

I am a Digital Citizen!



Name of Project: Digital Limelight.

Grade Level: IV

Teacher(s): Ms. Amna, Ms. Meher, Mr. Shujait

School: TNS Beaconhouse DHA, Lahore.

Driving Question:

How can we educate ourselves and our community about being responsible digital citizens?

Project Summary:

Students will take on real challenges and digital dilemmas that they face in today's digital world, giving them the skills they need to succeed as digital learners, leaders, and citizens tomorrow. As the lines between digital life and real life merge, this project will prepare young people to harness the power of technology for responsible participation and active engagement.

Students will explore the following avenues:

How do digital citizens take responsibility for themselves, their communities, and their world?

How does our online activity affect the digital footprints of ourselves and others?

How can I be positive and have fun while playing online games, and help others do the same?

What rights and responsibilities do you have as a creator?

Key Knowledge and Understanding (Curriculum Standards):

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IT:

- Define "copyright" and explain how it applies to creative work.
- Apply copyright principles to real-life scenarios

Social Studies: (Unit 12: Rights and responsibilities)

- Examine both in-person and online responsibilities.
- Describe the Rings of Responsibility as a way to think about how our behavior affects ourselves and others.
- Identify examples of online responsibilities to others.
- Define "social interaction" and give an example.
- Describe their rights and responsibilities as creators.
- Understand what responsibilities they have for the digital footprints of themselves and others.

Art:

- Create an online video game cover that includes guidelines for positive social interaction.

English:

- Opinion essay about information and material we should post online.
- Persuasive essay on how we can stay safe online and what responsibilities they have for the digital footprint of themselves and others.

Additional:

- Identify ways they are -- and are not -- in control of their digital footprint.
- Describe the positives and negatives of social interaction in online games.
- Define the term "digital footprint" and identify the online activities that contribute to it.
- Identify ways they are -- and are not -- in control of their digital footprint.
- Understand what responsibilities they have for the digital footprints of themselves and others.
- Describe the positives and negatives of social interaction in online games.

Entry Event:

Subject matter expert talked to students about rights and responsibilities of being a digital citizen.

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Major Products:

Individual:

- Persuasive essay on do's & don'ts of the digital world
- Video Game Covers highlighting rules for positive interactions while playing online
- Student will create their own Digital Superhero
- Instagram videos covering the following topics:
 - Healthy media balance
 - Cyberbullying
 - Sharing private and personal information
- Opinion essay about information and material we should post online
- Create a Video
- Keep a Technology Journal

Team:

- Role-play
- Posters
- Launch a Social Media Campaign

Project Culmination:

- Presentation of the learning journey to parents in the form of a slideshow
- Student work display

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