Office of Teaching and Learning

Teacher Guide to Digital Responsibility
For All Grade Levels

What is Digital Responsibility?
- What is digital responsibility?
  - The norms of behavior regarding technology use.
  - The ability to navigate digital environments in a way that's safe and responsible, and to actively and respectfully engage in these spaces.

Why should I teach it?
- Students are becoming digital navigators often before they ever enter school.
- Once children are in school and even beyond school, technology is ever-present, and they need to know how to handle themselves in a digital space.
- Parents may be uncertain of how to support their students in digital responsibility because many of them were never taught.

When do I teach it?
- Most digital responsibility concepts can be taught along with classroom procedures, expectations, and rules.
  - e.g., Teach media balance when discussing your procedures for transitioning between iPad/laptop/computer lab time and pencil-and-paper activities.
- Make the most of teachable moments as they arise.
  - For example, you ask your students to conduct online research for an essay. Show them the parts of a website and how to assess the reliability of the content.
- The International Society for Technology in Education (ISTE) outlines digital responsibility into five competencies that can be integrated into classroom activities:
  - ISTE Competency: I am Respectful.
    - Talk about appropriate ways to respond to each other within discussion boards on your LMS (Google Classroom, Canvas, Blackboard, etc.) or other web-based discussion tools like SeeSaw and Padlet.
  - ISTE Competency: I am Informed.
    - Talk about using primary source documents vs. secondary sources.
  - Have students use Search Coach in Teams for research.
    - This tool functions as a search engine within Microsoft Teams, rating the reliability of search results based on factors such as site, author, and date.
    - Relate citing evidence in essays (ex, "according to the author") to citing sources used in research and plagiarism.
  - ISTE Competency: Alert
    - Talk about keeping passwords secure when logging into computers and required programs/sites.

- You can share mnemonic devices to help students remember passwords instead of writing them down. Also, remind them not to share their password with anyone.
- Explain and demonstrate how nothing online is truly private by having a student email you a phrase (specifically for this demo), then taking a screenshot of it and emailing it out to the class.
  - ISTE Competency: Engaged
    - Talk about how scientists and historians publish their works online to help everyone learn.
    - Allow students to post how-to videos within a controlled environment (e.g., Flip, Canvas Studio, Google Classroom) to help their classmates learn.
  - ISTE Competency: I am Balanced.
    - Technology-enhanced and unplugged (without technology) choices for completing assignments.
      - Ex. Write an essay by hand or type it.
      - Example: Create a PowerPoint/Google Slides presentation, or a poster using markers.
      - Ex. Do a gallery walk or have students comment in a Padlet.
      - Ex. Allow students to check math with a partner or create how-to videos.

Resources for Additional Information

- Resources for Teachers
  - CommonSense.org
    - Full curriculum overview

- Resources for Students

Pre-made lessons:	**MINECRAFT EDUCATION** Pre-made Minecraft worlds included!	**Be Internet Awesome** Full curriculum with lessons and activities (all free)	**common sense education®** Videos and lessons sorted by grade level and topic.
Free online interactives and digital stories:	Google INTERLAND Be Internet Awesome.	**common sense digital passport™**	**iKeepSafe** Faux Paw the Techno Cat books and animated videos.