



District mission

Students will study the personal, social and environmental impacts of every technology and media application they use in school.

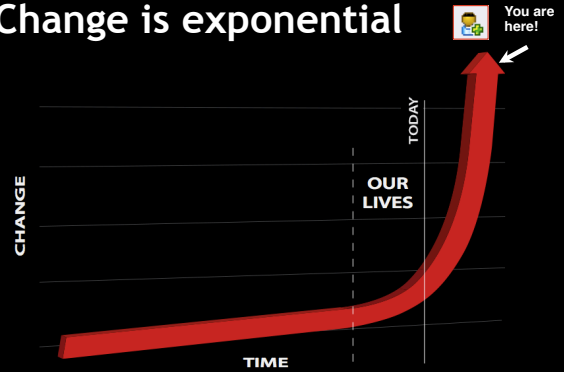
A small graphic in the bottom right corner of the slide, featuring a green-tinted image of a person's face and the text 'Digital Community Digital Citizen' and 'and Media'.

Google™

What do we know?



Change is exponential

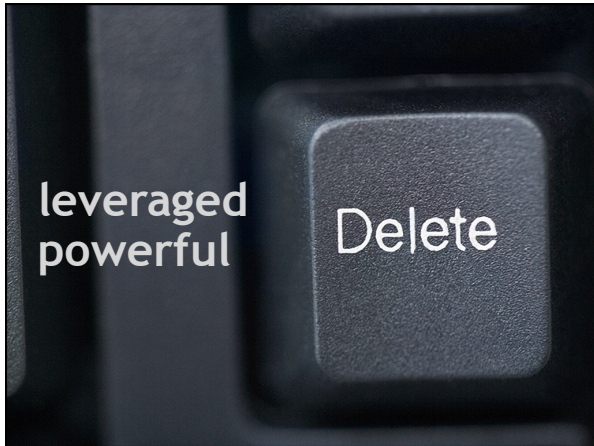


Info overwhelm a lifestyle

Google™

Results 1 - 10 of about 36,300,000 for "global warming" [definition]. (0.15 seconds)

36 million hits in .15 secs







ISTE new words

1. innovation, creativity
2. culture
3. global
4. citizenship
5. community



Wisdom,
balance at a
young age



5 steps

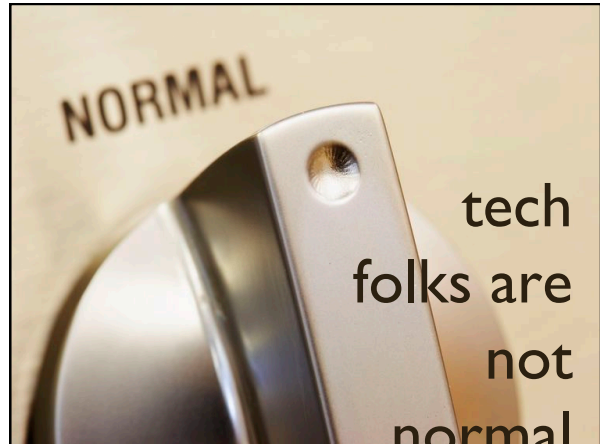
1. articulate our fears
2. study what we use (reverse invisibility trend)
3. identify areas, resources
4. develop digital character ed
5. write a new story

