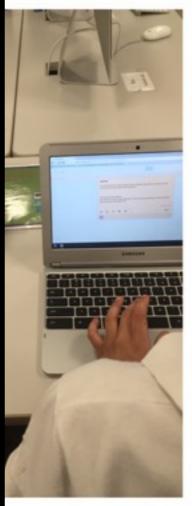
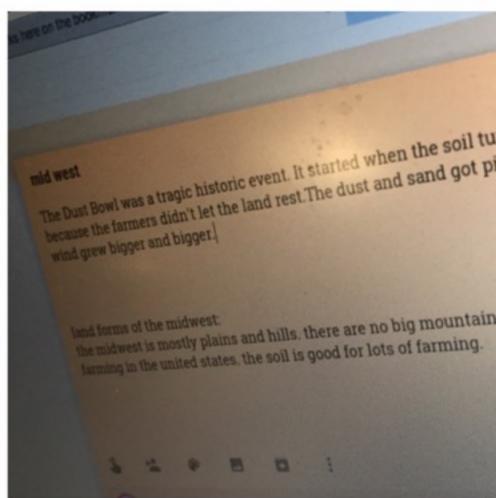
#### MRS. BETH JEROME

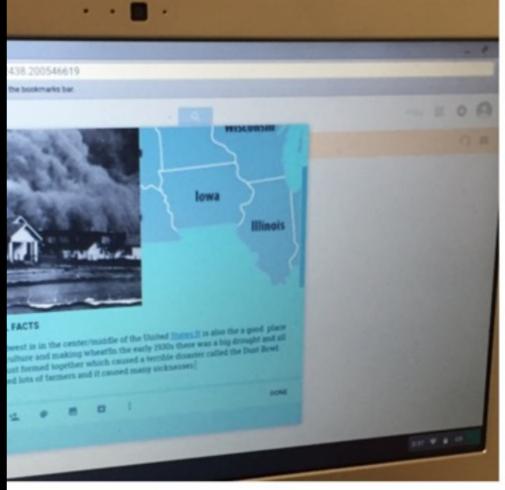
# PREPARING A RESPONSIBLE DIGITAL CITIZEN

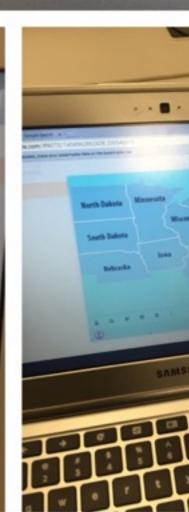
#### WHAT WE COVER:

- INTERNET SAFETY K-3
- INTERNET SAFETY 4-8
- DIGITAL CITIZENSHIP
- OVER-USE
- GREENLIGHT THESE APPS
- BLACKLIST THESE APPS
- PROMOTING TECH FOR GOOD AT VIS





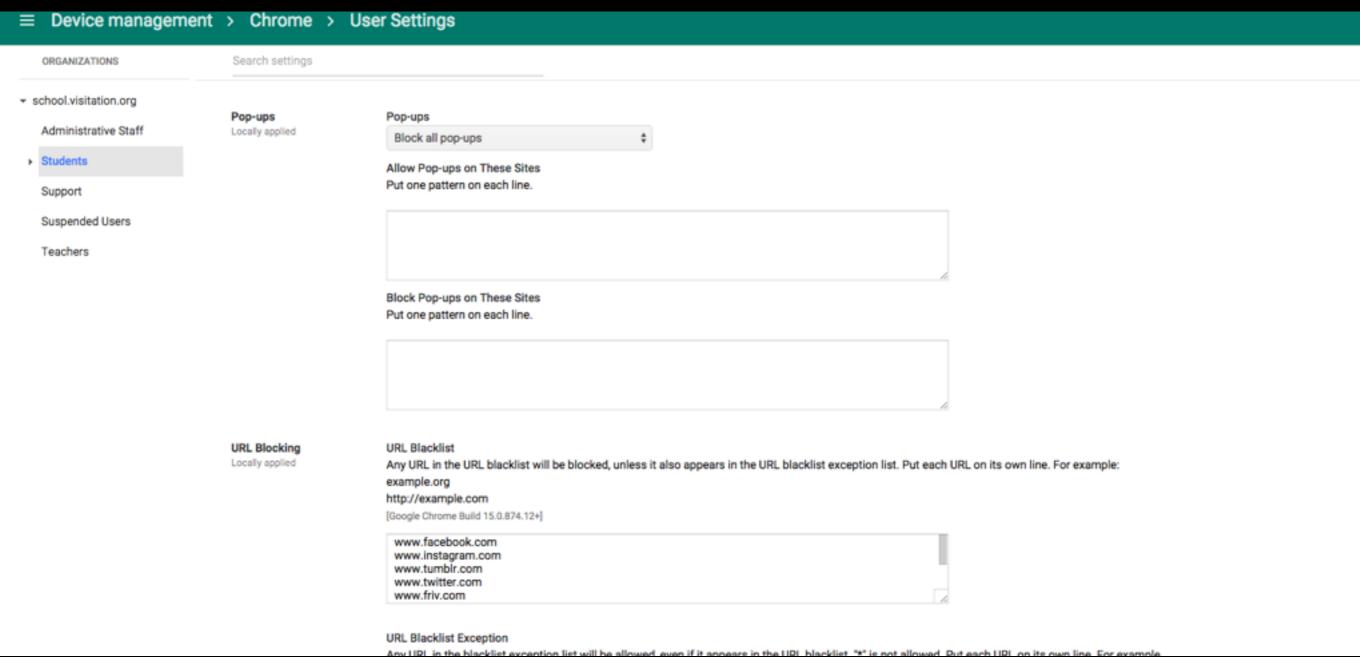




"Our kids are growing up playing on a digital playground and no one is on recess duty."

