

# 10 Rules for Classroom Computer Use

1

One shall not use a computer to harm other people.



One shall not copy or use proprietary software for which one has not paid.

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2

One shall not interfere with another's computer work.

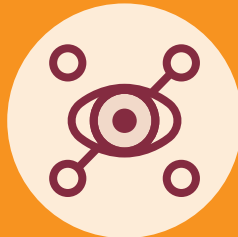


One shall not use another's computer resources without authorization or proper compensation.

7

3

One shall not snoop around in another's computer files.



One shall not appropriate another's intellectual output.

8

4

One shall not use a computer to steal.



One shall think about the social consequences of programs written or systems designed.

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5

One shall not use a computer to bear false witness.



One shall always use a computer in ways that respect fellow classmates and teachers.

10

Adapted from the Computer Ethics Institute's 10 Commandments of Computer Ethics, referenced in NetRef's webinar with Jacqui Murray, Building Digital Citizens.