

Muinín Catalyst STEAM Education for Sustainable Development and Futures Literacy

SDG12 Digital Citizenship



Programme Phase 2 Experimentation and Exploration

Micro-Module 4 Digital Citizenship

CURRICULUM AREAS:

Applied Technology, Climate Action and Sustainable Development, Digital Literacy, Technology



SDG 12 Future of Innovation and Enterprise

Micro-Module 4: Digital Citizenship



MM4: Digital Citizenship

Module Overview

Subjects Areas: Applied Technology, Climate Action and Sustainable Development, Digital Literacy, Technology

Introduction to Digital Citizenship

Using linked learning and systemic thinking with practical methods of learning, including inquiry and project-based methods, the SDG12 Digital Literacy modules and activities support teachers and students to address contemporary issues on a local scale in line with the Sustainable Development Goals and the 2030 Agenda.

This micro-module is framed around the concept of the Digital Citizen. The module encourages students to recognise the rights, responsibilities, and opportunities of living, learning, and working in an interconnected, digital world, and they act and model in ways that are safe, legal, and ethical.

The module also links to SDG8 Media Communication Module and encourages the development of 21st Century skills supporting students to keep up with the lightening pace of a constantly changing technologised world.

In this module, the learner will...

- explore digital citizenship
- analyse their digital footprint
- become more familiar with digital security and privacy
- become more responsible digital users

This module includes:

- Lesson plans
- Accompanying resources
- Optional assessments
- Skill support resources

4 QUALITY EDUCATION



8 DECENT WORK AND ECONOMIC GROWTH



9 INDUSTRY, INNOVATION AND INFRASTRUCTURE



17 PARTNERSHIPS FOR THE GOALS



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BEFORE STARTING MODULE

Set up a GOOGLE CLASSROOM or other digital platform space to share with the learners to engage in activities. For Lesson 8 create a Menti presentation to pose the lead in question - <https://www.mentimeter.com/>

Lesson 1 : Introduction to Digital Literacy

Digital Literacy is the ability to identify and use technology confidently, creatively and critically to meet the demands and challenges of living, learning and working in a digital society. In this lesson learners are introduced to digital literacy and citizenship.

Resources: Introduction to Digital Literacy & Notes, Teacher's Notes

Lesson 2: Introduction to Digital Citizenship

Digital Citizenship refers to people using information technology regularly and effectively in order to engage in society, politics, and government. In this lesson learners are guided through an exploration of digital citizenship and collaborative work in establishing rules of digital citizenship.

Resources: Worksheet: Digital Citizenship & Notes, Worksheet: 7 Rules, Support: Teachers' Notes

Lesson 3: Digital Literacy Capability - search, navigate and locate

Digital Literacy is the ability to identify and use technology confidently, creatively and critically to meet the demands and challenges of living, learning and working in a digital society and in doing so there are five recognised capabilities. In this lesson learners explore search, navigate and locate capabilities.

Resources: Worksheet: 1 of 5 Capabilities, Support: Teachers' Notes

Lesson 4: Rights and Responsibilities

Digital citizenship requires that we act and model in ways that are safe, legal and ethical. In this lesson learners will explore the rights and the responsibilities of living, learning, and working in an interconnected digital world.

Resources: Worksheet: Rights and Responsibilities, Worksheet : Rings of Responsibility

Lesson 5: Digital Habits

In this lesson, students explore the concept of digital habits including social media etiquette, smartphone etiquette including excessive use.

Resources: Worksheet Considering your Digital Habits

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Lesson 6: Digital Footprint & Security Part 1

Digital footprints are what we leave behind every time we access or interact with the online environment. Everything we do online is recorded so awareness of our engagement is vital as is our safety and security. In this lesson learners will explore their digital footprint and responsibilities when communicating online.

Resources: Worksheet: My Digital Footprint, Worksheet: Responsible Use and Interaction, Support: Teachers' Notes

Lesson 7: Digital Footprint & Security Part 2

Following on from Lesson 6 on Digital Footprint & Security Part 1, students continue to explore responsible use and interaction using tech. They unpack what is involved in responding online. In this lesson learners will explore their digital footprint responsibilities and interactions when communicating online.

Resources: Worksheet: Responsible Use and Interaction Part 2, Worksheet: Responding Online, Support: Teacher's Notes

Lesson 8: Tech for Good

Being a Digital Citizen relates to a person who develops the skills and knowledge to effectively use the Internet and digital technologies. They are also people who use digital technologies and the Internet in appropriate and responsible ways in order to engage and participate in society and politics using "Tech for Good". In this lesson, learners will explore digital citizenship and tech for good.

Resources: Worksheet: Tech for Good & ISTE Standards, Worksheet: Act & Model in Ways that are Safe, Legal & Ethical, Project Worksheets, Support: Teacher's Notes

External Expertise: Bianca Peel

Using these Resources:

If you wish to use these resources, we can offer an induction and online support throughout the module to help you plan integration into your projects and timetable. To register for this option, please contact us e:hello@futurefocus21c.com

For more information on the resources please visit www.muinincatalyst.com

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Setting up an online learning environment for the lessons on this module:

Our lessons integrate the use of virtual learning environments. To ensure seamless use of our lessons, a module should be setup on your school's virtual learning environment such as Teams, Google Classroom, etc. Learners are encouraged to upload documents to share with their peers.

You can also use Google Sites or Microsoft Sway to encourage learners to present their work over the year - this can easily be set up to reflect the aims of TY and provide a showcase for their work as well.

Setting up a Canva Education account:

As our lessons integrate design, our lessons also refer to Canva. Educators and schools are able to open a free Canva for Education account by registering here: [Setting up a Canva Education account](#):

Canva for Education provides primary and secondary school teachers and students with premium features and templates. You can then also set up lessons and invite your learners to the class.

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