Exploring Digital Citizenship

A classroom resource that explores the power of digital citizenship. This resource can also be used as a companion for the WE Rise Above campaign.

> Grades 4 to 6 Canadian Edition

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Dear Educator,

Welcome to the WE Movement. We are so glad you've joined us in our mission to inspire, educate and empower students to find their place in the world. With 16,000 schools and groups thriving in WE Schools, we are delivering impressive results in academic engagement, life skills and civic engagement. Through the WE Schools process of experiential service-learning, students will become engaged in local and global issues through collaboration and independent reflection.

Cyberbullying is an issue that affects young people across Canada. While many people believe that negative behaviour online is "just a joke," the physical, social and emotional effects of cyberbullying can have lasting impacts. It is essential that we empower our young people to fight against cyberbullying by working to create spaces online that are safe for everyone. Whether it's protecting their own digital footprint or reminding others to be careful about what they post online, we must prepare our young people to be at the forefront of digital citizenship.

In this lesson package, your students will learn about the importance of keeping themselves and others safe in the digital world. Through dynamic activities and experiences, they will discover how the principles of citizenship can be applied in online communities. This lesson package will also prepare your students with the knowledge and skills they need to engage meaningfully with the WE Rise Above campaign, which is made possible through the generous support of TELUS. Your students will be empowered to use their action-planning skills to raise awareness for the issue of cyberbullying and the importance of digital citizenship. We hope that through this experience your students will become informed, responsible digital citizens who are committed to protecting both themselves and others online.

This is an exciting time to be an educator. Together, we have the power to reignite the fundamental purpose of education: moving students to want to learn and preparing them with the life skills to better the world and forge their own paths to success.

Thank you for having the heart and the passion to bring the WE Schools Program into your class. We are honoured and encouraged to work with such a dedicated and enthusiastic group.

We are stronger together,

Crang & Mar

Craig and Marc Kielburger Co-Founders, WE



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Essential Question:

What is experiential service-learning, and how can I incorporate it into my classroom instruction with WE Schools curriculum resources?

WE Schools

WE Schools is a unique, four step program that challenges young people to identify the local and global issues that spark their passion and empowers them with the tools to take action. Educators and students work together to learn about the world and to take action to create meaningful change. Delivered in 16,000 schools and groups across North America and the UK, the program provides educators and students with curriculum, educational resources and a full calendar of campaign ideas.

The Four Steps of WE Schools

Investigate and Learn Students explore topics related to a real-world challenge or opportunity.

Action Plan

Students develop a plan to implement their service-learning project, including one **local** and one **global** action.

Take Action

Students implement their action plan.





Report and Celebrate Students present the results of their service-learning initiatives.

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What Is Experiential Service-Learning?

Experiential service-learning is based on a structured academic foundation that goes beyond volunteering and community service. It's a practice that engages teachers and students with their communities in a structured way and allows students to meet their learning objectives while addressing their community's needs.

Setting Students Up for Success: In School, the Workplace and Life

WE Schools Introduction: **WE.org/we-at-school/we-schools/**

Living WE is about improving our lives and our world by reaching out to others. It involves focusing less on "me" and more on "we"—our communities, our country and our world.

Social Emotional Learning: The WE Learning Framework is grounded in social emotional learning principles, helping students develop the skills to manage their emotions, resolve conflicts and make responsible decisions.

Global Mindset: The ability to operate comfortably across borders, cultures and languages is invaluable. WE Schools programming promotes global mindedness and cultural competency amongst student populations during their formative years.

Active Citizenship: Students act on their growing knowledge by connecting with others in their communities, thereby generating interest, further research and engagement in local and national causes.

Reflection is a key component of our experiential service-learning model. Our reflection activities direct students' attention to new interpretations of events and provide a lens through which service can be studied and interpreted.



Our Learning Skills Legend



Exploring Digital Citizenship Overview

According to the Government of Canada, one in 10 Canadian teens with an online presence has experienced cyberbullying. The physical, emotional and psychological effects of cyberbullying are serious and potentially harmful, especially when it can be difficult to identify those involved. In recent years there has been a growing interest in creating safe and inclusive environments for students within the physical school building. The question remains, how does that translate to making the spaces students utilize online safe? Digital citizenship looks at how the characteristics of traditional citizenship, including respect for diversity, responsibility and community-building, can be transferred to online communities.

Rationale

The resource provides teachers with a high-quality educational resource that is based on provincial curriculum expectations. It is designed to help students develop an understanding of the causes and effects of cyberbullying and to learn how to keep themselves and others safe online using the principles of digital citizenship. TELUS is committed to making a meaningful difference in communities across Canada and is passionate about inspiring youth to create positive change. Together we can inspire young people to become informed and responsible digital citizens.

Subject(s): Health and Physical Education, Social Studies

Recommended Grade Level: Grades 4 to 6

WE Learning Framework Skills:



Essential Questions:

- ► How can online spaces be safe for everyone?
- What does it mean to be a respectful and responsible digital citizen

Source: Merriam-Webster www.merriam-webster.com Oxford Dictionary www.oxforddictionaries.com

Word Bank

Bullying—The use of superior strength or influence to intimidate or harm a person.

Citizen—A member of a community who is entitled to have their rights and privileges protected by that community.

 $\label{eq:cyberbullying} Cyberbullying - The use of electronic communication to bully a person.$

Digital Footprint—The information about a person that exists on the Internet because of their online activity.

Safe—Protected from or not exposed to danger or risk; not likely to be harmed or lost.

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Assessing the Learning

You know your students best—their learning styles and preferences, skill levels and knowledge. You are also in the best position to anticipate the habits of mind that will make this classroom resource successful.

We are mindful that students may be at different reading levels, including English Language Learners (ELL), and may have learning differences. In response, the Educator Notes throughout the resource make suggestions for differentiation along with extension and enrichment ideas that can be used.

Teaching strategies include think-pair-share, graphic organizers, scenarios and simulations.

Assessment strategies include entry/exit slips, written reflections, observations and discussions.

This classroom resource includes suggestions for a variety of books, videos and other resources designed to engage student interest and deepen understanding. Before beginning the lesson packages, visit your Teacher-Librarian, local library or school district resource centre to get access to the resources listed in the Appendices.

