to as **handheld devices**.
- A smartphone works like a computer in the way it can store applications. It can be used for making phone calls and sending text messages.
- There are different kinds of mobile devices and they have different uses.
- We must always think about our security and safety even in using mobile devices.
- **Phishing** is a method of trying to gather personal information using deceptive emails and websites.
- **Identity theft** is when someone steals your identity and uses it to commit crimes.
- **Cyber law** is a legal system that deals with activities over the internet.





MODULE 6

REACH THE TOP

Directions. Choose the letter of the correct answer. Write your answers on a separate sheet of paper.

1. What will you do if you see one of your friends posted her newly claimed government ID in social media?
 - A. I will share it on my profile.
 - B. I will advise her to delete her post.
 - C. I will tag others to give comments about it.
2. What crime is committed when someone's identity is stolen online and is used to commit a crime?
 - A. Phishing
 - B. Identity Theft
 - C. Cyber Libel
3. How can you say that something is a mobile device?
 - A. It works like a computer, but it is small and lightweight.
 - B. It is bulky, but useful.
 - C. It is useful but can't be used without an electricity.
4. Which of the following is not a use of smartwatch?
 - A. Navigation
 - B. Music player
 - C. Gaming
5. Which among these devices are best used for sending emails?
 - A. Smartwatch
 - B. Laptop
 - C. Smartphone
 - D. Digital calculator
 - E. Tablet

6. What crime is committed when someone poses as a representative of a legitimate company and sends email to the victim in order to obtain sensitive information such as usernames, passwords and credit card details?
- A. Identity Theft B. Cyber Law C. Phishing
7. Why is it important to know the cyber law?
- A. So I can protect and defend myself and loved ones from cybercrime attacks.
B. So I can boast about how knowledgeable I am when it comes to cyber law.
C. So I can fight cybercrimes.
8. Which of the following uses of mobile devices allows you to listen to a recording at a later time?
- A. Audio recording B. Screen recording C. Video recording
9. Most of the people who do not own laptops are gaining benefits from this feature.
- A. Document viewer
B. Music player
C. Multimedia messaging
10. Which of the following features of mobile device can help you find your way to a specific place?
- A. GPA B. GPP C. GPS
11. Which of the following mobile device was created for warehouse and field personnel?
- A. Enterprise Digital Assistant

- B. Personal Digital Assistant
- C. Tablet Computer

12. Which of the following mobile device was created for sending fax?

- A. Enterprise Digital Assistant
- B. Personal Digital Assistant
- C. Tablet Computer

13. Cybercrime Prevention Act of 2012 is also called _____.

- A. R.A. 10173
- B. R.A. 10174
- C. R.A. 10175

14. How many years of jail term would an offender serve if he/she is found guilty of cybersex crime?

- A. 6 years and one day to 12 years
- B. 10 years and one day to 18 years
- C. Lifetime

15. It is a disadvantage in using smartphones since it keeps you from engaging into meaningful face to face conversation with the people around you because all you do is use your phone in chatting, surfing, and playing.

- A. Distraction
- B. Disruptions
- C. Isolation

ANSWER KEY

PRE-ASSESSMENT

PAGE 2

ACTIVITY I

1. T
2. T
3. T
4. T
5. F

ACTIVITY II

1. ✓
2. ✓
3. ×
4. ✓
5. ×

LESSON 1: TYPES OF MOBILE DEVICES

SHARPENING YOUR SKILLS

PAGE 10

1. B
2. C
3. E
4. A
5. D

LESSON 2: USES OF MOBILE DEVICES

TRYING THIS OUT

PAGE 14

Down

1. Smartphone
3. Calculator

Across

2. Smartwatch
4. Tablet Computer
5. Laptop

LESSON 3: ETHICAL USE OF MOBILE DEVICES

TRYING THIS OUT

PAGE 24

- A
- B
- C
- D

ANSWER KEY

REACH THE TOP

PAGE 47

- | | | |
|------------|-------|-------|
| 1. B | 6. C | 11. A |
| 2. B | 7. A | 12. B |
| 3. A | 8. A | 13. C |
| 4. C | 9. A | 14. A |
| 5. B, C, E | 10. C | 15. C |

GLOSSARY

Cautious	Being careful to avoid potential problems
Ethical	Thinking and doing the right thing
GPS	Short for Global Positioning System, an accurate worldwide navigational and surveying facility based on the reception of signals from an array of orbiting satellites.
Identity	The characteristics determining who or what a person or thing is
Innovation	Refers to a new method or idea.
Laptop	A computer that is portable and suitable for use while traveling.
Mobile Device	A portable computing device such as a smartphone or tablet computer.
Offender	Refers to a person who commits an illegal act
Operating System (OS)	It is a software that communicates with the hardware and allows other programs to run. Mobile devices, such as tablets and smartphones also include operating systems that provide a GUI and can run applications.

GLOSSARY

Pager		An electronic device, usually worn on one's person, that receives messages and signals the user by beeping or vibrating.
Smartphone		A mobile phone that performs many of the functions of a computer
Storage		Also called Memory
Windows OS		A series of operating systems developed by Microsoft. Each version of Windows includes a graphical user interface, with a desktop that allows users to view files and folders in windows.

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