

# Digital Citizenship

New Roles and Responsibilities in  
the Digital Age

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# ImaginOn: Charlotte Mecklenburg Library

- Opened to the public in October 2005 (9 years old)
- Serves youth ages birth-18
- Partnership with the Children's Theatre of Charlotte
- Youth 'bringing stories to life' with technology has always been a part





# Digital Citizenship

- How are stories told at your library with digital media?



# Digital Citizenship in the Public Library

- Information conveyed informally
  - Incorporated into what we already do rather than a separate program or workshop
- Information conveyed formally
  - Presented as a scheduled program or workshop





# Digital Citizenship: Informal Teaching

- Information conveyed informally
  - Incorporated into what we already do rather than a separate program or workshop

# Digital Citizenship: Informal Teaching

- Internet Acceptable Use Agreement
  - <http://ow.ly/Cktd4>
- Filtering/What are they doing online?



# Digital Citizenship: Informal Teaching



- Representing self online
  - Volunteer/Intern applications
    - Use of email addresses
  - Job applications
    - Use of social networking sites

# Digital Citizenship: Informal Teaching

- Using and taking photos at the library
  - School presentations
  - Social networks



# Digital Citizenship: Informal Teaching



- Limiting screen time at the library
  - Being on the computer
  - Playing video games
  - Creating music/movies in Studio i

# Digital Citizenship: Informal Teaching

- Copyright and fair use
  - Creating digital media



# Digital Citizenship: Informal Teaching

- Modeling appropriate communication
  - Volunteers/Interns -email etiquette
  - Library use of social networks





# Digital Citizenship

- How do you informally teach about digital citizenship?





# Digital Citizenship: Programming

- Information conveyed formally
  - Presented as a scheduled program or workshop

# Digital Citizenship: Programming



- Group Fieldtrip Visits
  - Library Skills Workshop

# Digital Citizenship: Programming

- Turn it Up Teen Radio



# Digital Citizenship: Programming

- Rock the Mic



# Digital Citizenship: Programming

- Beyond the Lyrics



# Digital Citizenship: Programming

- Professional Development Series





# Digital Citizenship: Programming

- Whole Community Approach: Digital Charlotte



<http://digitalcharlotte.org/>

- Basic Tutorials
- Community Events
- Resources beyond Charlotte
- Digital Literacy Partners

# Digital Citizenship: Programming

- Workshops for/with parents
  - Internet Safety Week (February)
  - Digital Learning Day (March)
  - Teen Tech Week (March)
  - National Bullying Prevention Month (October)
  - Digital Citizenship Week (October)
  - Year Round







# Digital Citizenship

- What kinds of programs/workshops do you offer about digital citizenship?



# Contact Information

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# Digital Citizenship: New Roles and Responsibilities in the Digital Age

WebJunction  
October 14, 1-2pm EST



# Objectives

1 Introduce Common Sense Education

2 Whole-community approach

3 Free Resources

4 Digital Citizenship Week



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We are dedicated to **improving the lives** of kids and families by providing the **trustworthy information, education, and independent voice** they need to **thrive** in a world of media and technology.



[www.commonsense.org](http://www.commonsense.org)

# Rate

Age-appropriate movies, books, apps, TV shows, video games, websites, and music that parents and kids will love.

Library of more than 20,000 reviews by age, entertainment type, Learning rating, and genre.

## The LEGO Movie

Review Date: February 7, 2014 | Rated: PG | Genre: [Family and Kids](#) | Release Year: 2014 | Running Time: 100 minutes



### Common Sense Media says

Hilarious toy tale plugs product but is nonstop fun.

AGE 



QUALITY 



# Advocate

Support policies that support children in a digital age.

Examine the impact media and technology has on children's physical, emotional, social, and intellectual development.



# Educate

Provide K-12 schools complementary programs to help students harness the power of technology for learning and life.