Materials and Resources

- Chart paper or craft paper
- Writing utensils
- Computer or tablet (educator use)
- Art materials (paint, brushes, markers, etc.)
- Appendix 1: Provincial Curriculum Connections
- Appendix 2: Classroom Observation Form
- Blackline Master 1: How I Spend My Time Online
- Blackline Master 2: Online Safety Scenarios
- Blackline Master 3: Digital Footprint Patrol
- Bully by Patricia Polacco, G.P. Putnam's Sons Books for Young Readers, September 13, 2012
- Explore other resources and current campaign offerings at WE.org



Exploring Physical, Social and Emotional Safety

Suggested Time:

60 minutes

Learning Goals:

Students will:

- Understand what it means to feel physically, socially and emotionally unsafe
- Recognize what is necessary for a person to feel physically, socially or emotionally safe

Investigate and Learn

Educator's Note: Before beginning this resource, review your school or school board policies on bullying, as well as Internet-use and social media policies. During the discussions and activities, students may disclose information about their own experiences with bullying. It's important to understand the supports that are available within your school in these situations. Make sure to speak with an administrator or guidance counsellor before starting this lesson package so they will be able to provide additional support if necessary.

- 1. Prior to the first lesson, ask students to complete Blackline Master 1: How I Spend My Time Online. This diagnostic survey will give you information about students' online presence and the sites and platforms they typically use. This information will allow you to make sure the activities in this resource are as relevant as possible.
- 2. As students enter the classroom provide them with an entry slip and ask them to respond to the following prompt: "Describe a time you felt unsafe."
- **3.** Once students have had sufficient time to respond, use thinkpair-share and ask them to discuss what it means to feel unsafe.
- 4. Recommended Assessment For Learning: While students are discussing, use a clipboard and one of the forms from Appendix 2: Classroom Observation Form and circulate to make observations about students' prior knowledge of physical, social and emotional safety.

- **5.** On chart paper or on the front board, create a table with three columns. Label the columns *Physical, Social, Emotional.*
- **6.** Explain to students that everyone has times in their life when they feel unsafe. When we think about being in an unsafe situation we often only think of being physically unsafe; however, there are many different types of situation where we can feel socially and emotionally unsafe as well. For example: When Sean was eight years old, he was playing hockey and was hit in the head with the puck. He didn't play hockey again after that because he felt physically unsafe. Adrianne doesn't like to play basketball after school because she's always picked last for a team and this makes her feel socially unsafe. Peter finds football games challenging because everyone is always yelling at him when he messes up and this makes him feel emotionally unsafe.

7.

Recommended Assessment As Learning: In pairs, ask students to describe what it means to be physically unsafe. Give each pair a sticky note and ask them to record their response and post it on the chart. Discuss the responses as a class. Give students two more sticky notes. Ask them to discuss what it means to be socially and emotionally unsafe and record their answers on the sticky notes. Have students post their sticky notes on the chart and then discuss students' responses as a class.

Educator's Note: It's important for students to recognize that a person can feel emotionally and socially unsafe, as well as physically unsafe. If students need more support, provide them with more examples of situations they might find themselves in where they could feel socially or emotionally unsafe, such as hesitating to share their idea in class because someone might say something unkind or being the only student excluded from a classmate's party.

- 8. Now that students recognize different situations where they might feel unsafe, ask them: What are some things that could help you feel safe? Remind students to think about things that would help them feel socially and emotionally safe, as well as physically safe. As an alternative, ask students to write these responses on another sticky note and post them on a separate chart and then discuss the responses as a class
- **9. Recommended Assessment Of Learning:** Ask students to write a reflective response or record an oral response describing what safety means to them and what they need to feel physically, socially and emotionally safe at school. Collect students' work and use the responses to assess students' understanding of safety and to recognize what students need to feel safe in the classroom before continuing with the next activities.



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Lesson 2:

My Digital Footprint

Suggested Time:

120 minutes or 2 x 60 minutes

Learning Goals:

Students will:

- Develop an awareness of their digital footprint and the importance of protecting it
- Understand how their online activity can impact their physical, social and emotional safety
- 1. Recommended Assessment For Learning: Provide students with a slip of paper and tell them they will have one minute to summarize what being safe means to them in one sentence. Collect the slips of paper and post them around the 3-column chart from Lesson 1.
- 2. Explain to students that we have many strategies for helping to keep people safe at school, at home and in the community. However, because we now spend so much of our life in our online communities, we need strategies to keep us safe online as well. The first step is to make sure we are keeping ourselves safe online. Another way to say this is that we need to protect our *digital footprint*. A digital footprint is the information about a person that exists on the Internet because of their online activity. Like a fingerprint, a footprint, especially a digital footprint, can reveal important details about a person.
- Show students four images: one of footprints in sand, one of footprints in snow, one of footprints in mud and one of footprints in concrete. Tell students that one picture doesn't belong to the group. In pairs or small groups, ask students to discuss which one doesn't belong and why.
- 4. After students have had a chance to discuss, ask them to share their ideas. Students may say because of the size, the colour, the tread, etc. Explain to students that it's the picture of the footprints in concrete that doesn't belong because, while all the other footprints will eventually wash away or disappear, the footprints in the concrete could be there forever.
- 5. In pairs or small groups again, ask students to discuss how our digital footprint is similar to the footprints in concrete. Ask students to share their ideas and encourage them to think about the things they post online. What personal information do your posts share about you? How long does it stay online? Can many people see it? Is it easy to delete? Tell students that we must protect our digital footprint so that the information we put online isn't used to put us in an unsafe situation.

- 6. Read one or more of the scenarios from Blackline Master 2: Online Safety Scenarios. As a class, discuss what risks the character in the scenario is taking and how this could impact their physical, social or emotional safety online and offline. Consider if they are using their whole name or other personal details, if they are revealing their physical location, if they are checking their privacy settings or if they are making their photos or videos available for everyone to see and share.
- 7. Recommended Assessment As Learning: Ask students to brainstorm the steps the character in the scenario could take to protect their digital footprint and keep themselves safe online. How could they use effective passwords, profile names and avatars to protect their information? What social media settings or tools should they use manage their online presence? What should they consider before they post something? On the front board or on chart paper, make a list of the ways a person can protect their digital footprint and keep themselves safe online.

