

Digital Citizenship

SUHSD has developed a Canvas Course on each of the 9 elements of Digital Citizenship. This course is designed for students but parents are welcome to take the course as well. The course is self-paced and parents can skip the assignments (though they might be useful). Students will complete the course unit by unit over the course of the 2014-2015 school year. Completing the course will earn students freedoms and responsibilities with their iPads. They'll also get cool digital badges to post on their social sites like Facebook.



Below are the Units. Each unit is linked to its corresponding Canvas Module. Brief descriptions of each module's topic and content are below.

Unit 1 - Etiquette

You wouldn't stand in front of someone you don't know in a grocery store and call them a bad name. Why would you call someone names on the Internet? The same social rules that exist at school, in your family, and in your community apply to the online community. You are just as responsible for what you say and do on the Internet as you are for what you say and do in the real world. And...remember, you can be identified, even when you think you are doing a great job of pretending to be someone else.

Unit 2 - Literacy

Just because something is on the Internet and looks real or true doesn't mean it is. The Internet is full of websites that are misleading, even dangerous. Anyone can make a website but only smart people can make websites that are useful and accurate. You will learn how to look at websites like expert bankers look at money. Even though two dollar bills may look the same, one might be real and the other a counterfeit. Even the fanciest and most technically slick websites can be false.

The Internet can be an overwhelming place to look for something. Have you heard the expression, "...looking for a needle in a haystack?" That means, if you don't know how to look for something, it could

take you forever to find what you need. Most kids today don't realize how lucky they are because they weren't around when researching something meant going to a library and spending an entire day or longer searching through old, musty books for hours and hours. Google wasn't even a word 15 years ago. While search engines like Google are fantastic time savers and getting smarter all the time, you still have to have some skills to find what you're looking for. You also need to know that there are tricks to researching things on the Internet. Knowing those tricks can save you hours and make sure that the information you do find is accurate, reliable, and valid.

Unit 3 - Access

Technology users need to be aware that not everyone has the same opportunities when it comes to technology. Working toward equal digital rights and supporting electronic access is the starting point of Digital Citizenship. Digital exclusion makes it difficult to grow as a society increasingly using these tools. Helping to provide and expand access to technology should be goal of all digital citizens. Users need to keep in mind that there are some that may have limited access, so other resources may need to be provided. To become productive citizens, we need to be committed to make sure that no one is denied digital access.

Unit 4 - Security

Imagine getting into the shower and discovering that the entire world is watching you. Well....the Internet is like a virtual shower stall. Once you log on – your digital self is exposed. And, anything you post (pictures, poems, stories, rants, or ideas) are being stored on a server somewhere which means that someone, somewhere (even years from now) can expose you to the world. You probably won't want that to happen – in fact, I know you won't. So...understanding privacy and security is more important than just about anything else when it comes to digital citizenship.

Unit 5 - Health and Wellness

Are you spending hours in front of a computer screen playing video games, watching You Tube videos, listening to music, or doing homework? If you are, you are putting your health at risk. Your body needs activity, frequent breaks, rest, and exposure to lots of settings. Your eyes and ears need peace and quiet once in a while. You will learn how to use technology while respecting your body's need for activity, rest, and recovery time. You will learn to recognize the signals your body sends you that indicate it's time to get off the grid.

Unit 6 - Commerce

Technology users need to understand that a large share of market economy is being done electronically. Legitimate and legal exchanges are occurring, but the buyer or seller need to be aware of the issues associated with it. The mainstream availability of Internet purchases of toys, clothing, cars, food, etc. has become commonplace to many users. At the same time, an equal amount of goods and services which are in conflict with the laws or morals of some countries are surfacing (which might include activities such as illegal downloading, pornography, and gambling). Users need to learn about how to be effective consumers in a new digital economy.

Unit 7 - Communication

Browsers are what you use to access information and content on the Internet. E-mail, VOIP, synchronous and asynchronous meeting, and texting are tools everyone uses for personal and business to communicate. One of the significant changes within the digital revolution is a person's ability to communicate with other people. In the 19th century, forms of communication were limited. In the 21st century, communication options have exploded to offer a wide variety of choices (e.g., e-mail, cellular phones, instant messaging). The expanding digital communication options have changed everything because people are able to keep in constant communication with anyone else. Now everyone has the opportunity to communicate and collaborate with anyone from anywhere and anytime. Unfortunately, many users have not been taught how to make appropriate decisions when faced with so many different digital communication options.

Unit 8 - Rights and Responsibilities

Copy and Paste is nearly everyone's best friend. But think for a second. What if you spent a ton of time coming up with a very original drawing, photo, or piece of writing. Imagine you posted this on the Internet to share with friends and the world. You discover that you're super popular and that everyone is copying your work for their own projects. Then you find out that people are using your great idea but not giving you credit. They are acting as though the idea dropped off a big idea tree – free to anyone who wants it. That's not how the real world works. There's something called intellectual property. This means that your ideas belong to you. The law is on your side with this. That's why when you watch a DVD, there's an FBI warning at the beginning. It says you could get in big trouble for copying or distributing the movie without the owners' permission. Most people ignore that warning. Bad idea. You'll learn how to give people credit for the stuff you borrow. You'll also learn what you are allowed to copy and paste and what you are not allowed to copy and paste. Remember, just because the Internet is easy to get to doesn't mean it's a place where everything is free for the taking.

Unit 9 - Law

If there are laws protecting people and intellectual property, there are also laws that protect things businesses create, develop and distribute. So...if you are creating music and making it available to fans, you copyright the material so people can't sell and distribute your music without giving you a share of the profit. Some things are so old, like songs from the 1800's, that they no longer belong to a specific person or company. That means they are in the public domain – anyone can use the song in any way they like. The Internet has both copyrighted and public domain materials. Knowing which is which will save you time and frustration.

Sources Used: http://digitalcitizenship.net/Nine_Elements.html