Digital Citizenship

PRESENTED BY: RICH AGOSTA

Agenda

▶ What is Digital Citizenship?

▶ What are we doing here at Frost?

▶ Cyberbullying and Digital Drama

▶ Resources

What is Digital Citizenship?

FCPS (n.d.) defines digital citizenship as:

- "The norms of appropriate, responsible behavior (and its positive and negative impact on self and others) with regard to technology use."

- Digital Citizenship covers a wide variety of topics.

The Goal

- **What are we looking to achieve?**
    - Safe and secure learning environment
    - Developing safe, responsible and ethical digital citizens
    - Portrait of a Graduate Skills
        - Communicator, Collaborator, Ethical and Global Citizen

- **How do we achieve this?**
    - Professional Development for Teachers
    - Lessons built into curriculum
    - Parent information
    - Conversation

What is Frost Doing?

What is Frost Doing?

▶ **Common Sense Media Recognized School:**

  ▶ Common Sense Schools ensure their students have the skills they need to harness the power of technology in the classroom and beyond.

  ▶ Schools are committed to creating responsible, effective technology use within our schools.

  ▶ Frost is 1 of 23 certified schools in Fairfax

Common Sense Media

- **Who or what is Common Sense Media?**

    - They are the nation's leading nonprofit organization dedicated to improving the lives of kids and families by providing the trustworthy information, education, and independent voice they need to thrive in the 21st century.

Digital Citizenship at Frost

7th Grade Lessons

▶ My Social Media Life - How does social media affect our relationships?

▶ Big Big Data

▶ The Four Factors of Fair Use

▶ My Media Use: A Personal Challenge

8th Grade Lessons

▶ Social Media And Digital Footprints: Our Responsibilities - How does using social media affect our digital footprints?

▶ Being Aware of What You Share

▶ Responding to Hate Speech

▶ Digital Media and Your Brain

Health Education

Injury Violence Prevention

► Bullying and Cyberbullying (7)

► Digital Citizenship (8)

► Staying safe using social networking

► School Resource Officer Lessons (SRO)

  ► Digital footprint

Emotional and Social Health

► 7th Grade Lessons

  ► Internet Safety

  ► Appropriate use of technology

► 8th Grade Lessons

  ► Preventing Exploitation

Reminding our Students

- Digital Footprint

- What we post/share is far reaching.

- You never know who will see it.

- There people on the other side.

- Just because it deleted doesn't mean that it is gone.

- There may be consequences.
  - School
  - Legal

Cyberbullying and Digital Drama

Cyberbullying

- **According to FCPS (n.d.):**

  - "Cyberbullying is defined as the use of technology, including the Internet, social media, text messages, and emails to intentionally degrade or humiliate a person or group."

Digital Drama

- **According to Common Sense Media (n.d.) digital drama is:**

    - "everyday tiffs and disputes that occur between friends or acquaintances online or via text. Note: Unlike cyberbullying, which involves repeated digital harassment toward someone, drama is broader and more nuanced."

The Scope of Cyberbullying

▶ **There's been quite a bit of research in recent years around cyberbullying, but statistics vary widely.**

  ▶ Most important takeaways:

    ▶ It doesn't happen to every kid.

    ▶ In-person bullying is still more common.

    ▶ However, despite the low prevalence, when it's serious, it's high impact.

    ▶ One embarrassing picture sent to lots of people can have real negative and potentially long-lasting consequences on a kid's life.

Why Do People Cyberbully Each Other?

▶ To gain attention and social standing.

▶ To feel powerful.

▶ Because they're angry at a friend.

▶ Because they meant to tease but it got serious.

▶ Because they were bullied.

So How is Online Bullying Different?

- **Sense of being anonymous and disconnected**
  - it's much easier to be mean from behind a screen.
- **No longer limited to the hallway or a bus stop**
  - Text, subtweet, screenshot, and impersonate on lots of platforms
  - Feels like there's no escape.
- **Reach is much wider and faster:**
  - someone can send an embarrassing screenshot to 50 people in less than a minute and not see the impact on the victim.
- **Communication online takes many forms**
  - People like to one-up each other with memes, jokes, and comments.
  - It can be easy to get mired in the banter and lose sight of the person being bullied.

Time to Watch

▶ **Typical Tween/Teen Development:**

  ▶ Popularity and pecking order.

  ▶ Growing independence and distancing from family.

  ▶ Concern about appearance especially in the eyes of peers.

  ▶ Strong and swinging emotions.

  ▶ Exploration of sexuality.

  ▶ Trying on different identities.

  ▶ Lack of consideration for consequences.

Time to Ask

► Changes in behavior, achievement, contact with friends:

- ► Anxious and on edge after being online.

- ► More alerts and notifications on your kid's device.

- ► More irritable and prone to emotional outbursts.

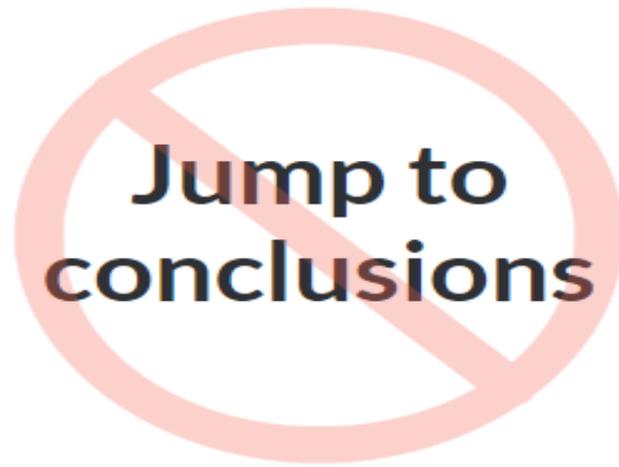- ► Secretive in general and about time online, hiding the screen, glued to phone.