Educator's Note: For more tips and strategies for protecting your digital footprint visit:

- "Royal Canadian Mounted Police: Protecting Your Information Online," www.rcmp-grc.gc.ca/cycpcpcj/is-si/brochure/pio-prel-eng.htm
- "TELUS Wise footprint," wise.telus.com/footprint
- "Make a Good Impression," www.wise.telus.com/ footprint/videos/make-a-good-impression (1:24)
- 8. Give each pair or small group one of the remaining scenarios from Blackline Master 2: Online Safety Scenarios and a copy of Blackline Master 3: Digital Footprint Patrol. Tell students that their challenge will be to analyze the scenario they receive and use Blackline Master 3: Digital Footprint Patrol to create a plan to help the person in the scenario protect their digital footprint.
- 9. Recommended Assessment As Learning: As students are working, use a clipboard and one of the forms from Appendix 2: Classroom Observation Form and circulate to make observations about students' understanding of what a digital footprint is, how it can affect physical, social and emotional safety, and the strategies they can use to protect themselves online.
- **10.** Have each group share their profile with another group. Encourage students to give each other suggestions about things the group might have overlooked. Create a display of all the plans inside the classroom or in another place in the school.
- 11. **Recommended Assessment Of Learning:** Give each student a slip of paper and ask them to commit, in writing, to one thing they will do when they leave the classroom to secure their digital footprint and keep themselves safer online. Collect students' commitments and add them to the display.



Extension: To provide students with more information about protecting their digital footprint, take the TELUS Wise Footprint Challenge at **www.wise.telus.com/ footprint/footprint-challenge**. Make sure to review your school or district's bullying and Internet-use policies before using any additional resources.

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Bullying vs. Cyberbullying

Suggested Time:

60 minutes

Learning Goals:

Students will:

- Recognize how cyberbullying relates to physical, social and emotional safety
- Understand how cyberbullying can affect a person's feelings of safety online and offline
- 1. Recommended Assessment For Learning: Have students sit in a circle and give them each a slip of paper. Ask students to write anything they already know about bullying on the slip of paper and then crumple it and throw it into the middle of the circle. Next, ask students to select someone else's paper and share what is written on it. Record students' ideas on the front board or on chart paper using the title *Bullying vs. Cyberbullying*. Encourage students to reflect on how experiencing bullying causes a person to feel physically, socially or emotionally unsafe. If your students do not have a strong understanding of what bullying is and what its impacts are, consider pausing here to discuss it further before moving on to the rest of the lesson.

Once all students have shared, ask them to use the other side of the slip of paper to describe what they know about cyberbullying. How does it happen? Where does it take place? How is it similar to or different from bullying? How can experiencing cyberbullying make someone feel physically, socially or emotionally unsafe? Ask students to crumple their paper again, throw it back into the circle and select someone else's paper to share. Record students' ideas on the front board or on chart paper.

Educator's Note: Be mindful that you may have students in your class who have experienced or are experiencing bullying. Using this type of discussion strategy, where a person's identity can be protected, can help students express their ideas and emotions without feeling exposed. Make sure students are focused on sharing ideas and not on trying to discover whose paper they have selected.

- 2. Recommended Assessment As Learning: Read *Bully*, by Patricia Polacco, G.P. Putnam's Sons Books for Young Readers, September 13, 2012, and ask students to think about the following questions as they listen to the story. Students may use a blank piece of paper or a graphic organizer to record their thinking if they choose. Consider displaying the questions on a piece of chart paper or on the front board for students to refer to during the activity.
 - What caused Lyla and the other characters in the story to feel unsafe?
 - How did their experiences with cyberbullying affect their experiences offline?
 - Can someone feel as unsafe in an online environment as they do in a physical environment?

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Educator's Note: As an alternative, one of the following video clips can be used instead of the book:

- "Backstage: Cyberbullying 1," wise.telus.com/en/ videos/backstage-cyberbullying-1 (3:31)
- "Stacey's Story: When Rumors Escalate," www. commonsense.org/education/videos/staceysstory-when-rumors-escalate (2:55)
- "Tricked Into Oversharing" www.telus.com/en/ on/about/company-overview/futurefriendly/ education?INTCMP=VAN_endbullying (1:52)
- **3.** Return to the front board or chart paper from the beginning of the lesson and add items about bullying or cyberbullying that students have learned from the story or the video. Post the chart paper or save students' ideas from the front board to use for reference.

4.

Recommended Assessment Of Learning: Ask each student to write a reflective paragraph or record an oral response describing how they would feel if they were in Lyla's position. How could having an experience like this affect your feeling of physical safety at home or at school? How could an experience like this impact whether you feel socially or emotionally safe? Use the responses to assess whether students have an understanding of cyberbullying and the effect it can have on physical, social and emotional safety.

Educator's Note: It's important to emphasize for students that even though episodes of cyberbullying often take place outside school students' feelings of safety within schools can also be affected. According to the RCMP, students who are victims of cyberbullying may experience physical and mental health issues as well as school absenteeism and academic issues (www.rcmp-grc.gc.ca/cycp-cpcj/bull-inti/index-eng. htm#impact).

For more information about cyberbullying explore the following links:

- "MediaSmarts: Cyberbullying," mediasmarts.
 ca/digital-media-literacy/digital-issues/
 cyberbullying
- "PREVnet: Cyberbullying," www.prevnet.ca/ bullying/cyber-bullying
- "Royal Canadian Mounted Police: Bullying and Cyberbullying, Resources," www.rcmp-grc. gc.ca/cycp-cpcj/bull-inti/bullres-resintileng.html
- "Helping Our Kids Deal With Cyberbullying: A TELUS Wise Parent's Guide" https://wise. telus.com/en/wp-content/uploads/2018/05/ Parents-Guide_Helping-our-Kids-Deal-with-Cyberbullying-18_00648_May2018_ENG.pdf
- "Rise above to #EndBullying," www.telus.com/ riseabove



Extension: To explore the concept of cyberbullying in more detail have students take the **Self-Assessment**: **Cyberbullying** from the Royal Canadian Mounted Police, **www.rcmp-grc.gc.ca/cycp-cpcj/self-assessmentautoevaluation/cb-ci/index-eng.html.** Allow students to assess themselves individually and then discuss the following questions as a group:

- What questions on the assessment surprised you? Why?
- What did the assessment make you think about that you hadn't thought of before?
- Did the assessment help you understand more about cyberbullying?
- How does this assessment make you feel about the time you spend online?
- Will this assessment change your online activity in any way?





