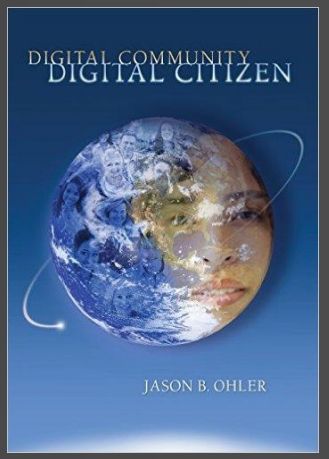
# 1ST ANNUAL DIGITAL LITERACY AND CITIZENSHIP NIGHT "WE'RE ALL IN THIS TOGETHER"




West Milford Township Public Schools

March 21, 2016

# The Road to Digital Citizenship

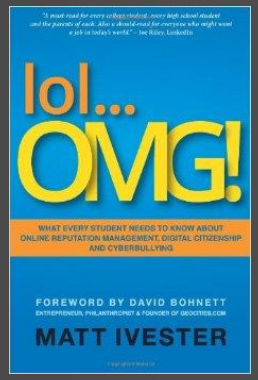
- **DINNER TABLE DESIGN**
- **Why is family dinner so important?**
- **Kids and teens who share family dinners 3 or more times per week:**
- **Are less likely to be overweight**
- **Are more likely to eat healthy foods**
- **Perform better academically**
- **Are less likely to engage in risky behaviors (drugs, alcohol, sexual activity)**
- **Have better relationships with their parents**
- **And "More frequent family dinners are related to fewer emotional and behavioral problems, greater emotional well-being, more trusting and helpful behaviors towards others and higher life satisfaction, "Journal of Adolescent Health" April 2012.**

- **- See more at: http://www.thescramble.com/family-dinner-challenge-statistics/#sthash.tpc9C2NV.dpuf**

# The Road to Digital Citizenship

- What is it?
- Why is it necessary?
- What can we all do about?

# The Road to Digital Citizenship




- **According to Matt Ivester in his book lol…OMG: What Every Student Needs to Know about Online Reputation Management, Digital Citizenship and Cyberbullying, "Many of today's students are finding themselves with a very real permanent record---one that reflects every poor decision of their youth, and is stored online forever."**

- **What is Digital Citizenship?**
  It is the combination of technical and social skills that enable a person to be successful and safe in the information age. Just like literacy and numeracy initiatives which provide people with the skills to ' participate in the work force, digital literacy has become an essential skill to be a confident, connected, and actively involved life long learner.'

# The Road to Digital Citizenship

# The Road to Digital Citizenship

# Why do we need Digital Citizenship?

- **TABLE DISCUSSION #1**
- a.) How much screen time (computer, cell phone, video games, television) do you feel is 'okay' each day?

- "Today's children are spending an average of seven hours a day on entertainment media, including televisions, computers, phones and other electronic devices."
- "Children and teens should engage with entertainment media for no more than one or two hours per day, and that should be high-quality content."
- **https://www.aap.org/en-us/advocacy-and-policy/aap-health-initiatives/pages/media-and-children.aspx#sthash.qBew40T3.dpuf**
- b). About how many minutes before going to sleep do you stop looking at your devices?

- "About 72 percent of children ages six to 17 sleep with at least one electronic device in their bedroom, which leads to getting less sleep on school nights compared with other kids, according to their parents."
- But to make sure technology isn't harming your slumber, give yourself at least 30 minutes of gadget-free transition time before hitting the hay.
- **https://sleep.org/articles/ways-technology-affects-sleep/**
- A medical study completed by Uni Research Health, a research company based in Norway. . . collected data from more than 9,800 teenagers ages 16 to 19. Nearly all teens in the study said they used their devices within an hour of going to bed, and those who used electronics before bedtime were more likely to need more than 1 hour to fall asleep, the researchers found.
- **http://www.livescience.com/49670-teenage-sleep-screen-time.html**

# The Digital Footprint

- Toothpaste Activity
- https://youtu.be/Gd520wZZGDE
- https://youtu.be/I47ltgfkkik

# The Scary Facts

- **94% of recruiters use, or plan to use social media for recruiting.** This number has increased steadily for the last 6 years.
  - (Source 2016 Jobvite Survey)
- A 2013 survey from CareerBuilder found that 51 percent of employers who research job candidates on social media said they've found content that caused them to not hire the candidate.

- Top 3 Reasons for making decisions
  - Job candidate posted provocative or inappropriate photographs or information – 46 percent
  - Job candidate posted information about them drinking or using drugs – 41 percent
  - Job candidates bad-mouthed their previous company or fellow employee – 36 percent

**https://youtu.be/vBASXK3y8so**

# Hope

- However, one third (33 percent) of employers who research candidates on social networking sites say they've found content that made them more likely to hire a candidate.

- Top 3 Reasons for making decisions
  - Got a good feel for the job candidate's personality, could see a good fit within the company culture – 46 percent
  - Job candidate's background information supported their professional qualifications for the job – 45 percent
  - Job candidate's site conveyed a professional image – 43 percent

- **TABLE DISCUSSION #2**
- **Describe something about yourself that you'd be comfortable sharing online. Explain why you'd share it, what network you use to share it and why that network?**
- **Describe something (or an example of something) that you wouldn't share online. Explain why not. What would have to change to make you comfortable sharing it online?**
- **In a chart describe the positives and negatives of the various social networks you and your friends use. How are the audiences for each one different?**
- **If a friend shared something with you that they probably shouldn't, what would you do? What would you not do?**
- **If an adult could see all your online posts and messages what would they like and what would they dislike? Why?**
- **How do you decide who to share something with and who not to share something with?**
- **Are there different rules if someone tells you something online rather than in real life? Why?**
- **If you make a mistake online, who can you go to for help?**
- **Should adults be allowed to see everything you put online? Why or why not?**
- **If you could completely remove something you put online forever, what would it be? Explain why.**

# You're In Charge!

- What is your technology mantra?
  - FAMILY ACTIVITY
  - Discuss this as a family team. What values should your mantra reflect?
  - Keep it simple, short, and concise. This will keep it memorable when someone may need to be reminded of the mission
    - Sample: "*To use technology the way I use any of the tools I own: with respect and care, as well as with interest and excitement*."

https://youtu.be/jlxS2Blb2Cg