Time to Get Help

- Self-harm.
- Suicidal thoughts/ideation.
- Total withdrawal.
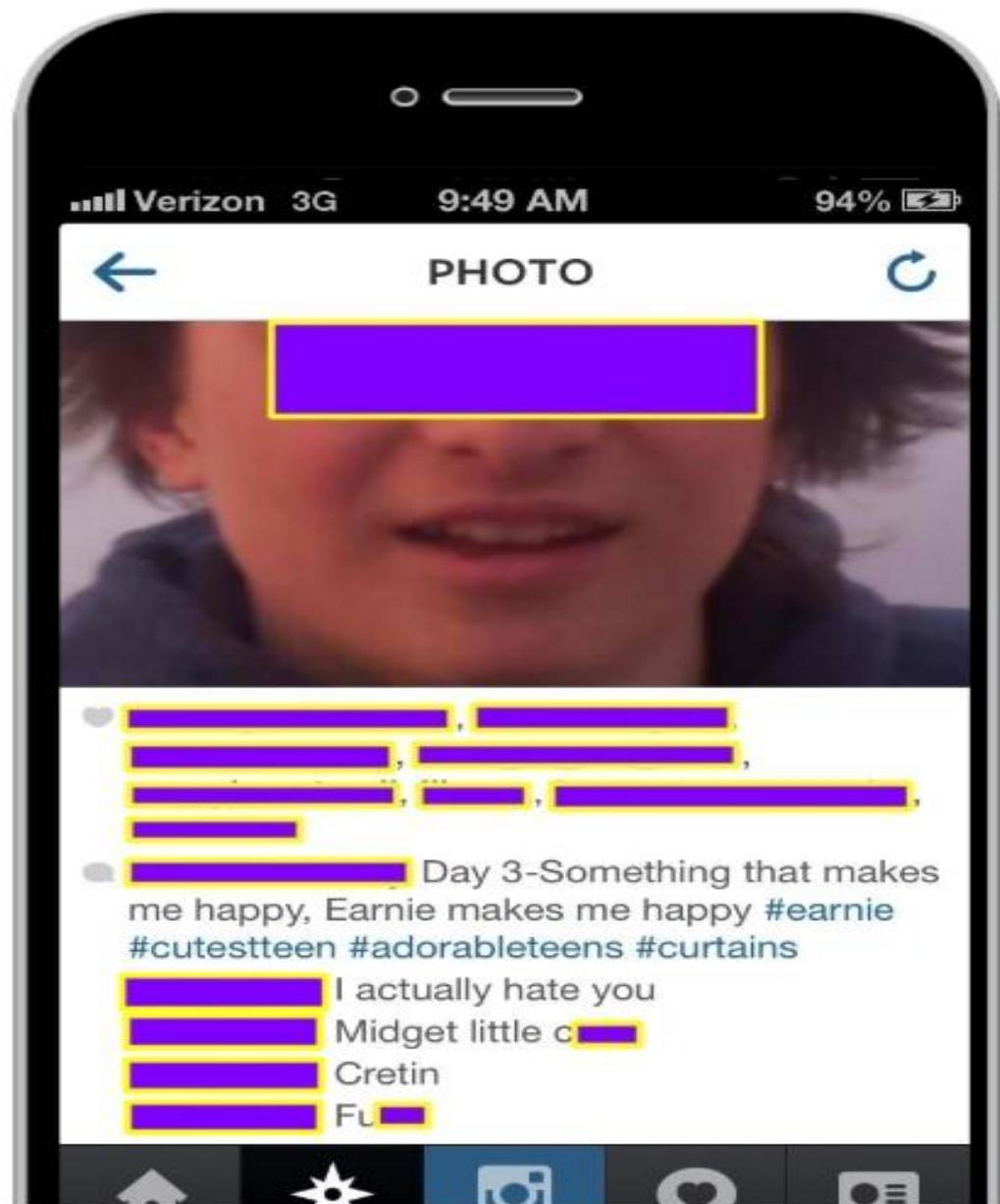
Stop the Cycle of Cyberbullying

- ▶ Start early.
- ▶ Talk through scenarios and strategies.
- ▶ Stay involved.
- ▶ Set limits.
- ▶ Be a role model.
- ▶ Can use curriculum.

Discuss, Don't Dismiss

Judge

Jump to conclusions

Jump into action

Handle It

www.commonsense.org

⊘ common sense®

Evidence and Involvement

- Block and report.

- Take screenshots.

- Save threads.

- Contact appropriate parties to find resolution.

Resources

- Digital Citizenship: FCPS

- https://frostms.fcps.edu/resources/technology

- http://www.doe.virginia.gov/support/safety_crisis_management/internet_safety/index.shtml

- https://www.commonsense.org/

<u>References</u>

▶ Common Sense Media. (n.d.). Cyberbullying and digital drama presentation for parent. Retrieved from https://www.commonsense.org/education/presentations-for-parents-families

▶ Fairfax County Public Schools. (n.d.). Digital citizenship. Retrieved from https://www.fcps.edu/node/32088