Becoming a Digital Citizen

Suggested Time:

120 minutes or 2 x 60 minutes

Learning Goals:

Students will:

- Understand how citizenship knowledge, skills and attitudes can be applied to online communities
- Identify ways that members of an online community can help to keep each other safe
- Explain to students that, as a citizen of the school community, they have the responsibility of keeping themselves and others safe. Everyone has the right to come to school to learn and, as citizens of the school community, we have an obligation to make sure that everyone feels welcome and comfortable at school.
- 2. Recommended Assessment For Learning: Pose the following question to students: Do you agree that it's more difficult to keep someone safe in an online community than in the school community? Why or why not? Discuss students' responses. Encourage them to consider that people can often stay anonymous online, which makes it difficult to hold people accountable for their behaviour. Messages, photos and videos posted online can also be shared so quickly that people can often lose control of their content.
- 3. Explain to students that another reason why it is difficult to keep people safe online is that it is often easier for people to be mean and hurtful when they are protected by a screen and don't have to see the other person's reaction. As a class, participate in the #WordsHurt simulator from www.getcybersafe.gc.ca/wrdshrt/index-en.aspx. The first time through the simulator, answer the prompts using positive responses and discuss what students observe.

- 4. Recommended Assessment As Learning: Use the simulator again and answer the prompts using negative responses. In pairs, ask students to discuss: How is it different to send messages to someone when you can see their reaction? Does this make you feel differently about what you post or send online? What are our responsibilities as digital citizens? Discuss students' responses as a class.
- **5.** Remind students that in Lesson 2 they discussed ways they could keep themselves safe online. What are ways they could keep others safe online as well? Encourage students to consider pausing before posting to consider if their comments might be hurtful to someone else, asking permission before sharing photos online not sharing anyone's personal contact information online, and reminding family and friends to monitor their passwords and privacy settings.
- **6. Recommended Assessment Of Learning:** Ask each student to make a list of five ways they could help keep others physically, socially and emotionally safe online. Ask students to rank the items on the list in order of importance and write a brief justification for the order. Collect the exit slips to assess students' understanding of what it means to be a digital citizen.

Educator's Note: To help students understand more about how to become a digital citizen, watch "Do the Right Thing," www.wise.telus.com/footprint/videos/dothe-right-thing/ (1:55)





Advocating for Digital Citizenship

Suggested Time:

120 minutes 2 x 60 minutes

Learning Goals:

Students will:

• Use action-planning skills to promote digital citizenship within their classroom community

Action Planning

- 1. Return to the lists students made at the end of Lesson 4. Ask them to share their ideas with a partner. Ask each pair to join another pair and have students share their ideas in groups of four.
- 2. Tell students that in order for everyone in their classroom to stay safe online, it's important for everyone to commit to being a responsible digital citizen. To make that happen, create a collaborative set of guidelines that everyone, including teachers and other classroom adults, will sign and commit to following.
- **3.** Using students' ideas from the previous lesson, create a list of 10–15 things students feel they can do to keep themselves and others safe online. Give the list a title such as "Being a Good Digital Citizen."
- **4.** Explain to students that guidelines are often kept in books or binders, which are easy to forget about. Challenge students to develop a way to display their guidelines so that they will become a meaningful part of the classroom and they can refer to them often. Discuss what students feel is the best way to display them. Consider creating a collaborative mural using images as well as words, a mobile or other type of 3D art installation, or a large infographic
- 5. Once students have decided how they will display their guidelines, assign each student or pair of students one of the guidelines on the list and ask them to brainstorm how they will add that item to the display. For example: if students are creating a collaborative mural, they will need to plan what words and images they will use to represent their item on the display.
- 6. Recommended Assessment As Learning: As students are working, ask each student or pair of students to explain how they are choosing to represent their item and why it's important for it to be included. Record observations about students' action-planning skills and understanding of digital citizenship on one of the forms from Appendix 2: Classroom Observation Forms.

Take Action

- **6.** Give students time to create their collaborative display. Once it is finished, make sure everyone in the class as a chance to sign it.
- 7. **Recommended Assessment Of Learning:** Document student work through photos, videos and observations to assess students' ability to create and execute an action plan and their understanding of digital citizenship.
- 8. Invite other staff and students within the school into the class and have students present their display and explain the purpose of having it in the class.



Extension: Consider developing a set of school-wide guidelines for digital citizenship and creating opportunities for students to educate staff and students about the importance of being a responsible digital citizen. Students may also present their ideas to the school administration or parent council to have these student-created digital citizenship guidelines become a part of school policy

Report and Celebrate

- **9.** Share the results of the students' actions with parents and the community through newsletters, email and social media platforms.
- **10.** As a class, discuss how everyone can follow through on their commitment to their digital citizenship guidelines and how they can hold each other accountable within the class. Consider checking in once a week to share feedback and celebrate student success, or creating a hashtag for students to use on social media platforms to highlight when they are following the guidelines outside of school.
- 11. Now that students have a strong understanding of the importance of digital citizenship, they can continue to raise awareness within the school by participating in WE Schools WE Rise Above campaign. Students can become advocates for digital citizenship and online safety by sharing daily facts about cyberbullying throughout the school. To learn more visit www.we.org/we-schools/program/campaigns/we-rise-above.



Extension: If students are interested in doing more to address the issues of cyberbullying and digital citizenship they may wish to explore the **TELUS Wise footprint** program with their friends and family. For more information visit **www.wise.telus.com/footprint**.



