K-12 Professional Development Training Proposal

Ruth-Anne Sokol, Stephanie Talalai,
Jennifer Vanyi and Daun Ward

August 5, 2017

EDTC 812

New Jersey City University

DIGITAL CITIZENSHIP TRAINING PROPOSAL

**Training Title:**   Digital Citizenship in K-12

**Training Description:**  Twenty-first century educators need to demonstrate, promote and educate students about digital citizenship.  Building an understanding of online presence is essential when using technology to interact and communicate in school and at home. These skills need to be embedded in best practices in all K-12 classrooms across all content areas. This training will provide district technology coaches a variety of resources to help district staff ensure that students understand the basic principles of digital citizenship and engage safely and appropriately when using technology. Coaches will also be provided time and support to create a model lesson to share with teachers, parents and students.

**Core of Knowledge Content Area(s) & Hours:** 6 PD Hours-Technology Digital Citizenship

| **Training Objectives:** These objectives are aligned to ISTE Coaching Standards |
|---|
| 1. Define and explain digital citizenship and its 9 themes |
| 2. Identify laws and guidelines for digital citizenship |
| 3. Identify ISTE standards for technology coaches |
| 4. Demonstrate an understanding of key aspects of digital citizenship |
| 5. Explore developmentally appropriate practices for teaching digital citizenship |
| 6. Model an effective, age-appropriate coaching session involving a group of students |

| Objective(s) | Time | Content Outline | Presentation Method | Handouts & Materials |
|---|---|---|---|---|
| **OBJ 1** | 9:00-9:45 | **Intros /Icebreakers/Overview**<br>1. Welcome/Introductions<br>2. What are you already doing in this area?<br>3. Digital Citizenship Survival Kit Presentation<br>4. Overview of 9 Elements | Discussion<br><br>Interactive/Hands-on Presentation- Digital Citizenship Survival Kit<br>https://goo.gl/1kXC77<br><br>Video-Overview of 9 Digital Citizenship Elements<br>https://youtu.be/h0qKYItuees | Materials- Digital Citizenship Survival Kit (for group use)<br><br>Handout-Overview of 9 Digital Citizenship Elements Infographic<br>http://elearninginfographics.com/how-to-teach-the-9-themes-of-digital-citizenship-infographic/ |
| **OBJ 4, 5 & 6** | 9:45-10:35 | **Module 1**<br><br>A. Respect Yourself/Respect Others<br>**Digital Etiquette:** Electronic standards of conduct or procedure. | A. How to model digital etiquette for your students:<br><br>• Discuss the importance of tone in electronic communication.<br>• Show Mindful Messaging video.<br>• Discuss the importance of THINK infographic. | A. <br>http://www.spencerburton.ca/2015/10/<br><br>Mindful Messaging Video<br>https://youtu.be/vZdcRFiNxws |

| | | | | |
|---|---|---|---|---|
| | | B. Educate Yourself/Connect with Others<br><br>**Digital Literacy:** The process of teaching and learning about technology and the use of technology. Includes: Finding and evaluating information, connecting and collaborating with others, and producing and sharing content. | B. How to model safe searches for your students:<br><br>• Discuss the function of keywords and keyword searches.<br>• Have group break into pairs.<br>• Each pair will pick a topic to research using one of the kids search sites.<br>• Groups share results/ease of use. | B. List of safe browsers and search sites:<br>https://www.commonsensemedia.org/lists/kid-safe-browsers-and-search-sites# |
| | | C. Protect Yourself/Protect Others<br>**Digital Rights and Responsibility:** Those freedoms extended to everyone in a digital world. Includes: following acceptable use policies (AUP), using technology responsibly, and reporting cyber bullies. | C. How to instill digital rights and responsibility in students.<br>• Discuss elements of an Acceptable use policy.<br>• Break into small groups and create an Acceptable Use Infographic.<br>• Watch AUP Video<br>• Share Game Resource | C. Acceptable Use Policy: Created with Powtoon<br>https://www.youtube.com/watch?v=IbHxDIdS4q8<br><br>Webonauts: Internet Academy<br>http://pbskids.org/webonauts/ |
| | 10:35-10:50 | Break | | |
| **OBJ 4 & 5** | 10:50-11:40 | **Module 2**<br><br>A. Respect Yourself/Respect Others<br>**Digital Access:** Participation in electronic society. | A. What is netiquette? | A. Materials-Tech Coaches will access BrainPOP through Google.<br>https://www.brainpop.com/socialstudies/culture/digitaletiquette/quiz/ |