**Digital Literacy & Citizenship Curriculum** – K-12 curriculum that teaches students how to behave safely, participate responsibly, and think critically in our digital world. Available online and as iBook Textbooks.



**Digital Passport™** – Award-winning game for 3-5 graders that badges students for skills related to digital safety. (Mobile version also available.)



**Graphite™** – A free service designed to help preK-12 educators discover, use, and share the best apps, games, websites, and digital curricula for students by providing rigorous ratings and practical insights from teachers.



**1-1 Essentials**—Customizable and turnkey resources for schools to prepare, plan, and implement a 1-1 program.



**Connecting Families** – A program for schools to help parents navigate the impact of digital media on kids.



**Professional Development** – Free online training, webinars, and communities on digital citizenship and beyond.



**Certified Educators and Schools** – Educators and Schools implementing Common Sense Education resources in deep ways are encouraged to apply to be recognized for their commitment.



[www.commonsense.org/educators](http://www.commonsense.org/educators)





**How many hours per week does the average American child between 8-18 spend with media and technology?**

**a. 35**

**b. 45**

**c. 53**

**d. 77**



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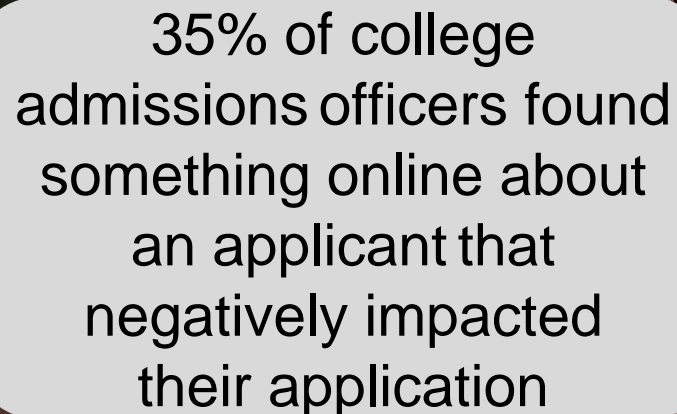
# Key issues




Kids aged 8-18 spend 7.5 hours per day with media



41% of kids aged 8-17 leave their Facebook privacy settings on “default”



35% of college admissions officers found something online about an applicant that negatively impacted their application



One in three 10-18 year olds have reported being cyberbullied



*In this increasingly global world of information, students must be taught to seek diverse perspectives, gather and use information ethically, and use social tools responsibly and safely. American Association of School Librarians*  
[Standards for the 21st Century Learner](#)

