# Digital Citizenship Resources

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The following( condensed) information was a culminating project (Summer 2015) for the Digital Citizenship class, one of the self-paced online opportunities  available at AEA PD Online.  The goal was to identify resources, primarily in Iowa AEA Online, to assist students in becoming savvy digital citizens.  Enjoy and utilize!

## Iowa AEA Online Resources

## AEA Digital Library

Communication in a Wired World: Be Smart, Be Safe - Online Safety  2 min. clip

Cyberbullying can include harassment, hate speech, posting private or altered photos online, and more. Good responses include telling the bully to stop, blocking or ignoring the bully, or reporting the bully. Other online dangers include flaming and impersonation.© 2009, Learning Seed, grades 6-12.

Confronting Sexual Harassment in School - Sexual Harassment Using Technology 1 minute clip

Sexual harassment also happens online, through social media, and by text. This can be especially hurtful because it is so public and far-reaching. © 2013, Human Relations Media (HRM), grades 5-12CC

Digital Smarts: Behaving Ethically Online - Cyberbullying and Harassment 4 minute clip

Because of its anonymous nature, cyberbullying can make people feel attacked all the time. Online sexual harassment is wrong and illegal. © 2013, Human Relations Media (HRM), grades 6-12CC

Generation Cyberbully: Bullying Without Borders - Full Program 27 min full length video  This video defines cyberbullying and its motivations, then helps viewers learn how to protect themselves from being victims or perpetrators. © 2011, Learning Seed, grades 6-12.  Includes the following clip options:

- [What is a Cyberbully](#) –( 2 minutes)Bullying can happen almost anywhere, with or without witnesses. Cyberbullying attacks tend to spread rapidly. They are public, persistent, and occur in environments that appear to have no restrictions;
- [Methods and Types](#)  (3 minutes)Forms of cyberbullying include threats, intimidation, or harassment. This can cause a loss of respect or social standing for the victim, and resentment from the victim;
- [Why People Do It](#) (3 minutes)The anonymity of online communication makes bullies feel free to say whatever they want. Cyberbullying can grow out of a real-life conflict. Because they cannot see the impact of their actions, bullies don't take it seriously;
- [What if You Are a Bystander?](#) (1 minute) The bystander is key to cyberbullying, as the bully is often seeking attention. If you witness bulling, don't engage with the bully. Instead, work with the victim to ignore, block, and report bullying;
- [Preventing It](#) (6 minutes)To prevent cyberbullying, use privacy settings wisely. Limit friends lists, keep a secure password, change your password regularly, and don't post sensitive information online.

[Wild Wild Web: A Student's Guide to Preventing Cyber Bullying - Full Program](#) 25 minutes  Using music, light-hearted visual effects, and real-life examples, this video explains what cyber bullying is and how to stop it. © 2010, Human Relations Media (HRM), grades 6-12.  Includes the following clip options:

- [Bullying in a nutshell](#) (1 minute)The host defines bullying as repeated aggressive behavior to intentionally hurt another, and he introduces cyber bullying;
- [Being attacked with the lights out](#) (1 minutes) The host compares cyber bullying to being attacked with the lights out.
- [Code of the Web #3](#)  (1 minute)Code of the web #3: Tell someone. Secrecy is what gives bullying power. Tell someone like a parent, teacher, or counselor.
- [Document it](#) (1 minute) The host explains that documenting the abuse will help authority figures stop the bullying.
- [Wrap up](#) (3 minutes)  Bullies don't define you. You can stop it.
- [Snuggle not smuggle](#) (2 minutes) The internet itself doesn't hurt people; people using the internet hurt people.
- [Wild Wild Web](#) (2 minutes)Cyber bulling is the use of technology to bully. Because it can be anonymous, it can be more stressful and hard to avoid.

- [Yep, that's cyber bullying](#) (2 minutes)Students give examples of cyber bullying. Technology amplifies typical behavior and makes it worse by making it permanent or widespread.
- [Establishing the Code](#) (1 minutes)The internet needs a code of conduct to prevent cyber bullying.
- [Code of the Web #1](#) (1 minute) Code of the web #1: If you wouldn't say it to their face, don't say it in cyberspace.
- [The Story of Paul Branch](#) ( 1 minute)  Paul Branch was a 7th grader who posted self-made music videos online. A group of older students started a website to ridicule him.
- [The "innocent" bystander](#) (2 minutes)Bystanders empower bullying by giving bullies the attention they want. They can break the cycle.
- [Code of the Web #2](#) (2 minutes) Code of the web #2: Break the chain, stop the pain. The host gives three ways to stop bullying

**Copyright -**  Twenty-eight issues of the **AIME newsletter** are accessible under the subject heading of Copyright.  Each issue contains real-life scenarios and information from one of the nation's top copyright lawyer.

## AP Images

Use key words like:  **cyberbullying, internet safety, online safety, digital literacy, creative commons, and digital security**    to access photographs on these topics and then use results to obtain people's names and events for further research in magazine articles.

Tip:  Use advance search for phrases and select all words.  While reducing the number of false hits, this is not eliminate them.

## BookFLIX

- Do Unto Otters/ We are Citizens
- Leo the Late Bloomer/ We are Alike, We are Different
- The Red Hen / This is the Way We Help At Home

## Britannica Digital Learning – For background (encyclopedic) information, this source is limited at all three levels (elementary, middle, high school).  Not currently recommended using as a source for this topic.