Alberta	
Gr	ade 4
Health and Life Skills (2002) Relationship Choices: Understanding and Expressing Feelings Relationship Choices: Interactions	 The Exploring Digital Citizenship lesson package addresses rationale of the Alberta Health and Life Skills curriculum: Develop effective interpersonal skills that demonstrate responsibility, respect and caring in order to establish and maintain healthy interactions. To acknowledge and express personal feelings and emotions. To emphasize healthy interactions and values, such as integrity, honesty and trust that underlie safe and caring relationships. Gain an understanding of social and environmental factors that are beyond their immediate control, which have a significant impact on their health. To learn strategies to deal with unhealthy relationships, as well as traumatic events. To build and expand safe and supportive networks for self and others that link the home, school and community.
Physical Education (2000) Cooperation Do it Daily For Life	The <i>Exploring Digital Citizenship</i> lesson package addresses the aim of the Alberta Physical Education curriculum to enable individuals to develop the knowledge, skills and attitudes necessary to lead an active, healthy lifestyle. The <i>Exploring Digital Citizenship</i> lesson package addresses outcomes of the Alberta Physical Education curriculum, students will: - Interact positively with others - Assume responsibility to lead an active way of life
Social Studies (2005) Alberta: Celebrations and Challenges	The <i>Exploring Digital Citizenship</i> lesson package addresses a goal of the Alberta Social Studies curriculum, to respect the dignity and support the equality of all human beings. The <i>Exploring Digital Citizenship</i> lesson package can also help address the role of the Alberta Social Studies curriculum to demonstrate social compassion, fairness and justice.

Alberta	
Gra	ade 4
Health and Life Skills (2002) Relationship Choices: Understanding and Expressing Feelings Relationship Choices: Interactions	 The Exploring Digital Citizenship lesson package addresses rationale of the Alberta Health and Life Skills curriculum: Develop effective interpersonal skills that demonstrate responsibility, respect and caring in order to establish and maintain healthy interactions. To acknowledge and express personal feelings and emotions. To emphasize healthy interactions and values, such as integrity, honesty and trust that underlie safe and caring relationships. Gain an understanding of social and environmental factors that are beyond their immediate control, which have a significant impact on their health. To learn strategies to deal with unhealthy relationships, as well as traumatic events. To build and expand safe and supportive networks for self and others that link the home, school and community.
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Alberta	
Gr	ade 6
Health and Life Skills (2002) Relationship Choices: Understanding and Expressing Feelings Relationship Choices: Interactions	 The Exploring Digital Citizenship lesson package addresses rationale of the Alberta Health and Life Skills curriculum: Develop effective interpersonal skills that demonstrate responsibility, respect and caring in order to establish and maintain healthy interactions. To acknowledge and express personal feelings and emotions. To emphasize healthy interactions and values, such as integrity, honesty and trust that underlie safe and caring relationships. Gain an understanding of social and environmental factors that are beyond their immediate control, which have a significant impact on their health. To learn strategies to deal with unhealthy relationships, as well as traumatic events. To build and expand safe and supportive networks for self and others that link the home, school and community.
Physical Education (2000) Cooperation Do it Daily For Life	The <i>Exploring Digital Citizenship</i> lesson package addresses the aim of the Alberta Physical Education curriculum to enable individuals to develop the knowledge, skills and attitudes necessary to lead an active, healthy lifestyle. The <i>Exploring Digital Citizenship</i> lesson package addresses outcomes of the Alberta Physical Education curriculum, students will: - Interact positively with others - Assume responsibility to lead an active way of life
Social Studies (2005) Citizens Participating in Decision Making	The <i>Exploring Digital Citizenship</i> lesson package addresses a goal of the Alberta Social Studies curriculum, to respect the dignity and support the equality of all human beings. The <i>Exploring Digital Citizenship</i> lesson package can also help address the role of the Alberta Social Studies curriculum to demonstrate social compassion, fairness and justice.

Atlantic Canada	
Gra	ade 4
Physical and Health Education (1998) Strategies for Positive Personal Development and Healthy Relationships	The <i>Exploring Digital Citizenship</i> lesson package addresses the Nova Scotia Physical and Health Education curriculum. Students will be expected to:
	 Demonstrate an understanding of the factors contributing to healthy relationships. Demonstrate an awareness of the factors that influence
	 - Demonstrate strategies for effective self-management.
	The <i>Exploring Digital Citizenship</i> lesson package addresses essential learnings of the Atlantic Canada Physical and Health Education curriculum, specifically to make appropriate decisions and take responsibly for those decisions.
Social Studies People, Place, and Environment Interdependence	The <i>Exploring Digital Citizenship</i> lesson package addresses the vision of the Atlantic Canada Social Studies curriculum, enabling and encouraging students to examine issues, respond critically and creatively, and make informed decisions as individuals and as citizens of Canada and of an increasingly interdependent world.
	The <i>Exploring Digital Citizenship</i> lesson package addresses essential learnings of the Atlantic Canada Social Studies curriculum, specifically:
	 Make appropriate decisions and take responsibility for those decisions.
	- Demonstrate coping, management and interpersonal skills.
	 Demonstrate understanding of the impact of technology on society.
	- Demonstrate understanding of the ethical issues related to the use of technology in a local and global context.

Atlantic Canada	
Gra	ade 5
Physical and Health Education (1998) Strategies for Positive Personal Development and Healthy Relationships	 The Exploring Digital Citizenship lesson package addresses the Nova Scotia Physical and Health Education curriculum, students will be expected to: Demonstrate an understanding of the factors contributing to healthy relationships. Demonstrate an awareness of the factors the influence responsible decision making. Demonstrate strategies for effective self-management. The Exploring Digital Citizenship lesson package addresses essential learnings of the Atlantic Canada Physical and Health Education curriculum, specifically to make appropriate decisions and take responsible for those decisions.
Social Studies People, Place, and Environment Interdependence	 The Exploring Digital Citizenship lesson package addresses the vision of the Atlantic Canada Social Studies curriculum, enabling and encouraging students to examine issues, respond critically and creatively, and make informed decisions as individuals and as citizens of Canada and of an increasingly interdependent world. The Exploring Digital Citizenship lesson package addresses essential learnings of the Atlantic Canada Social Studies curriculum, specifically: Make appropriate decisions and take responsibility for those decisions. Demonstrate coping, management and interpersonal skills. Demonstrate understanding of the impact of technology on society. Demonstrate understanding of the ethical issues related to the use of technology in a local and global context.

