# Digital Citizenship: Staying Connected

"use technology safely, respectfully and responsibly; recognise acceptable / unacceptable behaviour; identify a range of ways to report concerns about content and contact"

Department for Education (National Curriculum in England & Wales)

THE BRITISH SCHOOL
OF BEIJING, SHUNYI
A NORD ANGLIA EDUCATION SCHOOL

*Connected?*

**teachers + students + parents**

# Influenced





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Influenced

US$12 million-per-year

1.5 billion active users-per-month

> 1 hour-per-day on mobiles

3.25 billion hours-per-month

1 year – 38 years

# Influenced



RYAN
TOYS REVIEW

Merchandise:  https://teespring.com/stores/ryantoysreview

2nd Chan:Ryan's Family Review

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# MADDI BRAGG
## NEW VIDEOS EVERY THURSDAY

Maddi Bragg ✓
1,321,032 subscribers

# BROOKLYN & BAILEY
### NEW VIDEOS EVERY WEDNESDAY

## E-safety road map

| UNIT |
| --- |
| Unit 1.1 We are treasure hunters |
| Unit 1.2 We are TV chefs |
| Unit 1.3 We are painters |
| Unit 1.4 We are collectors |
| Unit 1.5 We are storytellers |
| Unit 1.6 We are celebrating |

## E-safety road map

| UNIT |
| --- |
| Unit 2.1 We are astronauts |
| Unit 2.2 We are games testers |
| Unit 2.3 We are photographers |
| Unit 2.4 We are researchers |
| Unit 2.5 We are detectives |
| Unit 2.6 We are zoologists |

## E-safety road map

| UNIT |
| --- |
| Unit 3.1 We are programmers |
| Unit 3.2 We are bug fixers |
| Unit 3.3 We are presenters |
| Unit 3.4 We are network engineers |
| Unit 3.5 We are communicators |
| Unit 3.6 We are opinion pollsters |

## E-safety road map

| UNIT |
| --- |
| Unit 4.1 We are software developers |
| Unit 4.2 We are toy designers |
| Unit 4.3 We are musicians |
| Unit 4.4 We are HTML editors |
| Unit 4.5 We are co-authors |
| Unit 4.6 We are meteorologists |

## E-safety road map

| UNIT |
| --- |
| Unit 5.1 We are game developers |
| Unit 5.2 We are cryptographers |
| Unit 5.3 We are artists |
| Unit 5.4 We are web developers |
| Unit 5.5 We are bloggers |
| Unit 5.6 We are architects |

## E-safety road map

| UNIT | E-SAFETY COVERAGE |
| --- | --- |
| Unit 6.1 We are app planners | The pupils consider the capabilities of smartphones and tablet computers, and how these can be used purposefully. They become aware of some of the capabilities of these devices, including how they can be used to record and share location information; they consider some of the implications of this. They use search engines safely and effectively. The pupils could make use of their own tablets or smartphones in school, considering how they can do this safely and to good effect. |
| Unit 6.2 We are project managers | The pupils use online tools safely and effectively, considering how they can contribute positively to a shared project. Again, they use search engines safely and effectively. They may also make use of online content, respecting any copyright conditions. |
| Unit 6.3 We are market researchers | The pupils show regard for the ethical and legal frameworks around conducting interviews and online surveys, such as the need to preserve anonymity and/or confidentiality. In conducting their research, the pupils need to act safely and responsibly, as well as showing respect for those participating in the research. |
| Unit 6.4 We are interface designers | The pupils need to think carefully about copyright in relation to both sourcing and creating their own digital content and user interface components for their apps. |
| Unit 6.5 We are app developers | Pupils using their own or the school's tablets or smartphones for this unit need to consider how to do so safely and purposefully. Children participating in online communities for either of the development platforms here need to do so in a safe, responsible and respectful manner. The pupils should also think carefully about any safety implications of the apps they develop. |
| Unit 6.6 We are marketers | In marketing their app, the pupils should consider the legal and ethical frameworks around advertising across different media. They should also think about the need to protect personal information about themselves and other members of their group when marketing their app. In creating websites for their apps, the pupils need to consider the e-safety implications for the site's users as well as themselves. |
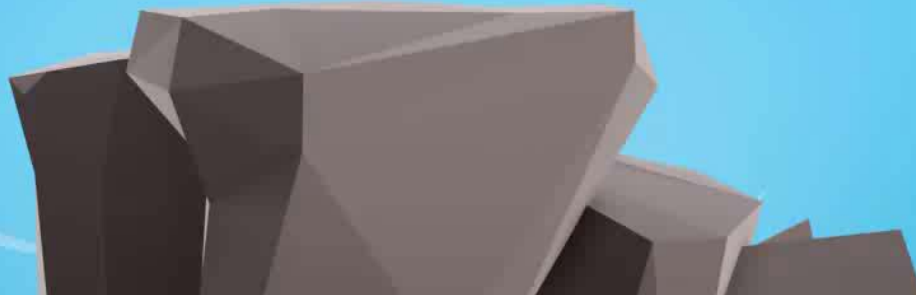
# Real Versus Fake