-@KEVINHONEYCUTT

# Good News! I am on duty... Or in our case the Google Management Console is.



## EVEN WITH SOMEONE ON DUTY ...

We need to teach our students to use the "Force" or in this case the internet and technology for good.



### Internet Safety Projects:

- The Rings of Responsibility
- Safety Pledge
- Digital Field Trips
- NSteens
- Common Sense Media
- Netsmartz
- Safe Searching



# DIGITAL CITIZENSHIP PROJECTS:

- The Shamrock Student Newspaper
- No Impact Man
- T-H-I-N-K Project

## ALL DIGITAL CITIZENS



or information and resources about digital citizenship sit www.commonsense.org/educators.



# WHY SHOULD WE BE CONCERNED WITH OVER-USE:

1/3rd

Of kids under the age of two are already using mobile technology



Studies have proven use of technology can affect a child's ability to empathize. Kids who did not have access to tech for 5 days picked up on other kids feelings at a much higher rate than those that did.



1/2 of kids report being cyber- bullied at some point in their life.



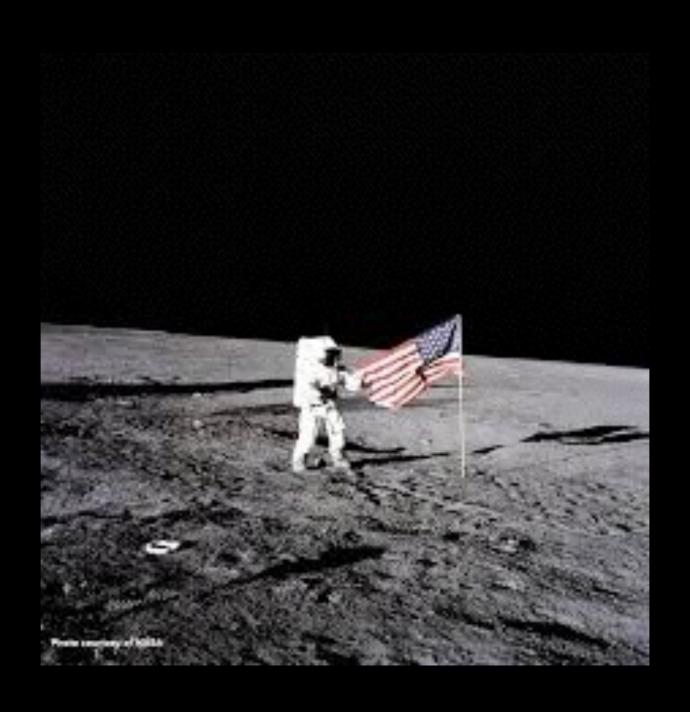
Of kids 12-17 use mobile technology to connect online



Too much Screen Time can affect mood. Kids who played or viewed a screen for more the 4 hours in a 24 hour period did not have the same sense of well being as their peers.

82%

Of Online Sex Crimes against children criminals credit social media and networking sites as ways to get information and build relationships with victims. This <u>does not</u> mean ban Technology in your house! This is your opportunity to teach your child to use Technology for good.



### TECHNOLOGY FOR GOOD:

74%

Of teachers say technology enables them to reinforce and expand on content and motivate students to learn.



Of teachers say technology responds to the needs of a variety of learning styles



69%

Of teachers say technology allows them to do much more than ever before.



45%

Of teachers use technology to give students access to webbased educational games or activities.



Of teachers cite the use of educational apps as the most beneficial resource for students.

#### BLACK LIST THESE APPS:

- SNAP CHAT (CAUTION)
- ASK FM
- TINDER
- DOWN
- OMEGLE
- YIK YAK
- WHISPER
- KIK (CAUTION)

http://www.teensafe.com/blog/new-year-new-apps-block-teensafe-2016-app-blacklist/

