

Digital Citizen 3-5

ISTE Standard 2: *Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.*

Components for Design & Scoring

These projects, activities, and learning experiences consist of: students taking an active role in the learning process through setting goals, building online connections, and being digital problem solvers.

*While designing, incorporate as many components as make sense & **prioritize at least 2**. Consider the questions for the corresponding prioritized component as you design.*

a. Digital Citizens demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of their decisions when interacting online.

Do students have the opportunity to demonstrate an awareness of their digital presence?

c. Digital Citizens learn about, demonstrate and encourage respect for intellectual property with both print and digital media when using and sharing the work of others.

Do students have the opportunity to avoid copyright infringement and plagiarism?

b. Digital Citizens practice and encourage others in safe, legal and ethical behavior when using technology and interacting online, with guidance from an educator.

Do students have the opportunity to behave in a smart and appropriate manner online with guidance from an educator?

d. Digital Citizens demonstrate an understanding of what personal data is, how to keep it private and how it might be shared online.

Do students have the opportunity to protect their digital privacy and security?

Scoring Guide

Determine which of the following best describes the student's level of proficiency. The above components for design and scoring may assist in evaluating.

Exceeded: *Students **go beyond what was taught** and demonstrate a high level of knowledge, skill or understanding.*

Mastered: *Students recognize the rights, responsibilities, and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal, and ethical.*

Partially Understood: *Approaching mastery level. Meets some requirements for proficient work, demonstrates some knowledge & understanding*

Needed Support: *Below mastery level. Meets few requirements for proficient work. Demonstrates little knowledge & understanding.*

Potential Exceeded Examples

Students can be marked as Exceeded if they have mastered the standard and demonstrated one or more of these components:

Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.

Students engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices

Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.

Students manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.