step 1-
articulate
our fears



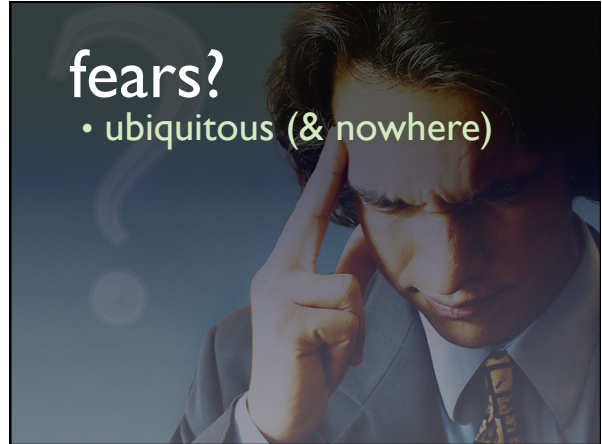
NORMAL

tech
folks are
not
normal



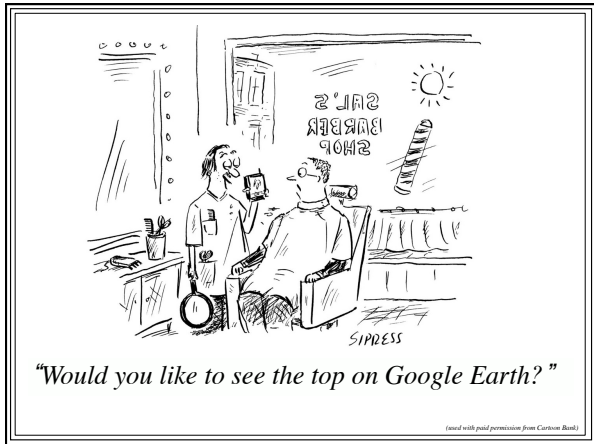


fears?



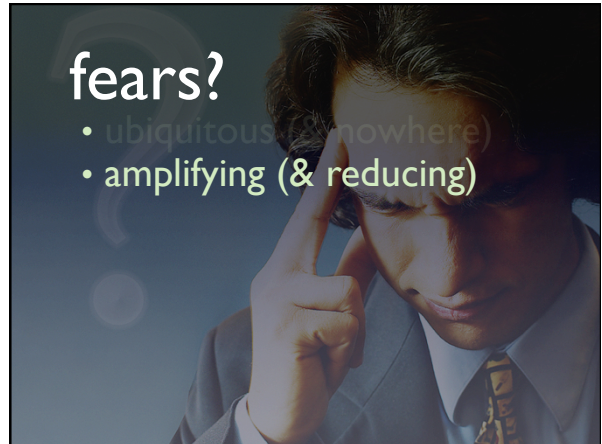
fears?

- ubiquitous (& nowhere)



"Would you like to see the top on Google Earth?"

(used with paid permission from Cartoon Bank)



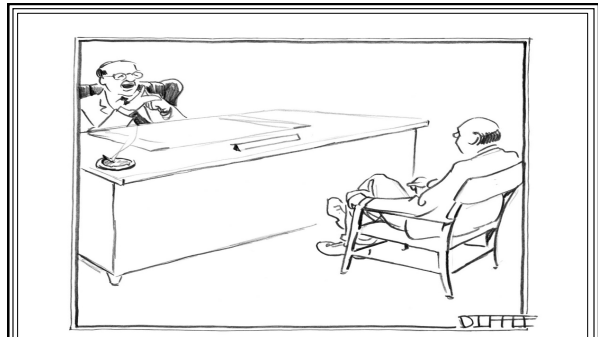
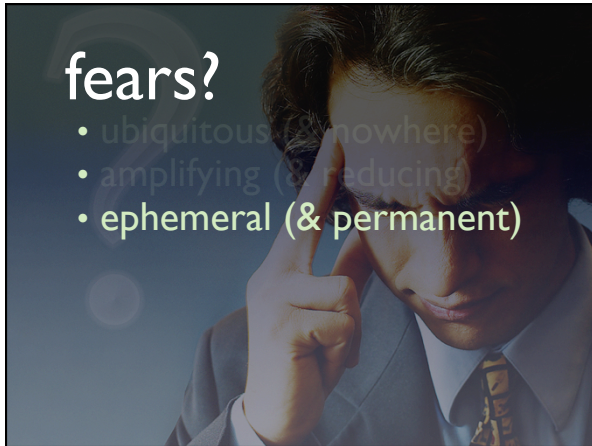
fears?

- ubiquitous (& nowhere)
- amplifying (& reducing)



fears?

- ubiquitous (nowhere)
- amplifying (reducing)
- ephemeral (& permanent)

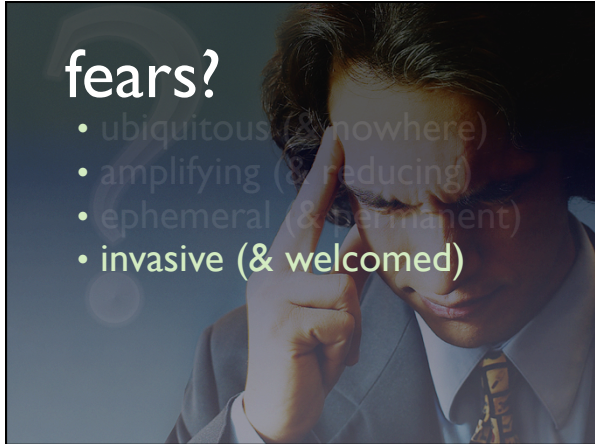


"So, Jim, where do you see yourself in ten minutes?"