# The need for digital citizenship

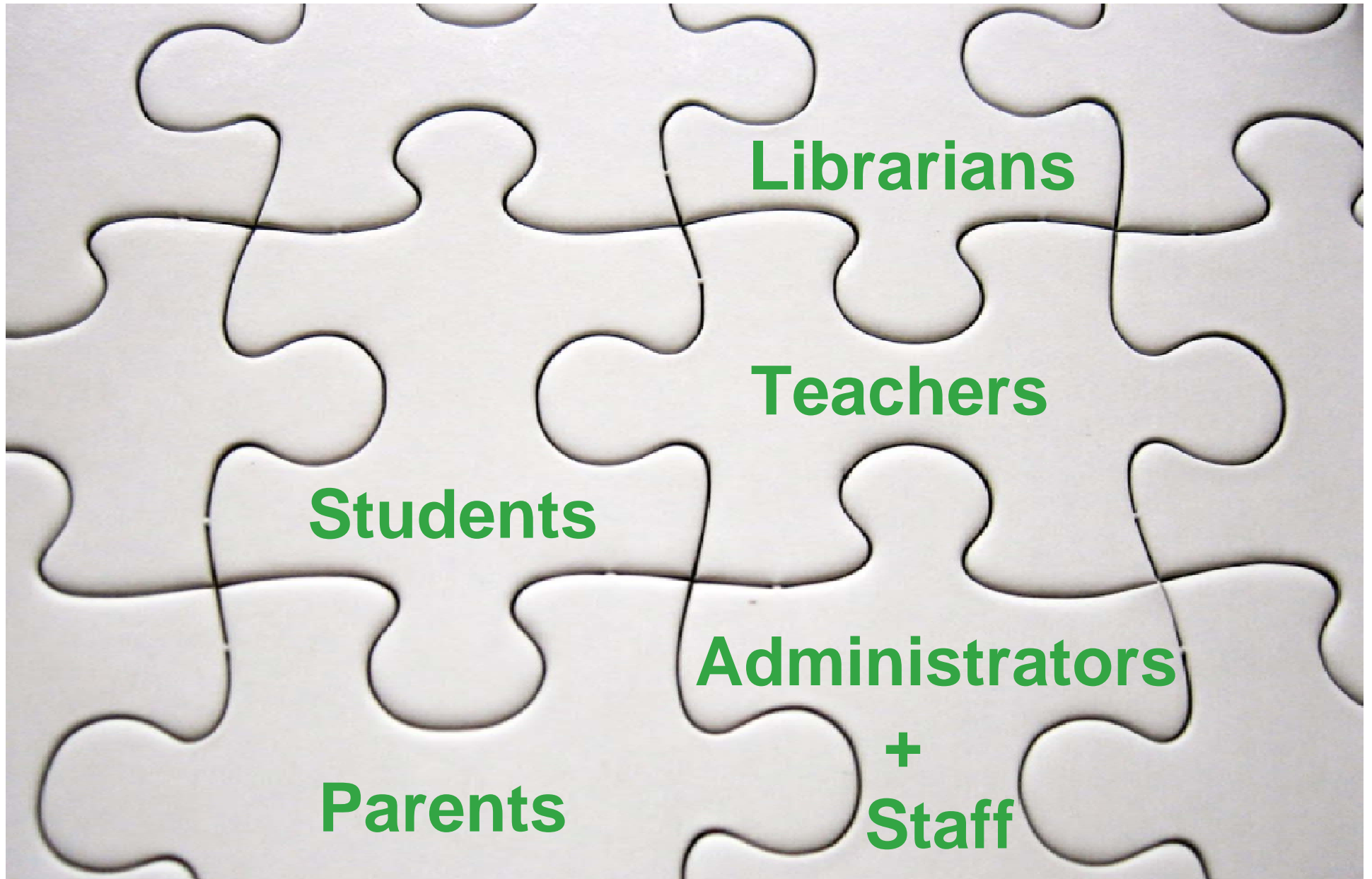
*A digital citizen knows how to harness the power of technology safely, respectfully, and responsibly.*

- Avoiding risky situations
- Thinking before self-revealing
- Protecting privacy
- Cultivating a positive digital footprint
- Communicating respectfully
- Building community
- Searching effectively
- Evaluating website credibility
- Respecting copyright and avoiding plagiarism



