

Check out these resources for more information:



Be  
**S.M.A.R.T.**

## Digital Citizenship

### Brainpop.com

Search for “Digital Citizenship” and watch videos on digital etiquette, copyright, online safety, online bullying, and more!

## Copyright Laws

1. [www.copyright.gov/fls/fl102.html](http://www.copyright.gov/fls/fl102.html)
2. [www.copyrightkids.org/](http://www.copyrightkids.org/)

## Online Safety

1. [www.netsmartzkids.org/](http://www.netsmartzkids.org/)
2. [www.attorneygeneral.gov/kid\\_site/elementary\\_school/index.htm](http://www.attorneygeneral.gov/kid_site/elementary_school/index.htm)



**S** **SAFE** :Do not give out personal information (full name, email address, phone number, home address, photos, or school name) to people you are chatting with online.

**M** **MEET** :Only meet someone you have been in touch with if you have your parent’s or caregiver’s permission and have them present.

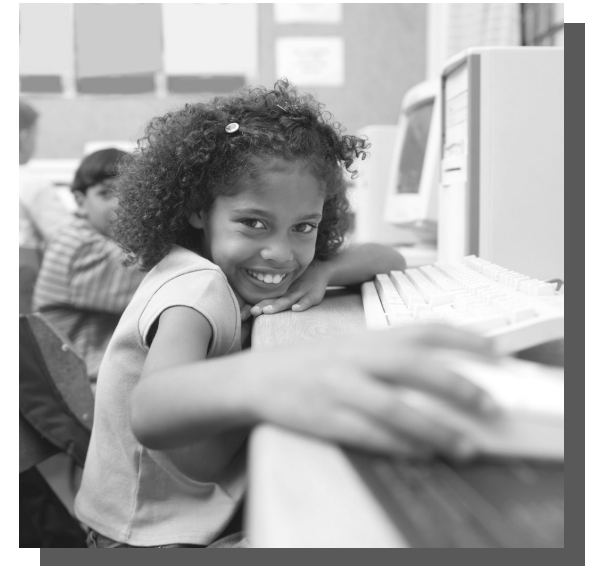
**A** **ACCEPTING**: Be careful in accepting emails, IM’s, or opening files from people you do not know or trust!

**R** **RELIABLE**: Some information on the internet may not be true or someone may be lying about who they are. Make sure you check information before you believe it.

**T** **TELL**: Tell a parent, teacher, or trusted adult if someone or something makes you feel uncomfortable or worried, or tell if you or someone you know is being bullied online.

# Digital Citizenship

Using technology appropriately and responsibly



General Myer Elementary School

Ms. McCracken/5th Grade

There are 9 Elements to being a responsible and safe Digital Citizen in the 21st century:

## School Environment & Student Behavior

**1. Digital Rights and Responsibilities:** The privileges and freedoms extended to all digital technology users, and the behavioral expectations that come with them.

**2. Digital Communication:** Electronic exchange of information (texts, emails, tweets, blogs, IM's, etc.).

**3. Digital Access:** Full electronic participation in society (any digital use on a phone, computer, Neo, etc).

**4. Digital Etiquette:** The standards of conduct expected by other digital technology users (be nice, think twice before sharing).

**5. Digital Security:** The precautions that all technology users must take to guarantee their personal safety and the security of their network (not sharing AR password/username, spyware and antivirus, etc.).

## Student Learning & Academic Performance



**6. Digital Literacy:** The capability to use digital technology and knowing when and how to use it.

**7. Digital Law:** The legal rights and restrictions governing technology use (copyright laws/fair use).



**Fair Use** rules to remember when creating a project at school:

### Written Work

- Can Use Portions of Copyright Materials
- Must be Properly Cited
- If Project is not Accessible to General Public You Need Permission from Publisher/Owner

**Public Domain:** Generic information, ideas, facts, numbers, and works created by the U.S. Government or created before 1923 is not copyrighted.

### Images

- Use Photograph, Image, or Illustration in Entirety
- Cannot Use More than 5 Images from One Artist's or Photographer's Work
- For a Collection, May Use 10% or 15 Images (Lesser of the Two)

### Music

- May Only Use Up to 10% but No More Than 30 Seconds
  - Music Cannot be Altered in any Major Way
- Public Domain:** Music Recorded Before 1923 is Not Copyrighted

## Life Outside School

**8. Digital Health and Wellness:** The elements of physical and psychological well-being related to digital technology use (cyber bullying).

**9. Digital Commerce:** The buying and selling of goods online (eBay, Craigslist, Facebook pages, etc.).

References

[Digital Citizenship Using Technology Appropriately. \(2013\). http://digitalcitizenship.net/](http://digitalcitizenship.net/)

[KidSmart. \(2007\). www.kidsmart.org.uk](http://www.kidsmart.org.uk)

**Remember:** When online at school or at home **PLAY IT SMART** and practice good digital citizenship.

