The 9 Elements of Digital Citizenship

1. Digital Access
2. Digital Commerce
3. Digital Communication
4. Digital Literacy
5. Digital Etiquette
6. Digital Law
7. Digital Rights and Responsibilities
8. Digital Health and Wellness
9. Digital Security

The nine elements of Digital Citizenship:

- provide a framework for understanding the technology issues that are important to educators.
- identify current areas of need in a school or district technology program.
- identify emerging issues that may become increasingly important in coming years.
- provide a lens that technology leaders can use to focus understanding of digital citizenship issues.

Digital Access- Full electronic participation in society.

- Educators need to evaluate the use of computers within their schools and to encourage technology use in their classroom.
- Schools and districts should ask themselves, "Are we preparing our students for a future with technology?"
- Even students who enjoy good access at school may not be technologically literate enough to prepare for a future work world filled with technology.
- Technology will be important to the future of all students, not just the chosen few.

Web Resources:
  - o Public Broadcasting Report on the Digital Divide
    www.pbs.org/teachersource/learning.now/digital_divide/
  - o UCLA's The Digital Divide: A Resource List
    www.gseis.ucla.edu/faculty/chu/digdiv/
  - o U.S. Department of Education Reports on the Digital Divide
    www.ed.gov/Technology/digdiv.html

Digital Commerce-The buying and selling of goods online.

- Learning to become an intelligent consumer is an important aspect of good citizenship.
- Students should be taught to understand the process of online purchasing because it is rapidly becoming the norm.
- Students need to understand that their actions online can follow them throughout their life (ruining their credit by running up large amounts of debt).
- Educators need to prepare students for interacting in a digital economy.

Web Resources:
  - o InfoWorld Article Concerning Online Shopping
    www.infoworld.com/article/05/11/22/HNonlineshoppers_1.html

Digital Communication-The electronic exchange of information.

- Digital communication provides users with instant access to others on an unprecedented level.
- Educators need to decide how to teach students appropriate use and responsibility of cell phones, instant messaging, e-mail, etc.
- How do these communication methods fit in an educational setting? What positive outcomes do they enable? What potentially negative effects do they have?
- Teachers need to research the use of technology before using it in their classroom and should check around and ask what the technology can and can't do.

Web Resources:
  o Additional research can be found on many topic areas related to digital communication at the Pew/Internet research site
    www.pewInternet.org

Digital Literacy-The capability to use digital technology and knowing when and how to use it.

- Technology-infused learning is becoming more commonplace every year and is becoming as transparent as the chalk board and pencil.
- Learning with technology does not always include instruction on appropriate and inappropriate use.
- Technology is often seen as another class that students go to, as opposed to being an integral part of the larger curriculum.
- Educators need to be taught how to use technology to stimulate student learning.
- Educators need to be encouraged to look at alternative ways of presenting information that can engage their students.
- Students need to understand that certain technology skills are critical when entering the work world.
- We all need to understand how a given technology works and how to use it appropriately.

Web Resources:
  o Center for Digital Education
    www.centerdigitaled.com
  o Center for Media Literacy
    www.medialit.org/bp_mlk.html
  o Consortium for School Networking
    www.cosn.org
  o Media Education Lab - The Seven Great Debates in the Media Literacy Movement
    www.reneehobbs.org/
  o Mid-continent Research for Education and Learning
    www.mcrel.org/topics/topics.asp?topicsid=5
  o Scenarios for Teaching Internet Ethics
    www.uni.uiuc.edu/library/computerlit/scenarios.html
  o U.S. Department of Education - Office of Educational Technology
    www.ed.gov/about/offices/list/os/technology

Digital Etiquette- The standards of conduct expected by other digital users.
- The problem with teaching digital technology is that few rules have been established for the proper use of technology devices.
- When students see adults using technologies inappropriately, they assume that this is how they should act, leading to inappropriate technology use by them.
- A good digital citizen seeks out others to see how they view the use of technology, and then makes personal adjustments based on this feedback.
- We must think about how our technology use affects others.
- Good digital citizens respect others and learn ways to use technology courteously and effectively.

