Digital Literacy / Citizenship Curriculum Supports

The resource provides various contexts for learning about digital citizenship, making classroom connections through rich curriculum-based tasks that model effective integration of pedagogy and technology.

Objectives:

➢ Educate students about responsible, ethical, and informed use of digital technologies.

➢ Enhance students' understanding of their rights and responsibilities in the digital world.

➢ Promote safe, respectful, and productive online behavior.

Within the School Environment

➢ Promote responsible and informed use of cell phones among students.

➢ Ensure cell phone use enhances learning and does not disrupt educational activities.

➢ Address issues related to digital citizenship, security, and well-being.

Contents

Components:

Understanding Digital Citizenship:

- o **Definition**: Digital citizenship involves actively, responsibly, and continuously participating in community life both online and offline.

- o **Focus Areas**:
  - Ethical behavior online
  - Privacy and data protection
  - Critical thinking and media literacy

- o **Reference**: MediaSmarts: Digital and Media Literacy https://mediasmarts.ca/teacher-resources/digital-literacy-framework

- o Digital Citizenship EduGains - Ontario Directors https://www.ontariodirectors.ca/CODE-TLF/docs/tel-2017/ResearchandResources-Digital_Citizenship-2017_FINAL.pdf#:~:text=What%20is%20digital%20citizenship?%20Why%20is%20digital%20citizenship%20important%20for (2017)

Guidelines for Cell Phone Use:

- o **Classroom Use**:
  - Integrate cell phones as learning tools (e.g., research, educational apps).
  - Establish clear rules for when and how cell phones can be used in class
  - Alignment with establish school codes of conduct for digital and cell phone use.

- o **Outside Classroom**:
  - Define appropriate times and places for cell phone use (e.g., breaks, lunch).

- o **References**: Guidelines for teachers and educators on tackling disinformation and promoting digital literacy through education and training - Publications Office of the EU 2022
  - Guide to apps - BIK Portal (betterinternetforkids.eu) 2024

Digital Etiquette and Online Behavior:

- o **Respectful Communication**:
  - Teach students about respectful and kind communication online.
  - Activity: Role-playing scenarios of positive and negative online interactions.

- o **Cyberbullying Prevention**:
  - Discuss the impact of cyberbullying and strategies to prevent it.
  - Activity: Group discussions and creating anti-cyberbullying campaigns.
- o **Reference:** PREVNet: Bullying Prevention and Intervention
  https://www.prevnet.ca/bullying/cyber-bullying

Privacy and Security:

- o **Personal Information Protection**:
  - Educate students about safeguarding personal information and keeping their devices secure.
  - Activities: 1) Have students check their phone's security settings and learn about potential vulnerabilities. 2) Workshops on setting strong passwords and recognizing phishing attempts.
  - Reference: Social Smarts: Nothing Personal! discussion guide - Office of the Privacy Commissioner of Canada
  - Reference: Tips for creating and managing your passwords - Office of the Privacy Commissioner of Canada
- o **Privacy Settings**:
  - Educate students on managing privacy settings on social networking sites.
  - Activity: Create a checklist for a safe user profile.
  - Reference: Privacy education for kids - Office of the Privacy Commissioner of Canada
- o **Online Safety**:
  - Teach students about identifying and avoiding online threats.
  - Activity: Interactive sessions on recognizing safe and unsafe online behaviors.
- o Reference: Government of Canada: Online Safety Get Cyber Safe https://www.getcybersafe.gc.ca/en https://www.getcybersafe.gc.ca/en/secure-your-devices/phones-and-tablets

Digital Literacy and Critical Thinking:

- o **Evaluating Online Content**:
  - Encourage students to critically assess the reliability of online sources and Artificial Intelligence
  - Activity: Fact-checking exercises and identifying fake news,
- o **Media Literacy**:

- Discuss the role of media in society and its influence on perceptions.
- Activity: Analyzing different types of media content and their purposes.

  o **Artificial Intelligence (AI):**
  - Understanding AI:
  - Introduce the basics of AI, its applications, and its impact on society.
  - Activity: Classroom discussions on everyday AI technologies and their uses.

  o **Ethical Use of AI:**
  - Discuss ethical considerations and the importance of responsible AI use.
  - Activity: Case studies on AI ethics and group debates on AI-related issues.