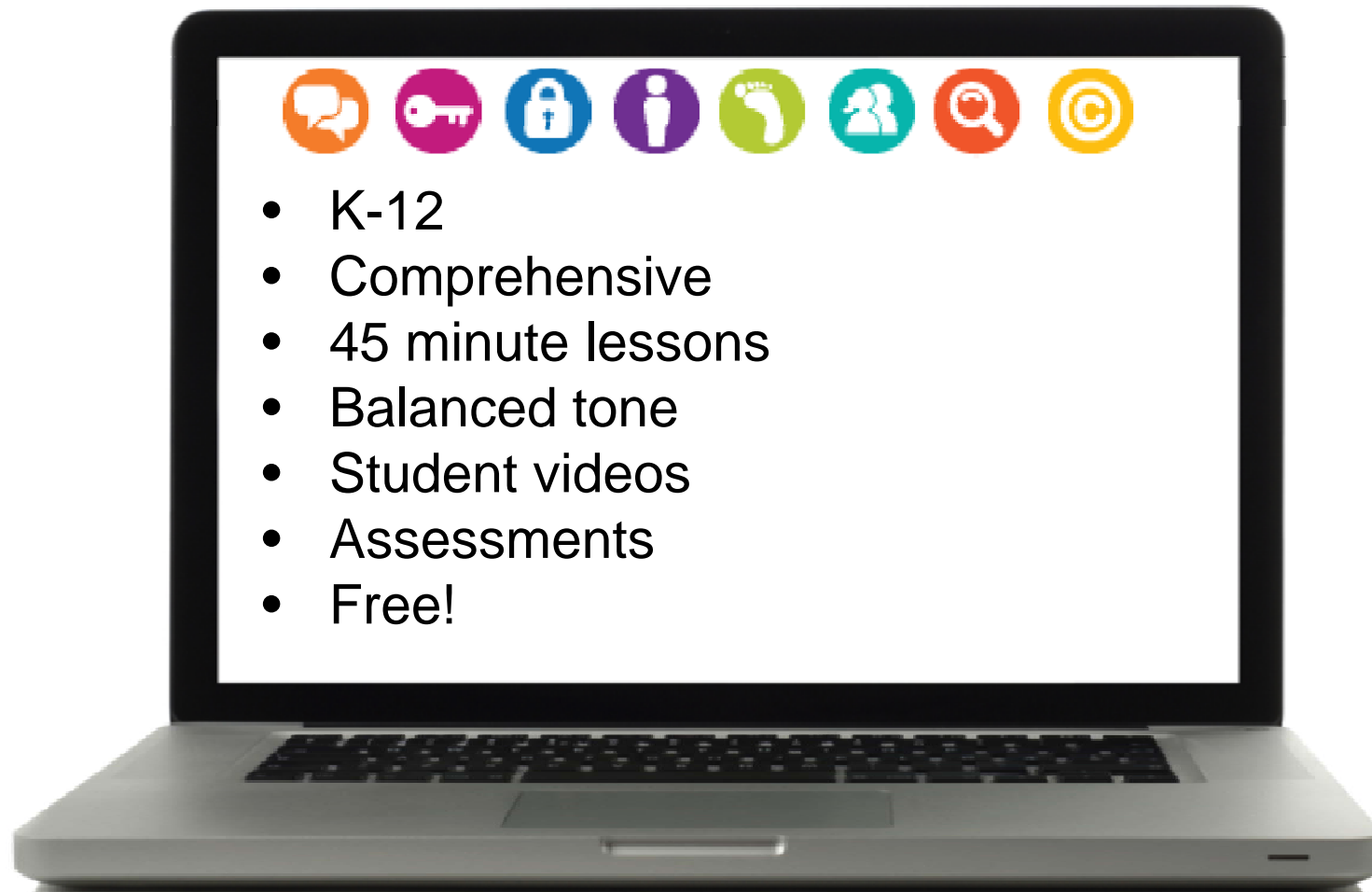


# Whole Community Approach





# Digital Literacy & Citizenship Curriculum



- K-12
- Comprehensive
- 45 minute lessons
- Balanced tone
- Student videos
- Assessments
- Free!



[www.commonsense.org/educators/curriculum](http://www.commonsense.org/educators/curriculum)