(used with paid permission from Cartoon Bank)

fears?

- ubiquitous (& nowhere)
- amplifying (& reducing)
- ephemeral (& permanent)
- invasive (& welcomed)



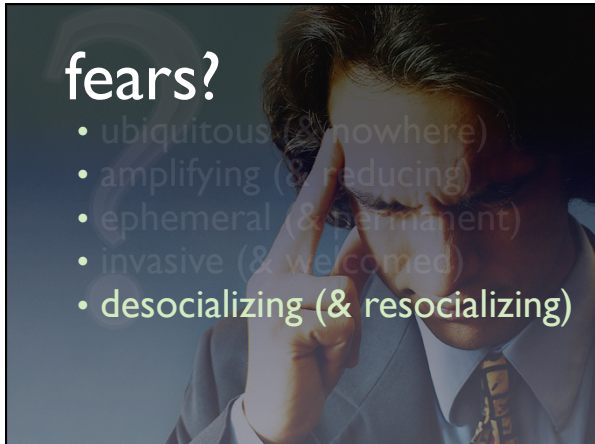
C. Barisotti

"I can't explain it—it's just a funny feeling that I'm being Googled."

(used with paid permission from Cartoon Bank)

fears?

- ubiquitous (& nowhere)
- amplifying (& reducing)
- ephemeral (& permanent)
- invasive (& welcomed)
- desocializing (& resocializing)



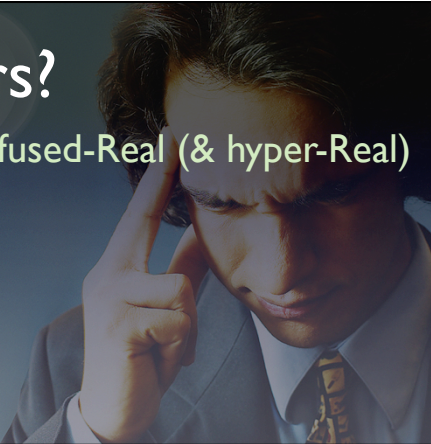
C. Barisotti

"Go ask your search engine."

(used with paid permission from Cartoon Bank)


fears?

- confused-Real (& hyper-Real)



fears?

- confused-Real (& hyper-Real)
- overwhelm (& bargains)

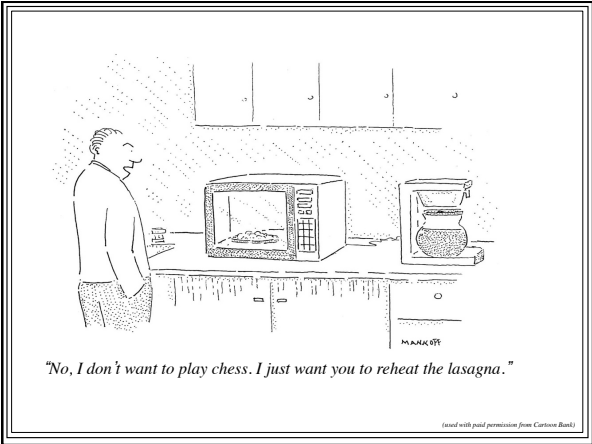


Results 1 - 10 of about 36,300,000 for "global warming" [definition]. (0.15 seconds)

36 million hits in .15 secs

fears?

- confused-Real (& hyper-Real)
- overwhelmed (& noise)
- dehumanization (& humanization)



fears?

