



2022-2023 Three-Credit Hour Course: Digital Citizenship

- ▶ **Audience:** Active West Virginia Teachers/Educators and Administrators
- ▶ **Type:** Self-Paced with Rolling Enrollment
- ▶ **Enrollment:** September 1, 2022 - April 14, 2023
- ▶ **Duration:** September 1, 2022 - May 19, 2023

Description: The Internet is an exciting, tempting, treacherous place. It is a place where one wrong turn or bad decision can have life-long ramifications. But, if handled wisely, it can be also a bridge to lifelong learning and a wealth of information. Digital citizenship, the norms of appropriate, responsible behavior with regard to technology use, will be the focus of this course. The course content will address the nine (9) elements of digital literacy as published by the International Society for Technology in Education (ISTE) and authored by Mike Ribble and Gerald Bailey.

The nine elements of digital citizenship are:

1. digital access,
2. digital commerce,
3. digital communication,
4. digital etiquette,
5. digital health and wellness,
6. digital law,
7. digital literacy,
8. digital rights and responsibilities, and
9. digital security.

Course Goals:

- ▶ Use appropriate strategies to safely and effectively use technology to communicate with others.
- ▶ Create learning activities that guide students to make safe and effective choices when using technology to communicate with others.
- ▶ Understand how to respect others online and not engage in flaming and inflammatory language.
- ▶ Understand the importance of following an acceptable use policy.
- ▶ Explore features of browsers and search engines.
- ▶ Refine search terminologies and techniques to improve results.
- ▶ Evaluate the accuracy, relevance, and appropriateness of electronic sources.
- ▶ Understand how to use online material ethically.
- ▶ Recognize practices that must be implemented to maintain digital security.
- ▶ Review procedures for reporting inappropriate use of technology.
- ▶ Understand digital laws related to responsibility for actions and deeds, including but not limited to the following:
 - ethical and legal implications of using technology,
 - online threats (spam, viruses, Trojans),
 - plagiarism,
 - copyright infringement,
 - identity theft, and
 - hacking.



- ▶ Explore why students should be concerned with overuse of technology.
- ▶ Review injuries that can occur as a result of digital technology.
- ▶ Investigate the psychological effects of cyberbullying.
- ▶ Develop an awareness of the level of access, or lack thereof, among their students.
- ▶ Recognize the variety of ways that students can access the Internet.
- ▶ Follow safe practices while engaging in digital commerce and financial transactions online.

Session Overviews

▶ **Session 1 – Digital Communication, Etiquette, Rights and Responsibilities**

With the emergence of new technologies, students have the ability to interact globally as never before. With these interactions, students need to know their rights and responsibilities as good digital citizens. This session defines communication, etiquette, and rights and responsibilities in a digital society. This session will address the following guiding questions.

- What are your responsibilities while using technology?
- What are your rights as a user of technology?
- How can students create and maintain a positive digital footprint?

▶ **Session 2 - Digital Literacy**

Few aspects of daily life are outside the realm of technology. Modern society has grown dependent upon instant access to unlimited, and often overwhelming, amounts of information. Students and teachers must develop the skills to safely search for online sources that will provide accurate, relevant, and appropriate information, and then be able to use that information in an ethical manner. This session addresses the following questions.

- How can students and teachers identify the best resources to provide the information needed from the thousands of options available?
- What technologies can teachers employ that will help students develop the skills necessary to be responsible, productive digital citizens?
- How can students use technology to access educational opportunities that are unavailable or inaccessible in the traditional classroom?

▶ **Session 3 - Digital Security**

The increased use of technology by all members of society creates challenges for digital citizens. People using technology must be proactive to protect themselves. This includes the physical technology tools as well as the virtual interface for usernames, passwords, and personal data. Personal safety and network security questions to be addressed during this session include the following.

- How may digital citizens prevent damage to technology tools?
- What practices should be initiated to maintain digital security?
- How do I protect myself when on social networks?

▶ **Session 4 – Digital Law**

Good digital citizens must recognize the legal rights and restrictions governing technology use with regard to digital law, online threats, plagiarism, copyright infringement, alternatives to copyrighted works, identity theft, and hacking. This session asks teachers to focus on the following issues in the classroom.



- How are students, as digital citizens, demonstrating ethical and legal use of technology?
- How are students safeguarding others' rights and protecting themselves when they use technology?
- How should students using digital technologies be held accountable for the manner in which they use them?

▶ **Session 5 – Digital Health and Wellness**

The world today is dependent on digital technology. This session provides an awareness of the physical and psychological dangers associated with the use, overuse, and abuse of various electronic devices and platforms. The following questions are addressed in this session.

- What physical dangers accompany the use of technology?
- What psychological dangers accompany the use of technology?

▶ **Session 6 – Digital Access and Commerce**

Many American adolescents have been raised with technology. However digital access is not universally available, and among technology users, the level of competence varies widely. Many young users spend hours on gaming and other activities such as downloading music and apps, but are they adequately educated in how to use digital commerce safely for vital real-world activities? This session addresses the following questions.

- What impact does the access to technology, or lack thereof, have upon you and your students' personal lives and educational opportunities?
- What safeguards are to be observed when engaging in digital commerce?

Course Grades

All grades in the course gradebook must be a checkmark for successful course completion. A checkmark indicates that all work has been completed and the work meets the expectations for that assignment. Quiz scores must meet the minimum expectations as stated in the course.

