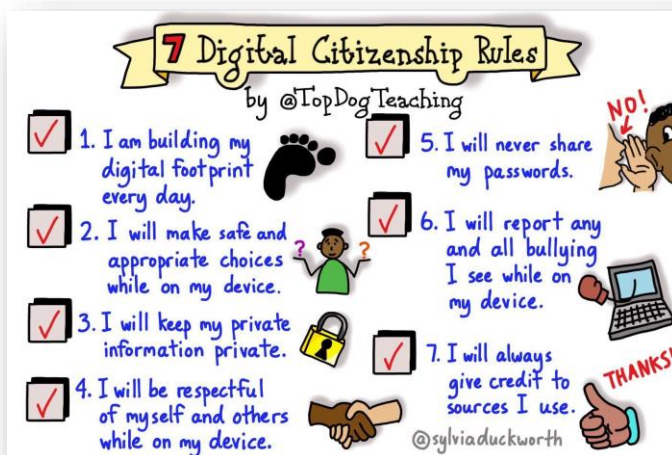# RAISING RESPONSIBLE DIGITAL CITIZENS

As educators, we teach our students about citizenship and civil responsibility at the local, state, national, and global levels. That takes care of our students' physical world, but what about the digital world they spend 6+ hours a day in? Here are some key areas we can help students with:

- Digital Footprint (or tattoo)
- Research, Website Evaluation, Plagiarism Copyright
- Online safety, online etiquette, cyberbullying,
- Balance

Lesson Plan Ideas:

Digital Footprint: Goal not to eliminate Digital Footprint, but rather, to have a positive one! (sometimes referred to as Digital Tattoo because it is difficult to erase-good visual for students).

- Google yourself →write paragraph of what someone who doesn't know you might assume from your digital footprint (good and bad)
- For older students, check out this video on creating a positive digital footprint.
- Google Slideshow Hijacking Your Digital Footprint: https://docs.google.com/presentation/d/1SU8iBSX-pitDkHCWlYa_9VxChS0rAvEtLEAunB8vIKI/edit?usp=sharing

Website Evaluation: Take students to fake websites and see if they can figure out if it's a legitimate website or not. https://teachbytes.com/2012/11/01/test-website-evaluation-with-10-hilarious-hoax-sites/

Copyright: See our next edition of E-Tips: Vol 3 for more information on Copyright

Common Sense Media video on Copyright for students: https://www.youtube.com/watch?v=suMza6Q8J08

Excellent explanation of Copyright and how it affects Teachers: https://www.youtube.com/watch?v=-9H6Ksp36q0

Game for Kids to test their understanding of Copyright: http://www.copyrightkids.org/quizframes.htm

Research:
https://www.youtube.com/watch?v=NOAIxIBeT90

http://www.freetech4teachers.com/2016/03/my-favorite-internet-search-tips-for.html

Online Safety: See the websites listed on the back of this newsletter for posters, videos, bulletin board ideas, and lesson plans to help students stop and think before they click.

Have older students make memes to educate younger students:

Use Images to Initiate Discussions on Digital Citizenship:
https://www.iste.org/explore/articleDetail?articleid=1030&category=Digital-citizenship&article

Lead a balanced life: According to the American Academy of Pediatrics*, children age 5-18 are at increased risk of the following:

1. Obesity
2. Sleep Disruption
   a. Sleep disruption-social media/devices in bedroom overnight
   b. Can't sleep- blue light and screen activity affect melatonin levels and can disrupt sleep (and consequently cause problems at school)
3. Media use while doing homework has been shown to have negative effects on learning.
4. Sexting, cyberbullying, problematic Internet use, and Internet gaming disorder

Consider sending information home to parents or offering a parent night to talk about good habits like not letting children keep mobile devices in their room overnight, unplugging 2 hours before bedtime so they can rest easy, checking students' devices and social media accounts. There are many excellent websites for family media plans.

Host an "unplugged" event or week. Coincide it with a read-a-thon or a community service project. Have students brainstorm what they can do when they unplug (see March 2-3: http://nationaldayofunplugging.com/ or April 30-May 6: http://www.screenfree.org/). Take pictures and make a bulletin board out of it. https://www.pinterest.com/handsfreemama/inspiration-to-unplug/

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*Media, Council On Communications And. "Media Use in School-Aged Children and Adolescents." *Pediatrics*. American Academy Pediatrics, 01 Nov. 2016. Web. 01 Sept. 2017 http://pediatrics.aappublications.org/content/138/5/e20162592

Good Resources for Digital Citizenship videos, lesson plans, handouts, and more:

- https://www.commonsense.org/education/video
- https://www.commonsense.org/education/digital-citizenship
- https://www.aap.org/en-us/advocacy-and-policy/aap-health-initiatives/Pages/Media-and-Children.aspx
- https://www.brainpop.com/technology/digitalcitizenship/
- http://www.digitalcitizenship.net/Resources.html
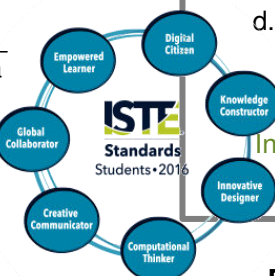- http://www.teachinctrl.org/

ISTE Student Standard #2

Digital Citizen

Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical. Students:

a. Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.
b. Engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.
c. Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.
d. Manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.

International Society for Technology in Education https://www.iste.org/standards/for-students

Find more E-Tips at https://goo.gl/qPn7bN