

Digital Citizenship in the Classroom

Nine Elements

Digital Citizenship – an overview

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Why Digital Citizenship?

- Some would say we don't need to teach Digital Citizenship just citizenship as they are one in the same now.
- Others argue that we need to have a common language and resources that we use with parents, students and teachers.

What We Do Know!

- ① Digital Citizenship will be constantly changing with the times as new tools are developed and used.
- ① As within any society, we need a structure which people need to honor so that we are respectful to each other.

Digital Citizenship in the 21st Century

- #1 Goal for Digital Citizenship is to teach teachers, students and parents what are the basics of technology issues are today (and help for tomorrow).
- Provides a Framework using Nine Elements and comes with teaching resources.



Digital citizenship is defined as the norms of appropriate, responsible behavior with regard to technology use.

Nine Elements of Digital Citizenship – an overview

Nine Elements of Digital Citizenship

- ◉ Digital Access
- ◉ Digital Commerce
- ◉ Digital Communication
- ◉ Digital Literacy
- ◉ Digital Etiquette
- ◉ Digital Law
- ◉ Digital Rights and Responsibilities
- ◉ Digital Health and Wellness
- ◉ Digital Security

1

Digital Access



full electronic participation in society

Digital Access

Definition: Full electronic participation in society.

- ⦿ Do all students have access throughout the day to technology?
- ⦿ Do all students have access to technology at home or in the community?
 - Open computer labs
 - After school access in libraries
- ⦿ Teachers also need to encourage technology use in their classrooms.
- ⦿ Special needs students – required equipment?
- ⦿ High speed access as opposed to dial- up.

2

Digital Commerce

EBAY

iTunes

Amazon



\$\$ buying and selling online \$\$

Digital Commerce

Definition: The buying and selling of goods online.

- Online purchasing has become an important factor in student's lives.
- Students (GEN Y) ages 8-24 now spend \$196 billion per year online. (Shop.org, 2006)
- Students often buy online without understanding the consequences.
 - - Scams, identity theft, viruses, spyware...
 - - Protecting Privacy (credit card info, bank numbers, or personal data to insecure sites.)

3

Digital Communication

phones wikis
communication
isight chatrooms
cell Blogs
messaging
ichat
skype
message instant
webcams
text



electronic exchange of information

Digital Communication

definition: the electronic exchange of information

- ◉ Texting has become the preferred method of communication, how does this change interpersonal communication.
- ◉ Cell phones can be a major distraction in class but some phones allow access to applications and Internet access that could improve learning.
- ◉ How do we teach communication methods in a digital society?

4

Digital Literacy



knowing when and how to use tech

Digital Literacy

Definition: The capability to use digital technology and knowing when and how to use it.

- Technology infused learning is becoming common place; however, teaching how to use technology appropriately has not kept pace.
- Instruction on inappropriate and appropriate use has to be taught as well as the technology itself.
- Teachers need to learn how to create lessons with technology that are engaging.

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Digital Etiquette

*Learning Right from
Wrong
in the Digital Age*

*Understanding
appropriate and
inappropriate uses of
technology*



Digital Etiquette

Definition: The standard of conduct expected by other digital technology users.

- It is our job as educators to model proper digital etiquette so that students understand the subtle and not so subtle rules when using technology.
- Students need to realize how their use of technology affects others.
- Examples:
 - Understand that what is said in text or on a social networking site might be seen (and misunderstood) by others.
 - Students need to know when and how to use handheld devices whether their in school or in public settings.

Digital Law

The legal rights and restrictions governing technology use.

- ⦿ Are students using technology the way that it was intended or are they infringing on the rights of others?
- ⦿ Have we taught Copyright procedures in our schools?
- ⦿ Examples:
 - Using file sharing sites
 - Pirating software
 - Subverting Digital Rights Management (DRM) tech.
 - Hacking into systems
 - Stealing someone's identity

Rights and Responsibilities

The privileges and freedoms extended to all digital technology users, and the behavioral expectations that come with them.

- ◎ Students need to be given a clear understanding of the behavior that is required from them.
- ◎ Examples:
 - Acceptable use policies, terms of use.
 - Using online material ethically, citing sources and requesting permission.
 - Reporting cyberbullies, threats and other inappropriate use.
 - Google – adheres to basic good-citizenship tenets such as “do no harm”

8

Health & Wellness



The elements of physical and psychological well-being related to digital technology use

Digital Health and Wellness

The elements of physical and psychological well-being related to digital technology use.

○ Examples:

- Carpel Tunnel Syndrome
- Eyestrain, poor posture
- Internet addiction

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Digital Security



The precautions that all technology users must take to guarantee their personal safety and the security of their network

Digital Security

The precautions that all technology users must take to guarantee their personal safety of their network.

◎ Students need to learn how to protect their data.

- Virus protection software
- Firewalls
- Backups
- Password- protecting, not sharing, changing, different passwords for different interactions.
- Https sites

Digital Security Issues

- ◉ Protecting hardware and network security
- ◉ Protecting personal security, identity theft, phishing, online stalking.
- ◉ Protecting school security: hackers, viruses
- ◉ Protecting community security: terrorist threats

Digital Citizenship

By embracing technology and encouraging students to explore its various forms, educators also have a responsibility to teach students to use technology in a responsible manner.

**Thank You For Your Attention.
What Questions Do You Have.**

www.digitalcitizenship.net

Resources

iSafe
<http://isafe.org>

<http://www.nsd.org/digitalcitizens>

Cyber-Safe Kids, Cyber-Savvy Teens
Nancy E. Willard

istockphoto
istockphoto.com