

# Digital Citizenship in the Classroom

## Nine Elements

*Digital Citizenship – an overview*

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# Why Digital Citizenship?

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- 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!

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- ① Digital Citizenship will be constantly changing with the times as new tools are developed and used.
- ② 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 21<sup>st</sup> Century

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- #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

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- ◉ 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.

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- ⦿ 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.

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- 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

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- ◉ 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?



# Digital Literacy

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

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- 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.

# 5

## 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.

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- 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.

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- ⦿ 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

# 7

## Rights & Responsibilities



*Privileges and freedoms  
extended to all digital technology users, and the  
behavioral expectations that come with them*

# Rights and Responsibilities

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

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- ◎ 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.

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## ○ Examples:

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

# 9

## 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.

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## ◎ 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

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- ◉ 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](http://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](http://istockphoto.com)