  o **AI in Decision Making:**
  - Explore how AI influences decision-making in various sectors.
  - Activity: Analyzing scenarios where AI is used in decision-making processes and its implications.

  o **Reference:** Canada Learning Code: Artificial Intelligence
    https://www.canadalearningcode.ca/our-chapters/artificial-intelligence/
    - 2022 Edition of the Digital citizenship education handbook - Digital Citizenship Education (DCE) (coe.int)

Digital Footprint and Reputation:

  o **Understanding Digital Footprints**:
  - Educate students about their digital footprint and long-term implications of their online activities.
  - Activity: Reflect on and discuss their online presence and behaviors.

  o **Managing Online Reputation**:
  - Educate students on maintaining a positive digital reputation.
  - Activity: Create guidelines for appropriate online behavior and posting.

  o **Reference:** MediaSmarts: Digital Footprint https://mediasmarts.ca/digital-media-literacy/digital-issues/online-reputation-management

Rights and Responsibilities:

  o **Digital Rights**:
  - Discuss the rights digital citizens have, such as privacy and access to information and the responsibilities that accompany these rights
  - Activity: Debates on digital rights and their implications.

  o **Responsibilities Online**:

- Emphasize the importance of responsible online behavior.

- Activity: Create a digital citizenship pledge highlighting key responsibilities.

○ Reference: MediaSmarts: Ethics and Responsibility What is Digital Citizenship? | MediaSmarts; Digital Citizenship: Ethics and privacy | MediaSmarts

Health and Well-being:

○ **Screen Time Management**:

- Encourage balanced screen time and offline activities using the 24hMG

- Discuss the impacts of excessive screen time on health, review and discuss the Bergen Social Media Addiction Scale Take the Social Media Addiction Questionnaire to See How You Measure Up an accurate and valid measure of problem social media use among adolescents and the 10-item Smartphone Addiction Scale–Short Version for Adolescents 10-item Smartphone Addiction Scale–Short Version for Adolescents

- Activity: Developing personal screen time management plans. Review statistics related to sedentary behaviour, screen time and social media use

- Reference: Managing School-Related Sedentary Behaviour (Sedentary Behaviour Research Network)

○ **Ergonomics and Digital Health**:

- Teach proper posture and ergonomics for using devices.

- Activity: Demonstrations on ergonomic setups and exercises.

○ **Reference**: Canadian Paediatric Society: Screen Time Guidelines* updates pending https://caringforkids.cps.ca/handouts/screen-time-at-home

Community and Global Engagement:

○ **Local and Global Participation**:

- Promote active participation in both local and global online communities.

- Activity: Participate in global digital citizenship projects and discussions.

○ **Collaborative Projects**:

- Encourage collaborative online projects that have a positive community impact.

- Activity: Group projects that address community issues using digital tools.

○ **Reference:** TakingITGlobal: Engage in Global Issues Globalization Resources on TIGed

○ The CIS model for global citizenship and intercultural learning | News from the Council of International Schools (cois.org)

- o [21st Century Skills: 12 Essential Competencies for Global Citizens (theglobalcitizenacademy.com)](#) 2021

Implementation Steps:

Teach students the principles of digital citizenship, fostering a responsible and positive digital environment.

1. **Teacher Training**:

   - o Provide professional development for educators on digital citizenship.
   - o Share best practices and resources for integrating digital citizenship into the curriculum.

2. **Policy Development**:

   - o Collaborate to create comprehensive digital citizenship policies.
   - o Clearly communicate policies to students, parents, and staff.
   - o Advocate for greater monitoring and enforcement of App Age Ratings [Resources & Research: Reviewing the Enforcement of App Age Ratings in Apple®'s App Store® and Google Play® – protectchildren.ca](#)

3. **Classroom Activities and Projects**:

   - o Incorporate digital citizenship themes into regular classroom activities.
   - o Examples: Role-playing, fact-checking exercises, creating digital footprints, and collaborative projects.

4. **Continuous Evaluation and Feedback**:

   - o Regularly review and update the curriculum based on feedback and new developments.
   - o Encourage students to participate in evaluating the effectiveness of digital citizenship initiatives.

