**Digital Citizenship** is the competent and positive engagement with digital technologies (creating, working, sharing, socializing, investigating, playing, communicating and learning); participating actively and responsibly (values, skills, attitudes, knowledge) in communities (local, national, global) at all levels (political, economic, social, cultural and intercultural); being involved in a double process of lifelong learning (in formal, informal and non-formal settings) and continuously defending human dignity.
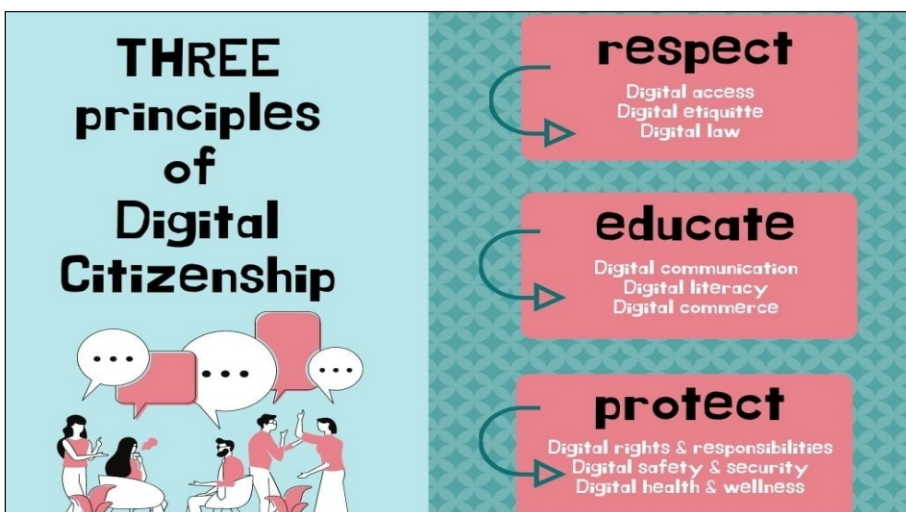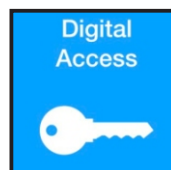


*The more systems we secure, the more secure we are*

# Digital Citizenship

## Nine Components of Digital Citizenship

1. **Digital Access** is about the equitable distribution of technology and online resources. Teachers and administrators need to be aware of their community and who may or may not have access, not only in school but at home as well.

2. **Digital Commerce** is the electronic buying and selling of goods and focuses on the tools and safeguards in place to assist those buying, selling, banking, or using money in any way in the digital space. Career and technical education use the tools of technology to show students the path for their future.

3. **Digital Communication** and Collaboration is the electronic exchange of information. All users need to define how they will share their thoughts so that others understand the message. For students struggling to understand their place in the world, technology can help them find their own voices and express themselves.
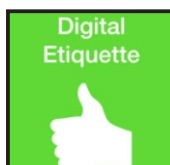
4. **Digital Etiquette** refers to electronic standards of conduct or procedures and has to do with the process of thinking about others when using digital devices. Teachers can include Digital Etiquette as part of the classroom rules or academic goals. Whether in the classroom or online, being aware of others is an important idea for everyone.

5. **Digital literacy** means having the skills you need to live, learn, and work in a society where communication and access to information is increasingly through digital technologies like internet platforms, social media, and mobile devices.
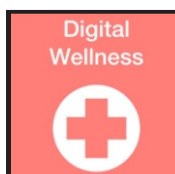
6. **Digital Health and Welfare** refers to the physical and psychological well-being in a digital world. Technology provides many opportunities, but we need to know how to segment those for our healthy and balanced life. Educators, especially in classrooms need to ask the question of how much screen time is appropriate for students.

7. **Digital Law** refers to the electronic responsibility for actions and deeds and has to do with the creation of rules and policy that address issues related to the online world. The online world has to create structure to protect those using these digital devices. Support for issues such as cyberbullying and other issues are available. Administrators need to come up with positive approaches to these issues in their schools and districts.

8. **Digital Rights** and Responsibilities are those requirements and freedoms extended to everyone in a digital world. This area of Digital Citizenship is about helping students to make them understand how to access the Internet and use online products, and need to be diligent in helping others and informing adults about potential problems. Educators must help them to protect themselves and others both online and in the real world.

9. **Digital Security and Privacy** is the electronic precautions to guarantee safety. When using devices in school or at home, we need to be aware of attacks and how to prevent them are important skills for today and in future.
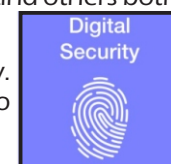
Let us respect Digital access, Digital etiquette, Digital law