- o InfoWorld - The 10 Commandments of Cell Phone Etiquette
  www.infoworld.com/articles/op/xml/00/05/26/000526opwireless.html
- o NSF - Ethics and Computing
  www.nd.edu/~kwb/nsf-ufe/
- o Phoneybusiness.com - Mobile Etiquette
  http://phoneybusiness.com/etiquette.html

Digital Law- The legal rights & restrictions governing technology use.

- Users often do not consider what is appropriate, inappropriate, or even illegal when posting or accessing information on the Internet.
- The issues of intellectual property rights and copyright protection are very real, and have very real consequences.
- Educators and students need to be provided resources and guidance on what is legal and illegal.
- Schools need to determine whether their technology rules and policies are supported legally.
- Educators must carefully explain to students that, while the Internet is a good source of information, material should not be taken from it without citing the source.

Web Resources:
- o Free Expression Policy Project - Media Literacy: An Alternative to Censorship
  www.fepproject.org/policyreports/medialiteracy.html
- o Internet Law - Law Research
  www.lawresearch.com/practice/ctwww.htm
- o Technology and Ethics
  http://ethics.csc.ncsu.edu
- o U.S. Department of Justice - Computer Crime & Intellectual Property
  www.cybercrime.gov

Digital Rights & Responsibilities-The privileges & freedoms extended to all digital technology users & the behavioral expectations that come with them.

- As members of a digital society, digital citizens are afforded certain rights as well as certain responsibilities.
- There can be rights in a society only if there are also responsibilities.
- Students need to be given a clear understanding of the behavior that is required of them to be members of the digital society.
- When creating or publishing anything, students should be allowed to protect those works (or not) as they see fit.

Web Resources:
- o National Educational Technology Plan
  www.nationaledtechplan.org
- o Partnership for 21st Century Skill
  www.21stcenturyskills.org
- o Privacy Rights Clearinghouse
  www.privacyrights.org

Digital Health & Wellness- The elements of physical & psychological well-being related to digital technology use.

- Students need to be aware of the physical dangers inherent in using digital technology (carpel tunnel syndrome, eyestrain, poor posture, etc.).
- Another aspect of digital safety is "Internet addiction" - users becoming dependent upon the online experience.
- Becoming addicted to video games is another concern.
- These addictions can cause withdrawal from society resulting in some psychological problems as well.

Web Resources:
- o Center for Internet Addiction Recovery
  www.netaddiction.com
- o Computer Ergonomics for Elementary Schools
  www.orosha.org/cergos/
- o Computer-Related Repetitive Strain Injury
  http://eeshop.unl.edu/rsi.html
- o U.S. Department of Labor - Computer Workstation Checklist
  www.osha.gov/SLTC/etools/computerworkstations/checklist.html

Digital Security- The precautions that all technology users must take to guarantee their personal safety & the security of their network.

- Students need to learn how to protect electronic data (virus protection, firewalls, making backups, etc.).
- More often than not, security faults occur not because of flaws in the equipment but because of the ways people use it.
- Digital security includes protecting ourselves and others from outside influences that might cause harm.
- Educators must carefully explain to students the harm that may be caused by giving out passwords, meeting strangers online, giving out information online, etc.

Web Resources:
- o Center for Safe and Responsible Internet Use
  http://csriu.org/about/
- o Education CyberPlayGround
  www.edu-cyberpg.com/Schools/
- o Educator's Guide to Computer Crime and Technology Misuse
  www.uni.uiuc.edu/~dstone/educatorsguide.html
- o CERT Home Computer Security
  www.cert.org/homeusers/HomeComputerSecurity/

Source: Ribble, M. & Bailey, G. (2007) *Digital Citizenship in Schools*, International Society for Technology in Education, Washington, DC.