## **Digital Citizenship**

- You and a partner need to educate other students in the class about a topic on digital citizenship.
- Each team will be given a different topic to research.
- As a team, you must develop a PowerPoint presentation that will give insight to other students about your topic.
  - All students must actively participate in the activity to earn a grade.
- Be creative. Digital citizenship is a very difficult topic to grasp and is very broad.

## **Requirements:**

- 1. Create a presentation that lasts 10 minutes on your topic to "teach" to the rest of the class.
- Information you need to include is "What do we need to know about the specific topic?" "How does it affect us "students"?"
  - For example, I have the category of digital etiquette. In order for me to complete the project and begin researching, I need to think about:
    "What do I need to know about digital etiquette % how does it affect me % other students?"
    - "What do I need to know about digital etiquette & how does it affect me & other students?" • You are the digital natives who need to know how to act responsibly and how to protect yourselves.
- 3. Use video clips, podcasts, and websites that will enhance your presentation.
  - You must have at least 2 multimedia clips within your presentation.
    - Download and insert directly into PowerPoint...DO NOT link to the video
- 4. Create bibliography (works cited) slides at the end of your PowerPoint presentation for each slides sources.
- 5. If you choose to have the class do some type of "hands-on" activity, you may earn extra credit depending upon how much work or effort you put into the activity.
  - The activity time does not count toward your 10 mins.
  - The activity cannot take longer than 4 mins.

## **Categories**—each category must be covered once before there are duplicates

- Digital Security-(self-protection): electronic precautions to guarantee safety
- Digital Etiquette—electronic standards of conduct or procedure
- Digital Access-full electronic participation in society
- Digital Commerce—electronic buying and selling of goods
- Digital Health & Wellness-using technology wisely and responsibly for your own good
- Digital Communication—electronic exchange of information
- Digital Law-those freedoms extended to everyone in a digital world
- Digital Rights & Responsibilities—electronic responsibility for actions
- Digital Literacy-process of teaching and learning about technology and the use of technology

## Additional Websites:

http://www.childrenspartnership.org//AM/Template.cfm?Section=Home

http://www.digitaldivide.net/community/literacy

http://www.ed.gov/about/offices/list/os/technology/safety.html

http://www.infoworld.com/index.html

http://www.securedistrict.org/safewired/tookit/index.cfm

http://www.uni.uiuc.edu/library/computerlit/

http://ethics.csc.ncsu.edu/privacy/

http://www.cskcst.com/