Digital Citizen K-2

**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.

<table>
<thead>
<tr>
<th>a. Digital Citizens practice responsible use of technology through teacher-guided online activities and interactions to understand how the digital space impacts their life.</th>
<th>c. With guidance from an educator, Digital Citizens learn about ownership and sharing of information, and how to respect the work of others</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Do students</strong> have the opportunity to use a digital space responsibly with teacher guidance?</td>
<td><strong>Do students</strong> have the opportunity to understand that content on the internet belongs to others and is not always free to use without permission with teacher guidance?</td>
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<table>
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<tr>
<th>b. With guidance from an educator, Digital Citizens understand how to be careful when using devices and how to be safe online, follow safety rules when using the internet and collaborate with others.</th>
<th>d. With guidance from an educator, Digital Citizens demonstrate an understanding that technology is all around them and the importance of keeping their information private.</th>
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</thead>
<tbody>
<tr>
<td><strong>Do students</strong> have the opportunity to behave in a smart and appropriate manner online with teacher guidance?</td>
<td><strong>Do students</strong> have the opportunity to protect their digital privacy and security with teacher guidance?</td>
</tr>
</tbody>
</table>

## Scoring Guide

**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 demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of their decisions when interacting online.
- Students practice and encourage others in safe, legal and ethical behavior when using technology and interacting online, with guidance from an educator.
- Students learn about, demonstrate and encourage respect for intellectual property with both print and digital media when using and sharing the work of others.
- Students demonstrate an understanding of what personal data is, how to keep it private and how it might be shared online.