

Digital Citizenship Framework

Stay Safe

Stay Safe

This theme focuses on ways that students can safely engage and learn online. Understanding how to stay safe online requires a set of taught skills and practical knowledge.

Children have greater access now, more than ever before, to digital devices. Schools provide access to devices for students or require them to bring their own devices for school purposes. As such, it is important to teach students how to engage online safely.

Students learn about the importance of personal privacy as they begin to share information online and access digital content. Personal information can be used, stored, protected and shared by others online and individuals have a responsibility to manage and protect their own data.

Students also learn about the benefits and risks associated with online interactions, which requires them to stay alert in order to mitigate risks to themselves and others.

There are three essential elements to this theme:

- Safe interactions - we need to stay alert when interacting with people online.
- Understanding risk - risk can be managed and mitigated.
- Protecting personal data - we are responsible for protecting personal data.

Phase 2

Year 3, Year 4

Safe Interactions

Explain how some online interactions can be unsafe

Explain what to do if an online interaction is inappropriate, unwanted or feels uncomfortable or scary

Describe how some online interactions can be dishonest

Understanding Risk

Choose sites recommended by a trusted adult or family member

Use strategies to protect themselves online, such as telling a trusted adult, closing the page without showing it to others, and reporting inappropriate content

Protecting Personal Data

Understand that personal data comes in many forms, such as personally identifiable information, photos, location and browsing history

Use strategies to keep personal accounts secure, such as keeping passwords private and logging out of shared devices

Explain what to do if a password is shared, forgotten or stolen

Be Balanced

Be Balanced

This theme focuses on how a balanced approach to the use of digital technologies can benefit one's health and wellbeing. Students learn about the strategies they need to think critically about how digital media impacts their lives overall.

Students learn ways to balance media and device use alongside time spent on devices with other aspects of their lives, developing their ability to make well-informed choices. Students are encouraged to develop healthy habits that extend beyond screen time, such as reflecting on the quality of the media they consume.

To support students in developing a sense of balance, students take time to reflect on the different feelings and emotions that arise when they engage in activities that involve digital media. They learn that digital resources are available to improve their online experiences which can contribute positively to one's well-being.

There are three essential elements to this theme:

- Digital balance - a balance between online and offline activities is good for our health and wellbeing.
- Digital diet - there is a wide variety of online content available and we need to monitor the quality and quantity of material we consume.
- Digital wellness - digital applications and resources can be used as tools to improve aspects of our life and increase overall wellbeing.

Phase 2

Year 3, Year 4

Digital Balance

Develop a plan to manage time on digital devices

Choose from a range of alternative activities to using digital devices

Digital Diet

Define and describe what is meant by a digital diet

Choose an appropriate tool or device that suits the intended purpose

Digital Wellness

Explain ways in which technology can have a positive and/or negative impact on wellbeing

Use pre-selected websites and applications for wellbeing

Stay informed

Stay Informed

This theme focuses on the importance of evaluating the quality of online resources that are available to support learning.

The five core principles of academic integrity - fairness, responsibility, respect, trust and honesty, are paramount when using other people's ideas and work. The concepts behind content ownership and ethical publication are essential for students to develop.

An understanding of information literacy equips students with problem-solving strategies and critical thinking skills when seeking answers, gathering information, forming opinions and evaluating sources.

Students are taught the skills needed for determining the authenticity and trustworthiness of online news and information sources. Students develop the ability to discern the deceptive and misleading characteristics of less reliable information online.

Students who are media-literate are able to consider their responsibilities in order to be mindful media creators and consumers. Students learn to identify the purpose of different media forms, including the effects of messages on others and the intent behind them.

There are three essential elements to this theme:

- Academic integrity - the principles of academic integrity, such as fairness, honesty, trust, respect and responsibility are applied when using or sharing other people's work or ideas.
- Information literacy - online information can range in quality and accuracy and needs to be evaluated.
- Media literacy - media can be created and used to inform, persuade or manipulate an audience.

Phase 2

Year 3, Year 4

Academic Integrity

Describe the principles of academic integrity: fairness, honesty, trust, respect and responsibility

Act responsibly when using others' work by seeking permission from the author or crediting the work where applicable

Explain how and why the work or ideas of others can be used in different contexts

Information Literacy

Locate information online by using strategies, such as searching with keywords or following topic trails

Explain why some information found online may not be true and use strategies to find trusted information

Select information from a variety of online sources relevant to the task

Media Literacy

Describe ways in which digitally altered media can be used, such as movie effects and photo filters

Recognise persuasive tactics in games and media applications

Consider the needs of the audience when creating digital media

Be Engaged

Be Engaged

This theme focuses on the many ways that students engage with others online. Students are mindful of the permanence of their actions in the online space and they learn how to successfully create and manage their digital identity and reputation. Students consider how and when the benefits of online sharing outweigh the risks.

People can represent their identity online in more than one way. Online personas can be created as self-representation for different purposes and may or may not be authentic. Students will learn about the benefits and drawbacks of personas and how these could impact their sense of self, reputations and relationships with others.

Students become aware of the characteristics of inclusive interactions in terms of respecting and empathising with others and learn strategies to recognise and reduce negative online behaviour.

Each individual has a responsibility to make choices that have a positive impact on others.

Students have the power to use technology to create inclusive communities, meaningfully address issues and make a positive impact on the world.

There are three essential elements to this theme:

- Identity and presence - our actions online form part of our digital identity and digital footprint.
- Online behaviour - online interactions based on respect and kindness can lead to positive experiences.
- Inclusive interactions - technology can help us positively connect with others and make a difference.

Phase 2

Year 3, Year 4

Identity And Presence

Describe some ways that people may behave differently online and offline

Explain what is meant by a digital footprint

Online Behaviour

Describe ways in which online interactions can impact others

Discuss scenarios that contain examples of online conflict

Identify some strategies for resolving conflict

Inclusive Interactions

Communicate with respect when interacting with others across digital platforms

Describe ways in which technology can be used to connect and collaborate with others