

## Office of Teaching and Learning

# Teacher Guide to Digital Citizenship

## For Elementary Grade Students

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### What is digital citizenship?

- o The norms of behavior regarding technology use (USDOE)
- o The ability to navigate digital environments in a way that's safe and responsible, and to actively and respectfully engage in these spaces (Canada's Centre for Digital and Media Literacy)

### Why should I teach it?

- o Kids are becoming digital citizens often before they ever enter school.
- o Once kids are in school and even beyond school, technology is ever-present, and kids need to know how to handle themselves in a digital space.
- o Parents may not be well-equipped to teach their children about digital citizenship because many of them were never taught.

### When do I teach it?

- o Most digital citizenship concepts can be taught right along with classroom procedures, expectations, and rules.
  - o Ex. Teach media balance when you discuss your procedures for transitioning between iPad/laptop/computer lab time and pencil/paper activities.
- o Others, you take advantage of "teachable moments" as they arise.
  - o Ex. You ask your students to do some online research for an essay. Show them the parts of a website and how to assess the reliability of the content.






### ISTE's 5 Competencies of Digital Citizenship:

- o Be Respectful: I recognize multiple views and engage with others respectfully.
- o Be Informed: I evaluate the accuracy, perspective, and validity of digital content.
- o Be Alert: I am aware of my online actions, am safe, and create safe spaces online.
- o Be Engaged: I use tech for civic engagement, to solve problems, and be a force for good.
- o Have Balance: I make informed decisions about prioritizing my time online and off.

### What resources are out there for me to learn more?

- o [CommonSense.org](https://www.commonsense.org)
  - o [Full curriculum overview](#)
- o [ISTE Student Standards](#)
  - o [ISTE Student Digital Citizenship standards in action](#) – short videos of teachers explaining how they taught each standard.
  - o [9 Resources for Teaching Digital Citizenship article](#)

**What resources are out there for me to use with my students?**

<p><b>Pre-made lessons:</b></p>	 <p>Pre-made Minecraft worlds included!</p>	<p><a href="#">Be Internet Awesome</a></p> <p>Full curriculum with lessons and activities (all free)</p>	 <p>Videos by grade level and topic.</p>
<p><b>Free online games and read alouds:</b></p>			 <p>Faux Paw the Techno Cat books and animated videos.</p>
<p><b>Read aloud book title collections:</b></p>	<p><a href="#">Shannon Miller's Padlet</a></p>	<p><a href="#">Childhood101 15 Picture Books</a></p>	<p><a href="#">Teaching Expertise 20 Picture Books</a></p>

**How do I fit digital citizenship into my tier 1 curriculum?**

- o ISTE Competency: I am Respectful.
  - o Talk about appropriate ways to respond to each other within discussion boards on your LMS (Google Classroom, Canvas, Blackboard, etc.) or other web-based discussion tools like [SeeSaw](#) and Padlet.
- o ISTE Competency: I am Informed.
  - o Talk about using primary source documents vs. secondary sources.
  - o Have students use Search Coach in Teams for research.
    - This tool acts as a search engine within Microsoft Teams and it rates the reliability of search results based on site, author, date, etc.
  - o Relate citing evidence in essays (ex. “according to the author”) to citing sources used in research and plagiarism.
- o ISTE Competency: Alert
  - o Talk about keeping passwords secure when logging into computers and required programs/sites.
  - o Explain and demonstrate how nothing online is truly private (ex. Emails).
- o ISTE Competency: Engaged
  - o Talk about how scientists and historians publish their works online to help everyone learn.
  - o Allow students to post how-to videos within a controlled environment (ex. Flip, Canvas Studio, Google Classroom) to help their classmates learn.
- o ISTE Competency: I am Balanced.
  - o Offer technology-enhanced and unplugged (without technology) choices for completing assignments.
    - Ex. Write an essay by hand or type it.
    - Ex. Create a PowerPoint/Google Slides presentation or a poster with markers.
    - Ex. Do a gallery walk or have students comment in a [Padlet](#).
    - Ex. Allow students to check math with a partner or create how-to videos in [Flip](#).