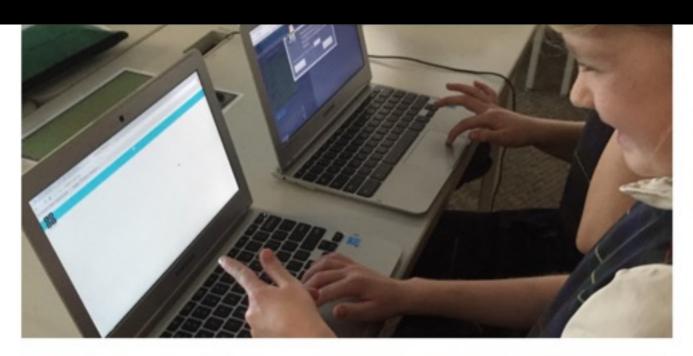
#### GREEN LIGHT LIST

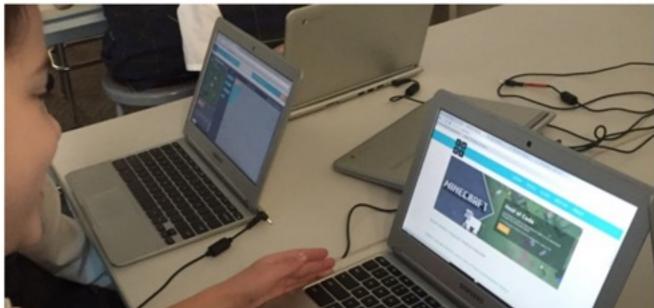
- ANY GOOGLE RELATED APPS: DRIVE, KEEP, CLASSROOM, DOCS, ETC.
- KHAN ACADEMY
- STACK THE STATES
- MAGIC SCHOOL BUS OCEANS
- GOLDIEBLOX MOVIE MAKER
- TRIVIA CRACK (CAUTION)
- XTRA MATH
- TYPING CLUB
- DEXTERIA DOTS 2
- DOTS
- COLORFY
- IMOVIE
- MINECRAFT
- PRESIDENTS VS. ALIENS
- ITUNES U
- TED
- LUA
- ANYTHING OFF CODE.ORG
- BRAIN POP
- TI-NSPIRE (GRAPHING CALC)
- EVERNOTE
- ROO KIDS (10- UNDER) CHAT
- PLAY MESSENGER



#### Hour of Code Week

# STUDENTS LEARN ABOUT THE POWER OF CODING THROUGH <u>WWW.CODE.ORG</u>









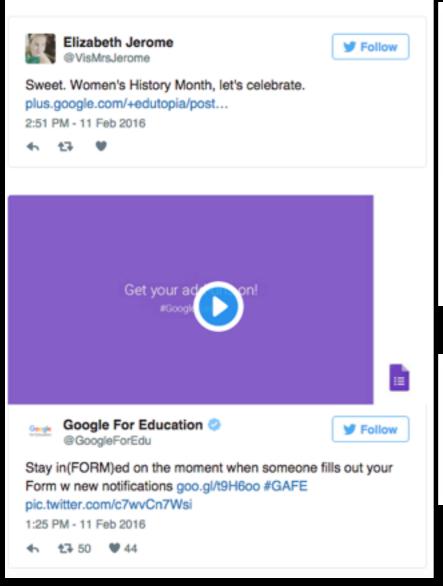
## Tech focused Professional Development

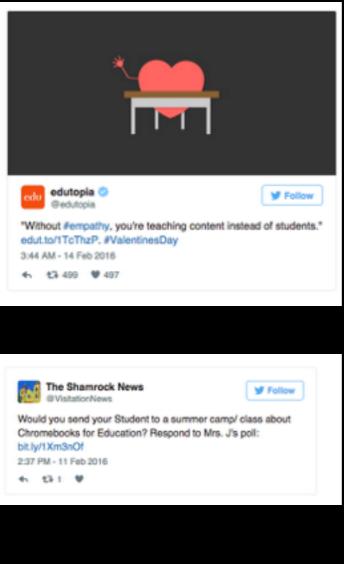
TEACHERS PARTICIPATED IN A WEEKEND GOOGLE APPS
FOR EDUCATION SUMMIT 2/5-2/7

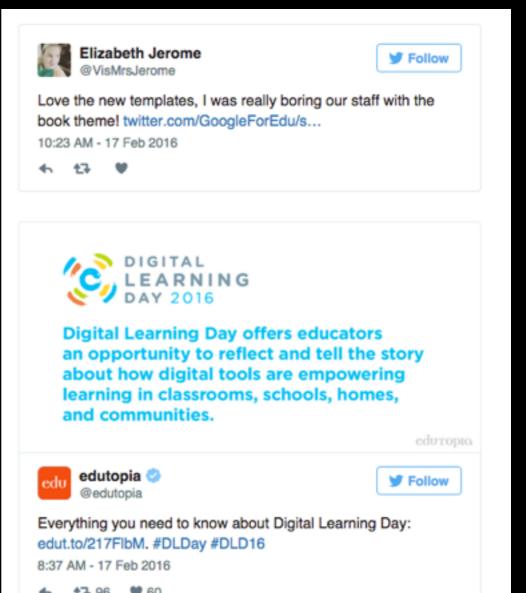


#### Staying Up-To-Date on Trends in Tech Education

#### MRS. J'S TWITTER ACCOUNT @VISMRSJEROME







#### RESOURCES

- http://evandyke.wix.com/techroom
- http://childpsychologist.com.au/technology-addition-andyoung-people/
- www.commonsensemedia.org
- www.nsteens.org
- www.netsmartz.org
- www.pbslearningmedia.org