

**DIGITAL CITIZENSHIP AND
LEARNING IN THE 21ST
CENTURY**

BATTALION PARK SCHOOL

DIGITAL SAFETY [HTTP://WWW.CBE.AB.CA/](http://www.cbe.ab.ca/)

Digital Citizenship is:

- preparing its students to thrive in the 21st century,
- emphasis on both ethical behaviour and safety,
- is a key component of helping CBE students use available digital technologies to their best advantage (what is available at Battalion Park School), and
- reach their full potential as learners within the CBE and beyond.

Digital Citizenship is:

- having the knowledge, skills and attitudes needed to demonstrate responsible and respectful behaviour when using technology, and
- encompass all elements of digital engagement, in particular protecting private information, staying safe online, and knowing how to deal with bullying in the digital world, whether you're a target or a bystander.
http://www.digitalcitizenship.net/Nine_Elements.html

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Web 2.0

- **WHAT: Web 2.0** is a term that refers to online applications that **focus on:**
 - supporting social networking
 - online collaboration
 - and learning
 - examples include: educational games, media, news, wikis, blogs, etc.
- **WHY: There is tremendous value in using Web 2.0 tools and applications where appropriate, including the:**
 - increase in student engagement
 - personalization of learning
 - making real world connections

Note – not all students will take part in Web 2.0 projects – teachers will seek parent Permission if they are planning to have students use Web 2.0 tools

DIGITAL SAFETY


- **WHEN: The guidelines must be followed when:**
 - student data is required to set up and use an application, tool, or website (for example, their names, emails, gender or other personal information is being provided)
 - student work is being shared online through the use of a Web 2.0 Tool

RESPONSIBLE USE POLICY

- Technology is an integral part of learning at all CBE schools, as outlined in the Program of Studies; Information and Communication Technology (ICT).
- Students are encouraged to use our network and digital learning tools to collaborate with.
- By utilizing the school's computers and/or the network, students agree to the guidelines for digital citizenship and the CBE's Responsible Use Policy


RESPONSIBLE USE POLICY

Students are encouraged to use digital technology to:

- Access, critically assess, and communicate information and understanding
 - Seek alternative viewpoints
 - Collaborate during inquiry
 - Construct personal knowledge and meaning
 - Demonstrate understandings
 - Organize and manipulate data
 - Interact with others
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RESPONSIBLE USE POLICY

Prohibited acts include:

- Use of someone else's CBE account or access to network
 - Sending or displaying offensive messages or pictures
 - Using obscene language
 - Harassing, insulting or attacking another person or their reputation
 - Trespassing in other people's folders, work or files
 - Accessing, posting, sending or downloading inappropriate material
 - Assuming the identity of another person to gain information
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RESPONSIBLE USE POLICY

Prohibited acts include:

- In any way, moving, opening hardware or computer accessories
 - Any attempt and/or threats to harm a person
 - Plagiarism of online content
 - Posting, publishing, circulating or distributing personal information about oneself or others without the supervision and consent of a staff member
 - Use of technology or the network to access sites/software not approved by staff
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SCHOOL RESPONSIBILITY, TEACHING AND MONITORING

Media Awareness Network

Coco's AdverSmarts: An interactive unit on food marketing on the web (ages 5-8)

Passport to the Internet: Student tutorial for internet literacy (grades 4-8)

Privacy Playground: The First Adventure of the Three Cyberpigs (Ages 8-10)

Cybersense and Nonsense: The Second Adventure of the Three Cyberpigs (Ages 9-12)

Jo Cool or Jo Fool: Interactive Module and Quiz on Critical Thinking for the Internet (Grades 6-9)

<http://www.media-awareness.ca/english/games/index.cfm>

SCHOOL RESPONSIBILITY, TEACHING AND MONITORING

Infinite Learning Lab

Includes a series of cartoon-like vignettes to address Health related topics including:

On-Line Safety

Cyberbullying

<http://learninglab.org/>