==Culture Grams==  One aspect of this database that could be used with students is the Graphs and Tables capabilities.  One category in this area is Communication which users can use to compare a country's internet Users and Cellular Phone Subscriptions to other country's data.  (Interesting fact:  Iceland has the highest Internet users while Somalia has the lowest.  Hong Kong has the most cellular phone subscriptions while the Marshall Islands has the least.)

==**Gale-Cengage Learning**==     **Kids InfoBits** did not contain much on this topic.  The magazine source listed most often was *Current Health 2* and the News sources most frequently retrieved was *CNN Wire*.  Much of the information listed was old, 2002 or older.  In **Junior Edition**, while searching for copyright, one article that could be used with middle school students included a scenario in  an article title "Funny Photos were Meant to Be Shared….Right?" (Sept. 2014, *Odyssey*)  This scenario could be read aloud, then the class/club could be divided into groups with each group discussing and recording how they feel about the issue, then identifying the problem/s, and finally how or if the issue could have prevented.  In *General One File,* there were many sources on the various areas of digital citizenship.  One recent article caught my eye and I think it has the potential of engaging students, a weekly cyber comic strip that will be promoting cyber safety.  ("The Cynja Brings Out a New Comic Strip Promoting Cyber Safety for Kids." *Entertainment Close-up* 10 June 2015. *General OneFile*. Web. 8 July 2015.URL http://go.galegroup.com/ps/i.do?id=GALE%7CA417286892&v=2.1&u=50574aea&it=r&p=ITOF&sw=w&asid=3bbc2414c547527785f62a29aec00985)  I did some searching and discovered that Cynja was originally a graphic novel featuring a Cybersecurity superhero and directed at students from age 6-12.  These new comic strips (which I was not able to locate) seem like a good "hook" to me.

==**iClipArt for Schools**==     Suggested words include:  **bully** (many were stereotypical, my favorites were the light gray "marshmallow" people with no faces,) **Internet** –I liked the lock and chain around a computer, the words "**safety**" and "**security**" resulted in similar retrievals as did the word "**privacy,**"  **copyright** graphics were mostly versions of the copyright symbol, **citizenship** was disappointing as virtually all retrievals were related to immigration while "**hacking**" had many more retrievals that expected and some were very creative, and "**social networking**" results were average at best.

**Learn 360**   Suggested search terms: cyberbullying, cyber victim, digital safety, Internet Safety, Identity Theft, social networking sites, Internet predators, sexting, and texting.  I thought "Nose Pick Kid"  from the League of Super Citizens series for grades preK-5 was interesting.  Some titles/series include:  7 Ways to Block a Cyberbully, Cyberbullies, High School Safety Program, Elementary School Internet Safety, Think b4 u Post, The Internet and You: Staying Safe, CyberEthics, Combating Conflict with Character, and Netiquette.  (Note:  Some items in Learn360 are quite dated.)

## SIRS Issues Researcher

Cyberbullying includes  Pro/Con and Essential Questions component.  This topic also has timelines, newspaper articles, graphics, and Recommended Websites which include the National Crime Prevention Council, NetSmartzteens, OnGuard Online by the Federal Trade Commission, ThinB4 You Speak by the Gay, Lesbian, and Straight Education network, and Wired Safety sites.

Other suggested subjects include Internet and Youth, Online Social networking, and Identity Theft.

**Soundzabound**   In addition to major pieces of music that could be selected to accompany a student's/teacher's project or presentation, there is much copyright information at this site.  There are free copyright PowerPoint presentations, videos with distribution rights, links to digital citizenship articles, and links to copyright sites/information.  There is a 3 minute video entitled Copyright Awareness for Students" which is good.

## TeachingBooks.net

Suggested subjects to enter:  cyberbullying, bullying, identity theft, Internet.   All subjects listed above resulted in a variety of reading levels.  Some of the books had limited associated resources, but others had a wealth of resources.

## Teen Health & Wellness

Entries include:  Bullying and cyberbullying, Digital etiquette, Digital Rights and Responsibilities, Identity Theft, Intellectual Property, Plagiarism, Privacy and Hacking, Smartphone Safety and Privacy, Social Networking Safety, Viruses and Spam, and Your Digital Footprint.

The "Resources" list in each of the entries is quite extensive and provides contacts for additional websites, helplines, and the like.  If a "dr. jan's corner" (advice column) on the topic is available for the topic, that link is also noted.

## TrueFLIX – Since this resources focuses primarily on history and on science/nature, I would not recommend this resource for this topic.

## Mackin VIA – including CyberSmarts and Teen CyberSmarts

The 2 CyberSmarts series are recommended.  Topics include Avoiding Predators Online, Playing Games Online, Protecting Your Privacy Online, Stopping Cyberbullying and Using Social Networks and are geared for the appropriate level - for teens and also for younger students.

## AEA Lending Library     The AEA has many items in the collection on cyberbullying, online/internet safety, netiquette, copyright, and the like.  Formats include digital video (most of them are Learn 360 videoos and clips) , DVDs, K-12 books, multimedia kits, and professional educator materials  with a few other types as well

## Summary     There are many digital citizenship resources available for teachers and students to utilize.  In my top 10, I would suggest – in no particular order – CyberSmarts and Teen CyberSmarts, The CyberSense DVD series from Films Media Group (CyberEthics, CyberSecurity,and CyberSafety even if it is a bit dated – 2008 copyright), Common Sense Media site, Netsmartz, Everfi, Digizen, iKeepsafe, Google Digital Literacy and Citizenship Curriculum,   OnGuard Online.gov,  and age specific:  Teen Health and Wellness and SIRS for secondary students, and for primary students - using CyBerSmarts and for integrating literature with digital citizenship topics, the BookFLIX suggestions listed above are a good starting point.