



The 9 Elements of Digital Citizenship Each Student Should Know



Digital citizenship refers to the responsible use of technology by anyone who uses computers, the Internet, and **digital devices** to engage with society on any level. This is why **digital citizenship** is such a crucial topic to teach today's students. (aeseducation.com)



The **online environment** should be a **safe space** for each student where he/she feels protected. Today's world is ruled by the digital medium. Keeping education at the heart of society, each student should be taught to use technology in a responsible manner, ensuring the safety of the online environment.

In their book, [Digital Citizenship in Schools](#), Mike Ribble, and Gerald Bailey explain how technology influences the way people interact and the **concept of digital citizenship in the classroom**. The authors define nine elements of digital citizenship, related to technology usage inside and outside the school environment:



1

Digital Access

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. Educators need to provide options for lessons and data collection such as free access in the community or provide resources for the home.



2

Digital Commerce

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 & Collaboration

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

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 Fluency

Digital Fluency is the process of understanding technology and its use. The better educated or "digitally fluent," students are, the more likely they are to make good decisions online, like supporting others instead of making negative comments. Digital literacy includes the discussion of media literacy and the ability to discern good information from poor, such as "fake news" from real news.

6



Digital Health & Welfare

Digital Health and Welfare refers to the physical and psychological well-being in a digital world. Technology provides many opportunities and enjoyment, but knowing how to segment use with the needs of ourselves and others is key to a healthy, balanced life. Educators, especially in 1:1 schools or classrooms need to ask the question of how much screen time is appropriate for students. Common Sense media has developed a guide on this topic.

7



Digital Law

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. Just as in the real world, the online world has had to create structure to protect those using these digital devices from harm. Support for issues such as cyberbullying and sexting are available from School Resource Officers and other school counsel. Administrators need to come up with positive approaches to these issues in their schools and districts.

8

Digital Rights and Responsibility

Digital Rights and Responsibility are those requirements and freedoms extended to everyone in a digital world. This area of Digital Citizenship is about helping students understand that when they are provided opportunities, such as the access to the Internet and use of online products, they need to be diligent in helping others as well, such as informing adults of potential problems. Educators must help students understand that protecting others both online and in the real world are essential skills to have.



9

Digital Security and Privacy

Digital Security and Privacy is the electronic precautions to guarantee safety. Viruses, worms and other bots can be passed along from one system to another just like an illness. When using devices in school or at home, understanding and being aware of attacks and how to prevent them are important skills for today and into the future.



All the above information has been taken from Mike Ribble's website where he has identified Nine Themes of Digital Citizenship that comprise a digital citizen and he explains each on his website. The updated Digital Citizenship definition is "the continuously developing norms of appropriate, responsible, and empowered technology use."

Website: [Nine Themes of Digital Citizenship](#)



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