- confused-Real (& hyper-Real)
- overwhelmed (& noise)
- dehumanization (& humanization)
- sovereignty



Step 2-
we study what we
use -
we become
d**te**ch**t**ives



Step 2-
reverse the
invisibility trend -
make tech
“figure”

McLuhan



District mission

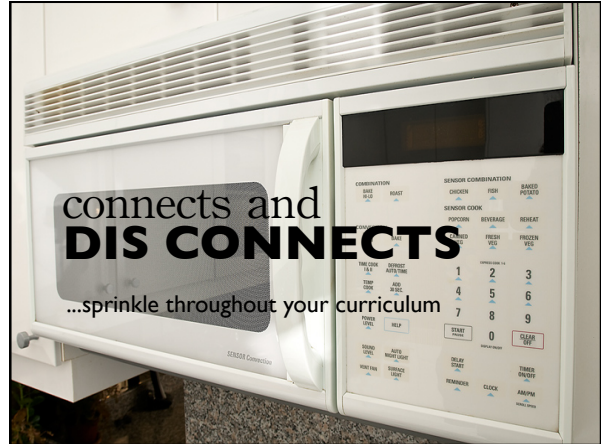
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Students will use to
technology effectively,
creatively and wisely. They
will learn not only how to
use it, but also when and
why, with a sense of safety,
community, fairness and
responsibility.






detechtives
working for
the STA...



7 questions

1. physical characteristics
2. enhancements/reductions
3. social contexts
4. replace/foretell
5. biases
6. benefits
7. impacts



great debate

1. STA agents
2. innovators
3. judges



STA results...

1. accept
2. reject
3. accept, but modify



An example

cyber
unsuitability



digital
doctoring



STA results...

1. 1-10 scale
2. further info
3. rating board
4. qualifications



digital
citizenship ?

digital
citizenship



jasonOhler.com/copyright

Other ideas

1. anthro tech
2. energy self study
3. stories/
documentaries

step 3-
issues,
experts,
resources,
participation



digital citizenship

Navigation

- Welcome to the wiki
- Big Picture
- Brain research and learning
- Character education
- Copyright, fair use
- Cyberbullying, safety
 - Articles, news
 - rooms
- Digital literacy
- Global education, projects
- History of citizenship
- Information literacy
- ISTE and evolution of digital citizenship
- Media literacy
- Moral development
- Other
- Video gaming
- Stamps
- Recent site activity

newest pages

Welcome to the wiki

This wiki was created as a companion resource for the book *Digital Community, Digital Citizenship* by Jason Ohler (Corwin Press, 2010), as well as a general resource for anyone interested in the issues of digital citizenship.

The area of inquiry described as "digital citizenship" is vast, and can be approached from many perspectives. The purpose of this wiki is to provide links to resources attributed to many areas related to digital citizenship, some of which are defined in the navigation column on the left. Please note that these areas are only those that emerged as being of primary importance during the process of writing my book. As such, neither the areas, nor the resources you will find in each area, paint a complete picture of digital citizenship. Therefore, in order to build a comprehensive wiki about digital citizenship, your participation is requested.

Invitation to readers to contribute to this wiki: Please add your links to one of the digital citizenship categories in the navigation column provided at the left. *When in doubt about where to add something, please add it to the "Other" category* and I will sort it out later.

To contribute to this wiki you will need an invitation from me. Although anyone can view this wiki, if you want to add to it I need to invite you to join as a collaborator. Just email me (jasonohler@gmail.com) and I will make it so.

Thank you for your contributions.

Your involvement is greatly appreciated.

jasonOhler.com/dc

step 4-
promote character
education for digital
kids

Augmented reality

Secording

Cyberbullying

Sexting

The future?

character education

I. academics AND character

character education

1. academics AND character
2. publicly defined values infused throughout the curriculum

character education

1. academics AND character
2. publicly defined values infused throughout the curriculum
3. create frameworks, rather than just attack issues

character education

1. academics AND character
2. publicly defined values infused throughout the curriculum
3. create frameworks, rather than just attack issues
4. kids learn character anyway, so make it deliberate

Literacy...

Consuming **and producing** the media forms of the day, whatever they are.

Literacy...

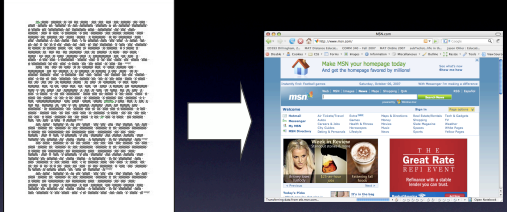
Therefore, students need to be able to write whatever they read.

Literacy...