Atlantic Canada	
	Grade 6
Physical and Health Education (1998) Strategies for Positive Personal	The <i>Exploring Digital Citizenship</i> lesson package addresses the Nova Scotia Physical and Health Education curriculum. Students will be expected to:
Development and Healthy Relationships	 Demonstrate an understanding of that factors contributing to healthy relationships.
	- Demonstrate an awareness of the factors the influence responsible decision making.
	- Demonstrate strategies for effective self-management.
	The <i>Exploring Digital Citizenship</i> lesson package addresses essential learnings of the Atlantic Canada Physical and Health Education curriculum, specifically to make appropriate decisions and take responsibly for those decisions.
Social Studies People, Place, and Environment Interdependence	The <i>Exploring Digital Citizenship</i> lesson package addresses the vision of the Atlantic Canada Social Studies curriculum, enabling and encouraging students to examine issues, respond critically and creatively, and make informed decisions as individuals and as citizens of Canada and of an increasingly interdependent world.
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	- Make appropriate decisions and take responsibility for those decisions.
	- Demonstrate coping, management and interpersonal skills.
	 Demonstrate understanding of the impact of technology on society.
	- Demonstrate understanding of the ethical issues related to the use of technology in a local and global context.

British Columbia	
Gra	de 4
Health and Physical Education (2016) Social and community health Mental well-being	 The Exploring Digital Citizenship lesson package addresses several Core Competencies of the B.C. Curriculum, especially: Communication Personal awareness and responsibility\ Social responsibility The Exploring Digital Citizenship lesson package can also help address the B.C. Health and Physical Education curriculum goals: Demonstrate the knowledge, skills and strategies needed to make informed decisions that support personal and community health and safety. Develop an understanding of the many aspects of well-being, including physical, mental and social. Develop knowledge, skills and strategies for building respectful relationships, positive self-identity, self-determination and mental well-being.
Social Studies (2016)	 The Exploring Digital Citizenship lesson package addresses several Core Competencies of the B.C. curriculum, especially: Communication Personal awareness and responsibility Social responsibility The Exploring Digital Citizenship lesson package can also help address the B.C. Social Studies curriculum goal to develop an understanding of the rights and responsibilities of citizenship, including how decisions are made at the individual, group, local, provincial and national levels.

British Columbia	
Gra	ade 5
Health and Physical Education (2016) Social and community health Mental well-being	 The Exploring Digital Citizenship lesson package addresses several Core Competencies of the B.C. Curriculum, especially: Communication Personal awareness and responsibility Social responsibility The Exploring Digital Citizenship lesson package can also help address the B.C. Health and Physical Education curriculum goals: Demonstrate the knowledge, skills and strategies needed to make informed decisions that support personal and community health and safety. Develop an understanding of the many aspects of well-being, including physical, mental and social. Develop knowledge, skills and strategies for building respectful relationships, positive self-identity, self-determination and mental well-being.
Social Studies (2016) Canadian Issues and Governance	 The Exploring Digital Citizenship lesson package addresses several Core Competencies of the B.C. curriculum, especially: Communication Personal awareness and responsibility Social responsibility The Exploring Digital Citizenship lesson package can also help address the B.C. Social Studies curriculum goal to develop an understanding of the rights and responsibilities of citizenship, including how decisions are made at the individual, group, local, provincial and national levels.

British Columbia	
Gra	ade 6
Health and Physical Education (2016)	The <i>Exploring Digital Citizenship</i> lesson package addresses several Core Competencies of the B.C. Curriculum, especially:
Social and community health	- Communication
Mental well-being	- Personal awareness and responsibility
	- Social responsibility
	The <i>Exploring Digital Citizenship</i> lesson package can also help address the B.C. Health and Physical Education curriculum goals:
	 Demonstrate the knowledge, skills and strategies needed to make informed decisions that support personal and community health and safety.
	 Develop an understanding of the many aspects of well-being, including physical, mental and social.
	- Develop knowledge, skills and strategies for building respectful relationships, positive self-identity, self-determination and mental well-being.
Social Studies (2016)	The <i>Exploring Digital Citizenship</i> lesson package addresses several Core Competencies of the B.C. curriculum, especially:
Global Issues and Governance	- Communication
	- Personal awareness and responsibility
	- Social responsibility
	The <i>Exploring Digital Citizenship</i> lesson package can also help address the B.C. Social Studies curriculum goal to develop an understanding of the rights and responsibilities of citizenship, including how decisions are made at the individual, group, local, provincial and national levels.

Manitoba	
Gra	ade 4
Physical Education/Health Education (2002) Personal Development Social Development Mental and Emotional Development Safety of Self and Others	The Exploring Digital Citizenship lesson package addresses general outcomes of the Manitoba Physical Education/Health Education curriculum: Personal/Social Management: - To make health-enhancing decisions - To work cooperatively and fairly with others - To build positive relationships with others - Develop self-understanding Safety: - To demonstrate safe and responsible behaviours
Social Studies (2003)	 The Exploring Digital Citizenship lesson package addresses goals of the Manitoba Social Studies curriculum, especially to enable students to acquire the skills, knowledge and values necessary to understand Canada and the world in which they live, to engage in active democratic citizenship and to contribute to the betterment of society. The Exploring Digital Citizenship lesson package can also help address several other goals of the Manitoba Social Studies curriculum, to enable students to: Develop a sense of belonging to their communities and Canadian society. Analyze Canadian public issues and take rationally and morally defensible positions. Take a stand on matters of fundamental principle or individual conscience. Critically analyze and research social issues, including controversial issues.

