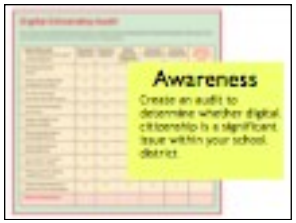
Teach Digital Citizenship and Responsibility with Social Networking and Web 2.0 Tools for Your Classroom and Beyond

ISTE's 5 Considerations for Digital Learners

- Visionary Leadership
- Digital Age Learning Culture
- Systemic Improvement
- Excellence in Professional Practice
- Digital Citizenship

5 Step Plan for Creating a Digital Citizenship Program for Your School



Digital Citizenship

- Digital Access
- Digital Commerce
- Digital Communication
- Digital Literacy
- Digital Etiquette
- Digital Law
- Digital Rights and Responsibilities
- Digital Wellness
- Digital Security

Digital Access

Digital Commerce

Digital Communication

Digital Literacy

Digital Etiquette

Digital Law

Digital Rights and Responsibilities

Digital Wellness

Digital Security

Teaching Students to Use the Web 2.0

Web 2.0 is...

Internet applications and tools that support

Participation
Interactivity
Creativity
Collaboration

Digital Life is Life...

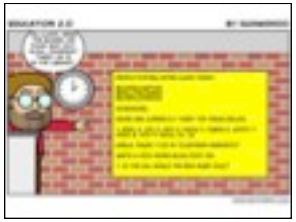
- Privacy
- Digital Footprint
- Self Expressions and Creativity
- Respecting Creative Work
- Connected Culture

5 Essential Facts of Digital Life

- Kids are the creators. [illegible]
- Everything happens in front of a vast, invisible, and often anonymous audience.
- Once something is out there, it doesn't go away. Everything leaves a digital footprint.
- Information cannot be controlled. Anything can be copied, changed, and erased, instantly.
- Distance and anonymity separate actions and consequences. [illegible]

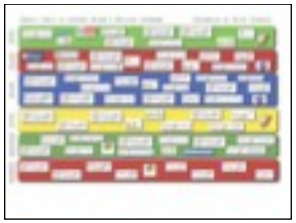
Cyberbullying

- Understanding
- Preventing
- Responding



Culture on the Teen Brain - Harvard Research....

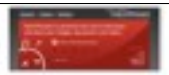
The New Blooms



Web 2.0 Tools for Learning

GCast now costs $...
phonecast and drop.io are FREE

http://yodio.com/



Blogs, Twitter, Wikipedia