# Scope & Sequence – Two Formats

Online – Printable  
PDF



iBooks Textbooks

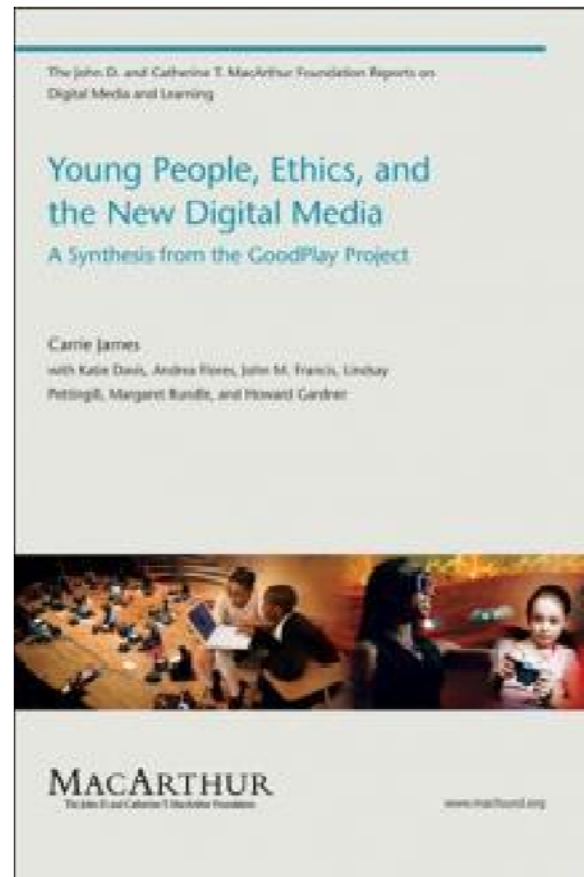


[www.commonsense.org/educators/curriculum](http://www.commonsense.org/educators/curriculum)

Research-based

# The GoodPlay Project

Harvard Graduate School of Education



# Standards Alignment



# Curriculum Categories



Relationships & Communication



Privacy & Security



Internet Safety



Cyberbullying



Digital Footprint & Reputation



Self-image & Identity



Information Literacy



Creative Credit & Copyright

GRADES K-2	Unit 1
	Unit 2
	Unit 3
GRADES 3-5	Unit 1
	Unit 2
	Unit 3
GRADES 6-8	Unit 1
	Unit 2
	Unit 3
GRADES 9-12	Unit 1
	Unit 2
	Unit 3
	Unit 4



[www.commonsense.org/educators/curriculum](http://www.commonsense.org/educators/curriculum)

# Flexible Lessons



We rate, educate, and advocate for kids, families, and schools

Search our site



[Graphite](#)

[Digital Citizenship](#)

[Connecting Families](#)

[1-to-1 Essentials](#)

[Professional Development](#)

[Videos](#)

[Blog](#)

## Follow the Digital Trail (K-2)



### What information is appropriate in a digital footprint?

Students learn that the information they put online leaves a digital footprint or "trail." This trail can be big or small, helpful or hurtful, depending on how they manage it.

[Download Lesson Materials](#)

Students follow the digital information trails of two fictional animals. They make observations about the size and content of each trail, and connect these observations by thinking critically about what kinds of information they want to leave behind.

*Students will be able to ...*

- learn that the information they put online leaves a digital footprint or "trail."
- explore what information is appropriate to be put online.
- judge the nature of different types of digital footprints by following the information trails of two fictional animals.



### Related resources

[Screen Out the Mean \(K-2\)](#)

[Staying Safe Online \(K-2\)](#)

[Using Keywords \(K-2\)](#)

[Sites I Like \(K-2\)](#)

### Curriculum Materials

[Scope & Sequence](#)

[NEW! Student Unit-Level Assessments](#)

[Standards Alignment Charts](#)

[Order Materials on a Flash Drive](#)

### Materiales en español

[¡Nuevo! Materiales de la lección para estudiantes](#)

[¡Nuevo! Paquete para estudiantes con material para cada unidad](#)

[¡Nuevo! Recursos para la familia en español](#)

# Use elements of lessons for informal education



Videos for Students



# Digital Passport



Download the App!