| | | | | |
|---|---|---|---|---|
| | | | • A Poll Everywhere survey will be set up, answers will be shared on projector.<br>• This will generate a discussion about Digital Access.<br>• Small group discussion about elements of netiquette<br>https://www.brainpop.com/technology/freemovies/digitaletiquette/ | |
| | | B. Educate Yourself/Connect with Others<br>**Digital Communication:** Communication through digital context in the 21st century. | B. Tech Coaches will set up accounts and log on to view resources.<br>• Turn and Talk to discuss how this can be used your school.<br>https://www.digitalpassport.org/dpAdmin/teacher/overview | B. Materials-Educator guide to Digital Passport<br><br>https://www.digitalpassport.org/sites/all/themes/csmteachers/downloads/ed_materials/DigitalPassport_EducatorGuide_090815.pdf<br><br>C. Materials-Digital Safety |
| | | C. Protect Yourself/Protect Others<br>**Digital Safety (Security):** Online safety and security to protect the user. | C. Trainers will demonstrate a lesson on Digital Safety<br><br>• Basic tips for keeping students grade 3-5 engaged in learning about digital safety<br><br>Digital Safety |  |

| | | | |  |
|---|---|---|---|---|
| **OBJ 2, 4, 5, & 6** | 11:40-12:30 | **Module 3:** Introduction to topics: Access website: Digital Citizenship in Middle School | GetOnBoard Inc. trainers will introduce module three utilizing website surveying audience for Middle School-level Tech Coaches | Materials: Digital Citizenship in Middle School: Preparing Students for Learning and Life  https://www.pepperpd.com/c4x/Common_Sense_Education/DC110M/asset/Digital_Citizenship_in_Middle_School_Detailed_Course_Outline.pdf |
| | | A. Respect Yourself / Respect Others **Digital Law:** Teaching students to be responsible for their actions while utilizing technology.  In addition, | A. Think-Pair-Share activity to discuss terms copyright and ethics <ul><li>Tech coaches will view website and GetOnBoard Inc. trainers will navigate</li></ul> | A. Common Sense Education website/Curriculum grades 6-8: Rework, Reuse, Remix:  |

<table>
<tr>
<td></td>
<td></td>
<td>students need to know there can be consequences for inappropriate actions associated with the use of technology.</td>
<td>through lesson plans/videos available.



http://www.teachinctrl.org/lessons/whatsmineisntyours.php



http://www.loc.gov/teachers/copyrightmystery/#/copyright/</td>
<td>https://www.commonsensemedia.org/educators/lesson/rework-reuse-remix-6-8</td>
</tr>
<tr>
<td></td>
<td></td>
<td>B. Educate Yourself/ Connect with Others

**Digital Commerce:** Educating students about the process of buying and selling products through the use of technology, including the risks associated with online shopping.</td>
<td>B. Share information ISTE addressing Digital Commerce

- GetOnBoard Inc. trainers will introduce digital commerce activity:
- Tech coaches will participate in this digital commerce activity</td>
<td>B. ISTE Connects



https://www.iste.org/explore/articleDetail?articleid=584&category=In-the-classroom&article=</td>
</tr>
</table>

https://www.consumer.ftc.gov/sites/default/files/games/off-site/youarehere/index.html

| | | C.  Protect Yourself/ Protect Others **Digital Health and Welfare:** an awareness of the physical and mental well-being of students while utilizing technology.  For example, parental limits on the use screen time. | C. Round table discussion by Tech coaches to discuss topic | C. Website as resource for round table discussion forum  http://www.digitalresponsibility.org/health-and-technology/ |
|---|---|---|---|---|
| | 12:30-1:15 | Lunch | | |
| **OBJ 5 & 6** | 1:15-2:30 | **Assessment Activity** Tech Coaches will break into teams according to the age groups/developmental levels with which they work. Each team will be tasked with creating and simulating a short, Project-Based Learning (PBL) lesson on Digital Citizenship. This lesson will be recorded to share with teachers as a model. | GetOnBoard, Inc. trainers will model how this activity is done at the start of the activity. Participants will be given one hour for completion of the assessment activity. | Handouts: ISTE Rubric for Tech Coaches https://www.iste.org/explore/articleDetail?articleid=408 (These rubrics will be given to help coaches focus on ISTE standards and effective coaching techniques for PBL.) |

| | | | | |
|---|---|---|---|---|
| | | | | |
| **OBJ 3** | 2:30-3:00 | **Sharing/ Workshop Evaluation** 1)Tech Coach teams from the assessment activity will join with another team to share videos. Teams will give feedback and share ideas based on the ISTE rubrics and 9 Themes information. 2) Participants will fill out workshop evaluation form. | GetOnBoard, Inc. trainers will circulate, critique and give suggestions. | Participant Evaluation Form |

