The goal of this investigation was to document, evaluate and make proposals about the continuity of presentation and subsequent student awareness of digital citizenship that currently exists in the Blockhouse Bay / Lynfield learning community.

As a result of professional reading, contacting and visiting schools to gather information and interviewing people in specialist roles within national organisations there was a focus on opportunities and models of effective practice in developing digital citizenship programmes. The International Society for Technology in Education (ISTE) conference in USA included a number of digital citizenship presentations in which speakers and panels shared an international perspective on the significance of student awareness and understanding of the digital world and their responsibilities towards it.

1. Netsafe in New Zealand offers a large number of valuable resources through their web page as well as from their staff. Netsafe promotes an informed approach to Knowing what the issues are that affect students and families through surveys and other data collection ensures an efficiency and focus and Netsafe offer analysis for their survey.

   The principle of LGP (Learn, Grow, Protect) is an important strategy promoted by Netsafe that indicates the ways digital citizenship can be approached and presented to children as they progress through their schooling.


   The Netsafe “grid” describes the important learning progressions as children develop their understanding and experience of the digital world.

   http://www.thegrid.org.nz/

2. Contributing Schools varied widely in the way they implemented digital citizenship presentation – some were explicit, using a programme of teaching and learning based on Netsafe material or resources from Common Sense Media based in USA. Others relied on a user agreement or general school values to maintain an expectation of behaviour and etiquette across a broad range of contexts that included digital activities.

   Students arriving at Lynfield College in Year 9 have therefore not necessarily had a comprehensive introduction to digital citizenship concepts during their schooling and many would be unfamiliar with the issues that will face them as they move into a more open environment using their device own device connected wirelessly to the internet across the school.
3. **Lynfield College** offers digital citizenship input to Year 9 and 10 across multiple opportunities.

- **Year 9 Introduction to device login and network resources** (new in 2014)
- **Explicit teaching Year 9 and 10** – two periods at start of term 1 (new in 2015)
- Posters – Learning Charter
- Faculty input relevant to such activities as research and presentation
- Assembly presentations and reminders
- Staff introduction
- Parent meeting
- Cyber Safety Committee / Digital Citizenship Committee
- Project Based Learning activities
4. ISTE report:

https://www.movenote.com/v/K_KXCRtLTekSe

ISTE conference sessions relevant to Digital Citizenship:

a. Thanh Truc Nguyen: Developing web and internet safe educated kids:

The 3E model (Effective, Efficient, Ethical)
WISE kids (Web and Internet Safe Educated)
[Participate and Share : Roundtable]
Sunday, June 29, 8:30 am–9:30 am
GWCC B208, Table 5

Ribble, M. (2011) Digital citizenship in schools, 2nd Ed. ISTE.

b. Panel: Digital citizenship, now what?

"tinyurl.com/DigCitPanel
Defn - live act play - tech and interact with people - civic resp. Local global digital think crit behave safely responsibly own policies about how to live digital lifestyle
Curriculum? One person in charge - team teaching collab - all teachers day/week nb teachers and parents (dig. Investigator invest social media applicants) - powerful examples digital tattoo student voice
Topics respect educate protect from kindergarten step = stop think empathise post - relationship with kids nb depersonalise why do people use FB think and talk * Brand for DC triangulate parent school student footprint/tattoo
Cable impact teachinctrl.org
Policy. Students put policy in own words. Student plus conversations (ethics) teachable moments eg comment / feedback - backchannel
Engaging families - common sense media appeal to sense of concern
Positive messages -

Oct19-25 digital citizenship week
Safer internet day 2nd Tue Feb onegoodthing.org
c. Common Sense Media **Digital Citizenship + PBL = Cool Program for Teens**

DigitalBytes. Designed for informal learning environments, DigitalBytes helps teens explore real-world digital citizenship topics.

**Digital Citizenship + PBL = Cool Program for Teens:**

"Digital bytes - informal learning, Project Based Learning
Media deconstruction collaborative reflection
Activism our generation interpretation innovation
Snap shots montage video - thoughts - case study video and questions - media production activity
Student badge"

d. **Digital citizenship: Doing it right** 21st Century Citizenship project

**Digital citizenship: Doing it right:**

"Digital world defn. Preparing students for the complex civic life of this century
Cable [impacts.org](http://impacts.org) [Commonsensemedia.org/educators](http://Commonsensemedia.org/educators)
P21 partnership for 21 century skills - P21 framework
Critical think communicate collaborate creative
College / uni career citizenship

Citizenship - civics interactions within communities rights responsibilities
Dimensions - savvy and effective digital citizens
Informed engaged active Literate in civics. Proficient in core academic Empowered within 21 C skills
Capable of participating safely, productively & responsibly
Global C - digital C - civic literacy informed engaged and active citizen

PBL
(Washington - Floor fight - congressman Ashley from Ohio 1860)

[www.teachinctrl.org](http://www.teachinctrl.org) 7 topics

Common sense media digital literacy and citizenship curriculum
Digital passport

Digital bytes. To be announced

Digital citizenship week
Connected educator month
5. **Next Steps** – outcomes and options ….

- Support the Lynfield College Cyber Safety Committee plans to extend the Digital Citizenship programme of student activities.

<table>
<thead>
<tr>
<th>Cyber Bullying</th>
<th>Digital Footprint</th>
<th>Copyright</th>
<th>Online Research</th>
<th>Digital Safety</th>
<th>Online Security/Privacy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Knowing</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Understanding</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Applying</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Analysing</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Creating</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Evaluating</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Encourage development of posters that link Digital Citizenship to the Lynfield Learning Charter.

- Prepare assembly slots to reinforce the elements of Digital Citizenship throughout the year.

- Participate in the Netsafe Digital Citizenship survey and evaluation.

- Support / organise Digital Citizenship parent evening (student voice and guest speaker).