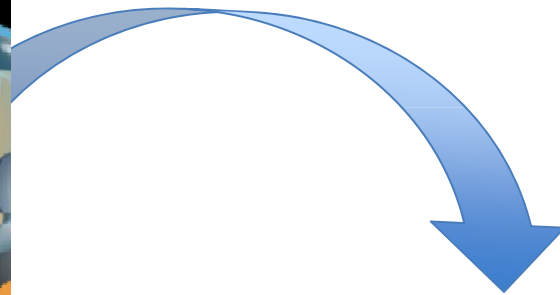
- Immersive, interactive blended learning experience for 3<sup>rd</sup>-5<sup>th</sup> grade students
- Covers 5 digital citizenship topics
- Badging
- Robust teacher dashboard with student reporting
- Award-winning



[www.digitalpassport.org](http://www.digitalpassport.org)



# Completed Badges = Certificate



[www.digitalpassport.org](http://www.digitalpassport.org)

# Digital Bytes – Coming Nov 4

- **Project-based Learning** program for teens
  - Can be used in after-school programs/informal learning environments

**Internet Hoaxes** START OVER ↻

reflect watch discuss engage share

**Pick a case study video!**  
(Hint hint, you may want to take a peek at the questions first.)

OR

**Video A Questions** **Video B Questions**



<http://digitalbytes.commonsensemedia.org>

# Curriculum Implementation

- Integrated into curriculum vs. stand alone
- In partnership with technology instruction
- In conjunction with CIPA requirements for E-rate



# Curriculum Implementation

- 193,000 educators and 80,000 schools registered in 63 countries
- Top District Partners
  - Los Angeles Unified School District
  - New York City Department of Education
  - Chicago Public Schools



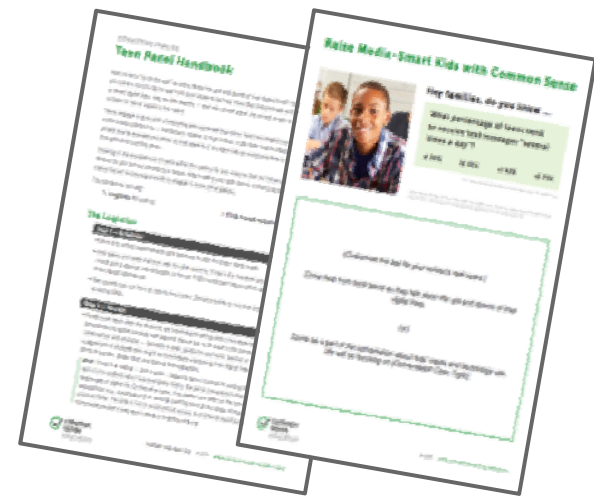
# Connecting Families



# Connecting Families



- Host a teen panel: conversation with youth + parents
- Facilitator's Guide covers logistics, selecting participants, questions, etc.
- Customizable promotional materials

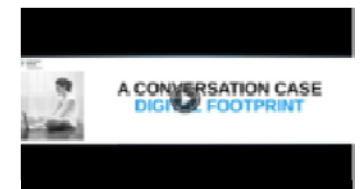




# Connecting Families



- Series of “Conversation Cases” guides parents and caregivers in discussion groups
- 8 topics including privacy, cyberbullying, sexting, etc.
- Discussion questions encourage conversation
- Family tip sheets offer advice



# Connecting Families



- Materials you can use for patron education, or post on your library's page
  - Digital Glossary
  - Parent advice videos and tip sheets
  - Tech 101 videos
  - Family Media Agreement
  - Embed parent blog
  - And much more...



# Digital Citizenship Week – Oct 19-25

- Ideas and resources to empower students, engage families, and connect teachers
  - Awareness campaign
  - Encourage parents discuss Family Media Agreement with kids
  - Distribute Parent Tip Sheets
  - Host a teen panel or parent event



[www.commonsensemedia.org/educators/digitalcitizenshipweek](http://www.commonsensemedia.org/educators/digitalcitizenshipweek)

# Join our Professional Learning Communities



Edmodo



EdWeb

Join the Digital Citizenship  
Community!

- Monthly webinars + archives
- Post questions and get feedback from colleagues
- Share resources and ideas
- Connect with like-minded individuals!





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[www.commonsense.org/educators](http://www.commonsense.org/educators)