Manitoba	
G	rade 4
Physical Education/Health Education (2002) Personal Development Social Development Mental and Emotional Development Safety of Self and Others	The Exploring Digital Citizenship lesson package addresses general outcomes of the Manitoba Physical Education/Health Education curriculum: Personal/Social Management: - To make health-enhancing decisions - To work cooperatively and fairly with others - To build positive relationships with others - Develop self-understanding Safety: - To demonstrate safe and responsible behaviours
Social Studies (2003)	 The Exploring Digital Citizenship lesson package addresses goals of the Manitoba Social Studies curriculum, especially to enable students to acquire the skills, knowledge and values necessary to understand Canada and the world in which they live, to engage in active democratic citizenship and to contribute to the betterment of society. The Exploring Digital Citizenship lesson package can also help address several other goals of the Manitoba Social Studies curriculum, to enable students to: Develop a sense of belonging to their communities and Canadian society. Analyze Canadian public issues and take rationally and morally defensible positions. Take a stand on matters of fundamental principle or individual conscience. Critically analyze and research social issues, including controversial issues.

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Manitoba				
Grade 6				
Physical Education/Health Education (2002) Personal Development Social Development Mental and Emotional Development Safety of Self and Others	The Exploring Digital Citizenship lesson package addresses general outcomes of the Manitoba Physical Education/Health Education curriculum: Personal/Social Management: - To make health-enhancing decisions - To work cooperatively and fairly with others - To build positive relationships with others - Develop self-understanding Safety: - To demonstrate safe and responsible behaviours			
Social Studies (2003) Canada Today	 The Exploring Digital Citizenship lesson package addresses goals of the Manitoba Social Studies curriculum, especially to enable students to acquire the skills, knowledge and values necessary to understand Canada and the world in which they live, to engage in active democratic citizenship and to contribute to the betterment of society. The Exploring Digital Citizenship lesson package can also help address several other goals of the Manitoba Social Studies curriculum, to enable students to: Develop a sense of belonging to their communities and to Canadian society. Analyze Canadian public issues and take rationally and morally defensible positions. Take a stand on matters of fundamental principle or individual conscience. Critically analyze and research social issues, including controversial issues. 			

	Ontario
	Grade 4
Health and Physical Education (2015)	The <i>Exploring Digital Citizenship</i> lesson package can help address the goals for Health and Physical Education, specifically:
Living Skills Healthy Living	- The living skills needed to develop resilience and a secure identity and sense of self, through opportunities to learn adaptive management and coping skills, to practise communication skills, to learn how to build relationships and interact positively with others, and to learn how to use critical and creative thinking processes.
	The lesson package also supports several goals of Health and Physical Education—Healthy Living including:Safe use of technologyBullying and abuse
Social Studies (2013)	The <i>Exploring Digital Citizenship</i> lesson package can help address the goals for Social Studies, specifically: - Developing an understanding of responsible citizenship.
	 Developing the personal attributes that foster curiosity and the skills that enable them to investigate developments, events and issues.
	The lesson package particularly supports the development of citizenship education and can help make connections to current issues and events.

Ontario				
Grade 5				
Health and Physical Education (2015) Living Skills Healthy Living	 The Exploring Digital Citizenship lesson package can help address the goals for Health and Physical Education, specifically: The living skills needed to develop resilience and a secure identity and sense of self, through opportunities to learn adaptive management and coping skills, to practise communication skills, to learn how to build relationships and interact positively with others, and to learn how to use critical and creative thinking processes. The lesson package also supports the goal of Health and Physical Education—injury prevention, emergencies, bullying and violence. 			
Social Studies (2013) The Role of Government and Responsible Citizenship	 The Exploring Digital Citizenship lesson package can help address the goals for Social Studies, specifically: Developing an understanding of responsible citizenship. Developing the personal attributes that foster curiosity and the skills that enable them to investigate developments, events and issues. The lesson package particularly supports the development of citizenship education and can help make connections to current issues and events. 			

	Ontario			
Grade 6				
Health and Physical Education (2015) Living Skills Healthy Living	 The Exploring Digital Citizenship lesson package can help address the goals for Health and Physical Education, specifically: The living skills needed to develop resilience and a secure identity and sense of self, through opportunities to learn adaptive management and coping skills, to practise communication skills, to learn how to build relationships and interact positively with others, and to learn how to use critical and creative thinking processes. The lesson package also supports the goal of Health and Physical Education—development of self-concept. 			
Social Studies (2013) Canada's Interactions with the Global Community	 The Exploring Digital Citizenship lesson package can help address the goals for Social Studies, specifically: Developing an understanding of responsible citizenship. Developing the personal attributes that foster curiosity and the skills that enable them to investigate developments, events and issues. The lesson package particularly supports the development of citizenship education and can help make connections to current issues and events. 			

Saskatchewan				
Grade 4				
Health Education (2010) Understanding, Skills, and Confidences Decision Making	The <i>Exploring Digital Citizenship</i> lesson package addresses the aim of the Saskatchewan Health Education curriculum, which is to develop confident and competent students who understand, appreciate and apply health knowledge skills and strategies throughout life.			
Action Planning	The <i>Exploring Digital Citizenship</i> lesson package addresses goals of the Saskatchewan Health Education curriculum:			
	 To develop the understanding, skills and confidence necessary to take action to improve heath. 			
	- To make informed decisions base on health-related knowledge.			
	- To apply decisions that will improve personal health and/or the health of others.			
Physical Education (2010) Relationships	The <i>Exploring Digital Citizenship</i> lesson package addresses the aim of the Saskatchewan Physical Education curriculum, which is to support students in becoming physically educated individuals who have the understanding and skills to engage in movement activity, and the confidence and disposition to live a healthy, active lifestyle.			
	The <i>Exploring Digital Citizenship</i> lesson package addresses a goal of the Saskatchewan Physical Education curriculum to balance self through safe and respectful personal, social, cultural and environmental interactions in a wide variety of movement activities.			
Social Studies (2010)	The <i>Exploring Digital Citizenship</i> lesson package addresses the aim of the Saskatchewan Social Studies curriculum, for students who have a sense of themselves as active participants and citizens in an inclusive, culturally diverse, interdependent world. The <i>Exploring Digital Citizenship</i> lesson package addresses the goal of the Saskatchewan Social Studies curriculum, to analyze the dynamic relationships of people with the land, environments, events and ideas as they have affected the past, shape the present and influence the future.			