Therefore, students need to be able to write whatever they read.

two imp. literacy shifts

lit shift 1



The diagram illustrates a shift from a single block of text to a collage. On the left, a white box contains a dense block of text. A white arrow points to the right, where a collage of various images and links is displayed, including a 'Great Rate' advertisement and a 'mian' logo.

Words → **Collage**

jasonohler.com/beyondwords

lit shift 2



A comedian, Jimmy Fallon, is shown on a stage pointing to a large blue sign that lists various digital media and technology terms. The terms are: WIKIS, WEB 2.0, RSS FEEDS, STREAMING MEDIA, GAMING, SOCIAL FOLKSONOMIES, JAVA AND MASHUPS, and PODCASTS.

WIKIS
WEB 2.0
RSS FEEDS
STREAMING MEDIA
GAMING
SOCIAL FOLKSONOMIES
JAVA AND MASHUPS
PODCASTS

digital character

1. consider driving
2. CIPA - your interpretation?
3. shut down or gradual trust thru mentoring?
4. can't succeed if you can't fail
5. role of the IT dept?

historically

1. Plato to Eisenhower
2. The 1960s - moral clarification
3. 1970s to nearly now - mood swings
4. 1990s to now - digital citizenship, ethics



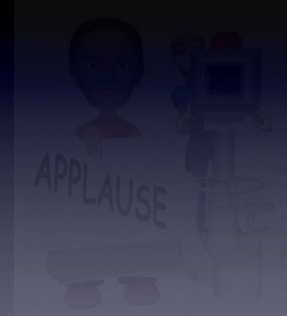
step 5 -
imagine a
new story



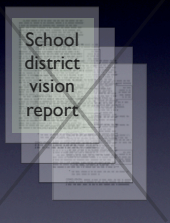
step 5 -
what would
your movie
look like?

**movies,
not
reports**

Visioning advice



Visioning advice



**we can have
what we
want...**

question is:
what do we
want?

imagine the
ideal mission
statement

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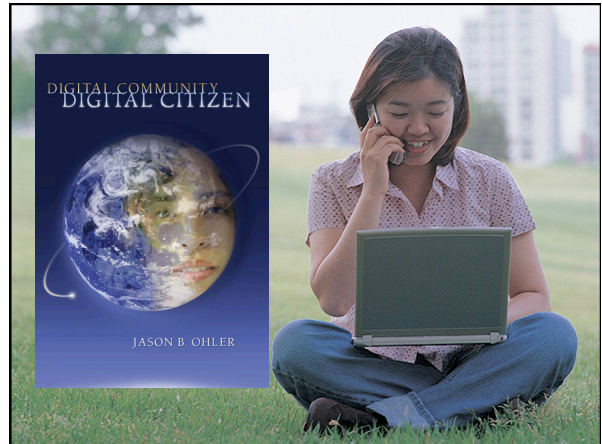
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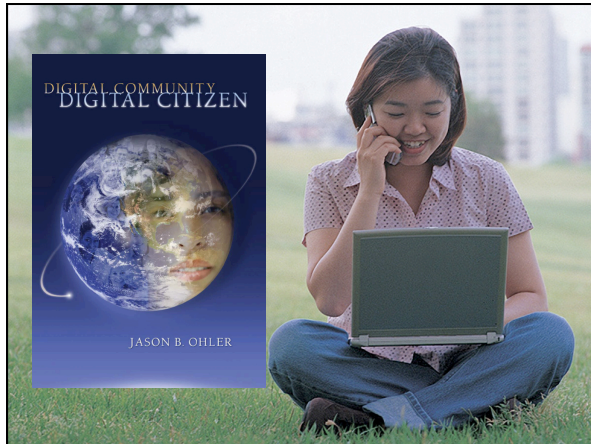


step 5 -
what would
your movie
look like?



**turn
concerns
into goals**





Credits, citations

The screenshot is hereby credited to MSN, and was captured as an "average day" splash page on a rapidly changing website. Pictures of myself are owned by me. The picture of the baby holding the cell phone was licensed through Corbis images. The rest of the images appear through paid or other agreements with infosavvy.com, clipart.com, and the cartoonbank.com. Carl Sagan Cosmic Calendar from Discovery website (<http://school.discoveryeducation.com/schooladventures/universe/itsawesome/>)