



# Overview

## DIGITAL CITIZENSHIP



### OVERVIEW

Digital Citizenship is defined as the norms of behavior with regard to technology use. [National Council of Teachers of English Definition of 21st Century Literacies](#) states that readers and writers need to "build relationships with others to pose and solve problems collaboratively and cross-culturally." The challenge of teaching students to meet this goal is ensuring that students understand how to build these relationships safely especially when the students are using digital resources and collaborating online. In this digital world, students are increasingly sharing information and discussing ideas online. They are moving from the safety of a classroom with four walls to an online environment where they may not know who they are interacting with online. As educators we need to teach our students about online safety and address the ethical responsibilities that they have in order to prepare them for the demands of life in the 21st century.



### GOALS

This workshop will enable participants to:

- recognize the need to promote Internet Safety in their classes
- provide students with resources to help them use digital etiquette in responding properly on the Internet
- provide students with an understanding of fair use, plagiarism, illegal downloading and copyright laws.
- enable students to locate, identify, and evaluate quality digital resources
- identify the risks of using the Internet for social networking and know how to promote usage of an acceptable use policy in your school
- develop lessons for safeguarding students in their classes as they build relationships safely when collaborating online



### FINAL PRODUCT

Participants will submit a lesson using the lesson template that incorporates the concepts of digital citizenship as a final product. A rubric (will be used to grade the lesson.

- [Lesson plan template](#)

- [Lesson Plan Rubric](#)



## COURSE EXPECTATIONS

This workshop is divided into six one-week sessions (after an initial orientation week) which each include readings, activities, and an online discussion among workshop participants. Participants should expect to spend 4-5 hours per week in order to adequately complete the work.

The outline for the workshop is as follows:

Orientation	Introductions and Navigating Blackboard
Session One	Digital Citizenship: Rights and Responsibilities
Session Two	Digital Etiquette: Electronic Standards of Conduct
Session Three	Digital Law: Understand fair use, plagiarism, illegal downloading and copyright laws
Session Four	Digital Literacy: What is it? Why is it Important?
Session Five	Digital Literacy: Strategies for determining the quality of digital content and teaching digital citizenship
Session Six	Digital Safety: Identify some of the risks of using the Internet for Social Networking, identify school policy to protect students using the Internet

These are suggested criteria to be used for evaluating successful participation in and completion of this workshop.

Discussion Board Postings	Participants are expected to respond to the online discussion prompt in each of the course sessions with an original posting. Participants are also expected to respond to the postings of at least two other course participants in each session. Guidelines for discussion postings, as developed by the EdTech Leaders Online, are available at the following URL: <a href="http://www.edtechleaders.org/documents/discussion_guidelines.htm">http://www.edtechleaders.org/documents/discussion_guidelines.htm</a>
Readings and Activities	Participants are expected to complete the required course readings and activities as posted in each of the session assignment pages. Optional readings may also be completed, but are not mandatory.
Final Product	Participants are expected to complete and submit the final product during the final workshop session. Final products are individual efforts. Team products are not acceptable without prior, written approval and will only be approved if the product is worthy of the time and effort of multiple participants.
Pre and Post Workshop Surveys	Participants are expected to complete both surveys. The final workshop survey must be completed within one week of the end of the last workshop session.



## PREREQUISITES

This is an introductory workshop for teachers, technology specialists, curriculum specialists, professional development specialists, or other school personnel. Participants are expected to have regular access to computers. In addition, participants should be proficient with using email, browsing the Internet, and navigating to computer files.



## CONTENT AND TECHNOLOGY STANDARDS

This workshop will help participants meet the 2008 [ISTE NETS for Teachers](#), especially Standards III, IV and V. In addition, this workshop will help teachers to enable their students to meet the [ISTE NETS for Students](#), especially Standard V. For more information about Technology Integration visit: <http://www.iste.org>



## ABOUT THIS WORKSHOP

This course was developed by educators as part of the eLearning Delaware initiative. [eLearning Delaware](#) is Delaware's implementation of the [eLearning for Educators Initiative](#), a project funded through a federal Ready to Teach grant and a multi-state collaboration between ten state education agencies and associated public broadcast stations. eLearning Delaware partners are the [Delaware Center for Educational Technology](#), the [Delaware Department of Education](#), and [WHYY](#).

