Issue Title: Digital Citizenship
Date: 28 Feb 2023
Teacher:

Level: All Levels

'A person is digitally fluent if they have the skills to participate in a digital society, and is a digital citizen when they are effectively doing so.' [NetSafe](#)

Students can assess their performance as a digital citizen
Consider how they could improve their digital citizenship skills

Big Questions: Students could review their own digital citizenship and safety online:

- Students understand the importance of privacy and how to protect their personal information. How can they prevent other users online from seeing their information?
- They know the importance of strong, varied and secure passwords. What makes a strong password?
- They know what is meant by professionalism and how others might see and interpret their online presence.
- Students consider carefully before posting any images online, and understand they should be appropriate.
- They research copyright licences for their own and others' work, and can identify 'fake' from real news. https://netsafe.org.nz/helping-tamariki-spot-fake-news/

Level: Primary and Intermediate Level Students

Small Group Discussions:

- Why is it easier to be nasty to someone online than in real life?
- What are the consequences of saying something nasty about someone in your class? Think about this person and their family.

Make a list of digital citizenship advice for your classroom. It could be a poster. For example:

- Treat others online as you would like to be treated yourself
- Always remember your digital 'footprint'
- Don't upload photos of people without their permission

Can you think of any others?

Level: All Levels

Group OR Individual Activity

Create a comic book to advise ages 12-14 about Cyber Bullying:

- Discuss the features of comic books – speech bubbles; titles; text boxes; colours; images; characters. Define Cyber Bullying in less than 20 words. Discuss the possible effects   of it.

- Mind Map your ideas first.

- The comic book could have 4 A3 pages, with a front and back cover, or created online.

- It could be one story that covers the middle two pages

- It could tell the story of a student who was cyberbullied and contain information about online privacy and passwords etc.

- It should have a positive ending and information about where to get help eg https://netsafe.org.nz/

Other activity:

- Devise a short scene or write a play script to illustrate different scenarios of cyberbullying, cyber safety, or 'fake' and real news.

Assessment

Formative
- **Engagement with topic**
- **Collaboration in groups**
- **Questions to investigate**
- **Mind Maps**

Summative:
- **Findings of discussions and research**
- **Comic Book**
- **Posters**
- **Play Script**

Key competencies (highlight): Relating to others, Managing Self, Participating and contributing, Using language, symbols and texts

Vocabulary: viruses, scams, identity theft, privacy settings, cyberbullying, digital literacy

Resources:

https://netsafe.org.nz/

https://www.teachermagazine.com/au_en/articles/safer-internet-day-2023-a-global-day-of-action?utm_source=CM&utm_medium=Bulletin&utm_campaign=7Feb

https://www.keepitrealonline.govt.nz/parents/digital-citizenship/

https://core-ed.org/en_NZ/free-resources/ten-trends/2013-ten-trends/2013-digital-citizenship/