Saskatchewan				
Grade 5				
Health Education (2010) Understanding, Skills, and Confidences Decision Making	The <i>Exploring Digital Citizenship</i> lesson package addresses the aim of the Saskatchewan Health Education curriculum, which is to develop confident and competent students who understand, appreciate and apply health knowledge, skills and strategies throughout life.			
Action Planning	The <i>Exploring Digital Citizenship</i> lesson package addresses goals of the Saskatchewan Health Education curriculum:			
	- To develop the understanding, skills and confidence necessary to take action to improve heath.			
	- To make informed decisions base on health-related knowledge.			
	- To apply decisions that will improve personal health and/or the health of others.			
Physical Education (2010) Relationships	The <i>Exploring Digital Citizenship</i> lesson package addresses the aim of the Saskatchewan Physical Education curriculum, which is to support students in becoming physically educated individuals who have the understanding and skills to engage in movement activity, and the confidences and disposition to live a healthy, active lifestyle.			
	The <i>Exploring Digital Citizenship</i> lesson package addresses a goal of the Saskatchewan Physical Education curriculum to balance self through safe and respectful personal, social, cultural and environmental interactions in a wide variety of movement activities.			
Social Studies (2010) Dynamic Relationships	The <i>Exploring Digital Citizenship</i> lesson package addresses the aim of the Saskatchewan Social Studies curriculum, for students who have a sense of themselves as active participants and citizens in an inclusive, culturally diverse, interdependent world.			
	The <i>Exploring Digital Citizenship</i> lesson package addresses the goal of the Saskatchewan Social Studies curriculum, to analyze the dynamic relationships of people with the land, environments, events and ideas as they have affected the past, shape the present and influence the future.			

Saskatchewan				
Grade 6				
Health Education (2010) Understanding, Skills, and Confidences Decision Making	The <i>Exploring Digital Citizenship</i> lesson package addresses the aim of the Saskatchewan Health Education curriculum, which is to develop confident and competent students who understand, appreciate, and apply health knowledge, skills and strategies throughout life.			
Action Planning	The <i>Exploring Digital Citizenship</i> lesson package addresses goals of the Saskatchewan Health Education curriculum:			
	- To develop the understanding, skills and confidence necessary to take action to improve heath.			
	- To make informed decisions base on health-related knowledge.			
	- To apply decisions that will improve personal health and/or the health of others.			
Physical Education (2010) Relationships	The <i>Exploring Digital Citizenship</i> lesson package addresses the aim of the Saskatchewan Physical Education curriculum, which is to support students in becoming physically educated individuals who have the understanding and skills to engage in movement activity, and the confidences and disposition to live a healthy, active lifestyle.			
	The <i>Exploring Digital Citizenship</i> lesson package addresses a goal of the Saskatchewan Physical Education curriculum to balance self through safe and respectful personal, social, cultural and environmental interactions in a wide variety of movement activities.			
Social Studies (2010) Power and Authority	The <i>Exploring Digital Citizenship</i> lesson package addresses the aim of the Saskatchewan Social Studies curriculum, for students who have a sense of themselves as active participants and			
	citizens in an inclusive, culturally diverse, interdependent world. The <i>Exploring Digital Citizenship</i> lesson package addresses the goal of the Saskatchewan Social Studies curriculum, to analyze the dynamic relationships of people with the land, environments, events and ideas as they have affected the past, shape the present and influence the future.			

Appendix 2: Classroom Observation Forms

Classroom Observation Form 1

Lesson/Activity:

Appendix 2: Classroom Observation Forms

Classroom Observation Form 2

Lesson/Activity:

Learning Outcomes		
Student Names		

	Next Steps	
Lesson/Activity:	Questions/Concerns	
Classroom Observation Form 3	Observations	

Appendix 2: Classroom Observation Forms

Blackline Master 1: How I Spend My Time Online

1.	Do you have acc	YES	NO					
2.	How do you access the Internet?							
	Computer	Tablet	Mobile Phone	Other:				
3.	What are the to	p three reaso	ns you use the Interr	net?				
•								
٠								
•								
4 .	What are the to	p three websi	tes or social media p	olatforms you	use?			
•								
•								
5.	Have you ever e	xperienced cy	berbullying?	YES	NO			

Blackline Master 2: Online Safety Scenarios

- 1. Carla loves to take photos of herself and her friends so much that her friends have nicknamed her the paparazzi. She loves to share her photos online, especially on Instagram. She tries to get as many likes and comments as she can, even from people she doesn't know!
- 2. Jody is really into Fortnite Battle Royale. During the week and on weekends he and his friends get together to play. His favourite part is that you can play against people from all over the world, and he often gets into conversations with them as they're playing. He feels like he can talk to them like he can with his friends IRL.
- 3. Olivia and Rashida are best friends and they share everything. If one forgets their lunch, the other one shares and if one forgets their locker combo, the other one always remembers it. They even share phone passwords and often use each other's phones to text or take photos.
- 4. Dmitri is at a concert with his brother. The band is so great that he starts sharing photos on Instagram so his friends will want to come and check it out. He makes sure to geotag his videos so that his friends know where to find him.
- Kayla just downloaded Snapchat because all her friends have it and she doesn't want to miss out. She likes it better than other apps because the photos are deleted right away and it feels safer. Even if you share a bad photo of yourself or someone else it disappears so quickly that you don't have to worry about it.
- 6. Priya and her friends have started using an anonymous messaging app to send messages to each other. They say it's supposed to help them be more honest about their feelings. She just discovered that she can also embed a link to her profile when she's using Snapchat, so people can leave anonymous comments on her snaps too.

Blackline Master 2: Online Safety Scenarios

- 7. Caleb loves movies but he hates paying so much to see them in the theatre and it takes so long for them to become available to buy. He found a great website where he can download movies for free. It has a lot of ads and pop-ups, but it's worth it to be able to see the movie before everyone else.
- 8. Hamza's grandfather lives in Pakistan and he uses his laptop to Skype with him every Sunday. He also promised his mom that he would leave his laptop open on his desk so his grandfather can call during the week as well if he needs to. Sometimes the green light from the camera bothers him while he's sleeping but most of the time he doesn't notice it.

Blackline Master 3: Digital Footprint Patrol

What risks is the person in the scenario taking with their digital footprint?

What impact could these risks have on this person's physical, social and emotional safety?

What suggestions would you give this person about how to protect their digital footprint and stay safe online?