Resources

1. MediaSmarts - DigitalSmarts Program: https://mediasmarts.ca/digital-media-literacy/general-information/digitalsmarts
2. MediaSmarts - Use, Understand & Engage: Digital Media Literacy Framework: https://mediasmarts.ca/digital-media-literacy/general-information/use-understand-engage-digital-media-literacy-framework-canadian-schools
3. Common Sense Education: https://www.commonsense.org/education
4. ISTE (International Society for Technology in Education): https://www.iste.org/standards

5. Government of Canada - Digital Literacy Exchange Program:
   https://www.ic.gc.ca/eic/site/102.nsf/eng/home
6. Ontario Ministry of Education: http://www.edu.gov.on.ca/eng/
7. Digital Curriculum k-12: Continuum M-8 - ÉBAUCHE - Google Sheets
8. https://pedagogienumeriqueenaction.cforp.ca/wp-content/uploads/2016/03/Definir-les-competences-du-21e-siecle-pour-l_Ontario-Document-de-reflexion-phase-1-2016.pdf
9. edugains.ca/resources21CL/About21stCentury/21CL_21stCenturyCompetencies.pdf
10. Conseil scolaire de district catholique de l'Est ontarien - CSDCEO - Centre de ressources - Ãˆre numérique
11. https://mediasmarts.ca/sites/mediasmarts/files/publication-report/full/ycwwiii_trends_recommendations_fullreport.pdf (2015)
12. https://yrdsb.civicweb.net/document/126729/ Mandatory Online Learning BWDSB letter to the Ministry
13. (PDF) Unpacking the Toronto District School Board's Vision for Learning: Research Brief on Global Citizenship and Character (researchgate.net) 2016

Events

To promote healthy screen use and time in schools, you can align your efforts with various global health promotion events focused on screen time, social media, and overall digital well-being. Here are some key events and resources:

1. **Turn Off The Screens (TOTS) Week/Screen-Free Week:** Previously celebrated in the first full week of May, but can be celebrated anytime! Dates have been removed from resources so that celebration can happen anytime. Screen-Free Week (screenfree.org) resource library of activity ideas, organizing kits and resources. Grey Bruce Public Health has TOTS resources and event kits from previous years available.
2. **Safer Internet Day (February 6th) EU**: Celebrated globally in February, Safer Internet Day aims to promote safer and more responsible use of online technology and mobile phones among children and young people. More information can be found at Safer Internet Day. Events and activities taking place throughout the whole month. Resources - Safer Internet Day
3. **Digital Wellness Day**: This event, observed in May, raises awareness about digital well-being and encourages balanced use of technology. Visit Digital Wellness Day for resources and event details. **Digital Wellness Day is May 2, 2025! Workplace and Individual Kits available**
4. **World Mental Health Day**: Held on October 10th, this day focuses on mental health awareness and education. Schools can use this opportunity to discuss the impact of screen time on mental health. More details are available at World Mental Health Day.

5. **Stress Awareness Month**: April is designated as Stress Awareness Month, highlighting the effects of stress and promoting healthier lifestyles. Schools can incorporate sessions on managing stress related to digital device usage. Learn more at Stress Awareness Month.

6. **World Health Day**: Celebrated on April 7th, World Health Day is an opportunity to discuss various health topics, including the impact of screen time on physical and mental health. Visit [World Health Day](#) for further information.

7. **Family Safety Week**: Occurring in April, this event focuses on safety at home and online. It provides a platform to educate students and families about safe screen practices. More information can be found at Family Safety Week.
   These events can be integrated into your school's calendar to promote awareness and encourage healthy screen habits among students. They offer a variety of resources and activities to engage students, educators, and families in discussions about digital well-being and responsible technology use.

Additional links/resources

- [Cybertip.ca online safety resources](#)
- [NeedHelpNow.ca](#)
- [ProtectKidsOnline.ca](#)
- [Zoe and Molly online](#)
- [Protectchildren.ca trending resources](#)

Advocacy

[Screens in Schools Action Kit | Children's Screen Time Action Network (screentimenetwork.org)](#)

[Resources & Research: Reviewing the Enforcement of App Age Ratings in Apple protectchildren.ca](#)