REFERENCES

BrainPOP. (n.d.). *Digital etiquette*. [Video File]. Retrieved August 05, 2017, from

       https://www.brainpop.com/technology/freemovies/digitaletiquette/

Burton, S. (2015, October 23). Before you...THINK [Digital image]. Retrieved August 04, 2017,

       from http://www.spencerburton.ca/happy-digitalcitizenshipweek/

Cable Impacts. (n.d.).  InCrtl lessons: Teaching Digital Citizenship, ethics/copyright.  Retrieved

       from http://www.teachinctrl.org/lessons/whatsmineisntyours.php

Capstone 5: Digital Citizenship Engage. (n.d.). Retrieved August 04, 2017, from

       http://www.21things4administrators.net/capstone-5-engage.html

Common Sense Education. (2014, August 24). *Mindful messaging* [Video file]. Retrieved

       August 04, 2017, from https://www.youtube.com/watch?v=vZdcRFiNxws

Common Sense Education. (n.d.).  Reuse, rework, rethink (6-8). What rights do you have as a

       creator?  Retrieved from https://www.commonsensemedia.org/educators/lesson/rework-

       reuse-remix-6-8

Crompton, H. (2015, May 13). Know the ISTE standards for coaches: Support learning with

       technology. *ISTE.* Retrieved from

       https://www.iste.org/explore/articleDetail?articleid=408

Digital citizenship. (n.d.). Retrieved August 4, 2017, from

       https://www.commonsense.org/education/digital-citizenship

Digital citizenship: Ethics, evaluation, internet safety and acceptable use. (n.d.). Retrieved

       August 04, 2017, from http://www.21things4teachers.net/21-things/digital-citizenship/

Digital Passport from common sense. (n.d.). Retrieved August 05, 2017, from

       https://www.digitalpassport.org/educator-registration

Digital responsibility.org (2016). Digital responsibility. Taking control of your digital life:

   health and technology. Retrieved from http://www.digitalresponsibility.org/health-and-

   technology/

e-Learning Infographics. (2016, June 24). How to Teach the 9 Themes of Digital Citizenship

   Infographic [Online Image]. Retrieved from http://elearninginfographics.com/how-to-

   teach-the-9-themes-of-digital-citizenship-infographic/

Federal Trade Commision. (n.d.). Welcome to ftc.gov/You are here where kids learn to be

   smarter consumers. Retrieved from

   https://www.consumer.ftc.gov/sites/default/files/games/off-site/youarehere/index.html

Fajks, K. (2015, September 14). *Acceptable use policy* [Video file]. Retrieved August 4, 2017,

   from https://www.youtube.com/watch?v=IbHxDIdS4q8

Grades 3-5 Basic tips for keeping students at this level engaged. (n.d). Retrieved August, 2017,

   from https://staysafeonline.org/teach-online-safety/grades-3-5/


Hanover Research. (2014). Professional Development for Technology Integration. Retrieved

   from

   https://ts.madison.k12.wi.us/files/techsvc/Professional%20Development%20for%20Tech

   nology%20Integration.pdf

International Society for Technology in Education. (2011). ISTE standards: Coaches. Retrieved

   from https://www.iste.org/docs/pdfs/20-14_ISTE_Standards-C_PDF.pdf

ISTE connects. (2015). Curriculum digital citizenship: Infographic: the student's guide to safe

   online shopping. Retrieved from

   https://www.iste.org/explore/articleDetail?articleid=584&category=In-the-

   classroom&article=

Kid-safe browsers and search sites. (n.d.). Retrieved August 04, 2017, from

https://www.commonsensemedia.org/lists/kid-safe-browsers-and-search-sites#

Library of Congress. (n.d.).  Taking the mystery out of copyright.  Retrieved from:

http://www.loc.gov/teachers/copyrightmystery/#/copyright/

Mazur, A. (2013, September 12). *Digital Citizenship Video* [Video File]. Retrieved from

https://www.youtube.com/watch?v=h0qKYItuees&feature=youtu.be

Nine themes of digital citizenship. (n.d.). Retrieved August 04, 2017, from

http://www.digitalcitizenship.net/Nine_Elements.html

Pepper Professional Learning.com. (n.d.).  Digital citizenship in middle school preparing

students for learning and life.  Retrieved from

https://www.pepperpd.com/c4x/Common_Sense_Education/DC110M/asset/Digital_Citiz

enship_in_Middle_School_Detailed_Course_Outline.pdf

Small, D. (2016). Report to the legislature: Digital citizenship recommendations. *Office of

Superintendent of Public Instruction.* Retrieved from

http://www.k12.wa.us/LegisGov/2016documents/2016-12-DigitalCitizenship-

LegislativeReport.pd

Teach online safety: Grades 3-5. (n.d.). Retrieved August 05, 2017, from

https://staysafeonline.org/teach-online-safety/grades-3-5/

Webonauts: Internet academy. (n.d.). Retrieved August 04, 2017, from

http://pbskids.org/webonauts/