# Media

M Technology ▸ Mobile phones

# Mobile phones are destroying family life - but it's the PARENTS who are to blame, study claims

Overuse of mobile phones by parents is having a negative effect on their kids, especially at meal times, according to a new poll

f 🐦 📌 **12** SHARES  💬 COMMENTS   By **Jeff Parsons** Tech/Science Reporter
15:06, 24 APR 2017   UPDATED 17:58, 24 APR 2017   **TECHNOLOGY**

**Families are losing out on quality time** (Image: Getty)

家庭友善做得好
僱主僱員無煩惱

**2017 / 18**
家庭友善僱主獎勵計劃

立即參加

民政事務局 Home Affairs Bureau    家庭議會 Family Council

# Virtual reality headsets could put children's health at risk

Leeds University scientists found 20-minute game risked vision and balance problems for players aged eight to 12

▲ Extended use of VR headsets may lead to vision or balance problems, particularly in children. Photograph: David McNew/Getty Images

Researchers have warned that virtual reality headsets could pose risks to users, particularly children. The scientists, based at Leeds University, believe continued use of VR sets could trigger eyesight and balance problems in young people unless changes are made to devices.

The warning comes as major companies including Facebook and Google outline plans to expand heavily in the field, while hardware companies have started promoting devices that turn mobile phones into head-mounted VR viewers.

# Game addict kids hit by 'extinct' bone disease

By EMMA MORTON, Health and Science Editor

Published: 13 Nov 2010

Add a comment (43)

CRIPPLING bone disease rickets has made a shock comeback - because kids are staying indoors with video games instead of playing in the sunshine.

The condition - rife in gloomy 19th-century slums but wiped out in Britain in the 1930s - has been found in more than **A FIFTH** of children in a Southampton study.

HOME » NEWS » HEALTH

## Video games linked to return of rickets among children

With more children spending time indoors, experts warn of a re-emergence of rickets - the Victorian illness caused by a lack of vitamin D

Rickets causes the bones to become painful, soft and weak. This leads to deformities of the skeleton, such as bowed legs, curvature of the spine and thickening of the ankles, wrists and knees  Photo: ALAMY

# New Problem?

"Tune into a conversation about kids and screen time, and you'd be forgiven for thinking that before the invention of the iPhone, parents spent every waking moment engaging their kids in deep conversation, undertaking creatively expressive arts-and-crafts projects, or growing their own vegetables in the backyard garden."
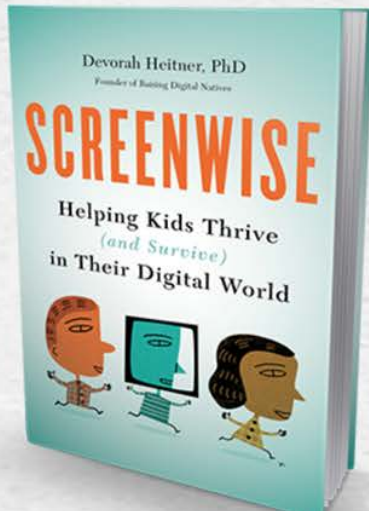
- Alexandra Scott

# New Solutions

## Devorah Heitner, PhD
Raising Digital Natives

Devorah Heitner, PhD
Founder of Raising Digital Natives

# SCREENWISE

Helping Kids Thrive
*(and Survive)*
in Their Digital World

*Screenwise* offers
a realistic perspective
on how to thoughtfully
guide kids in the
digital age.

# New Solutions





danah boyd

## It's Complicated

the social lives of networked teens
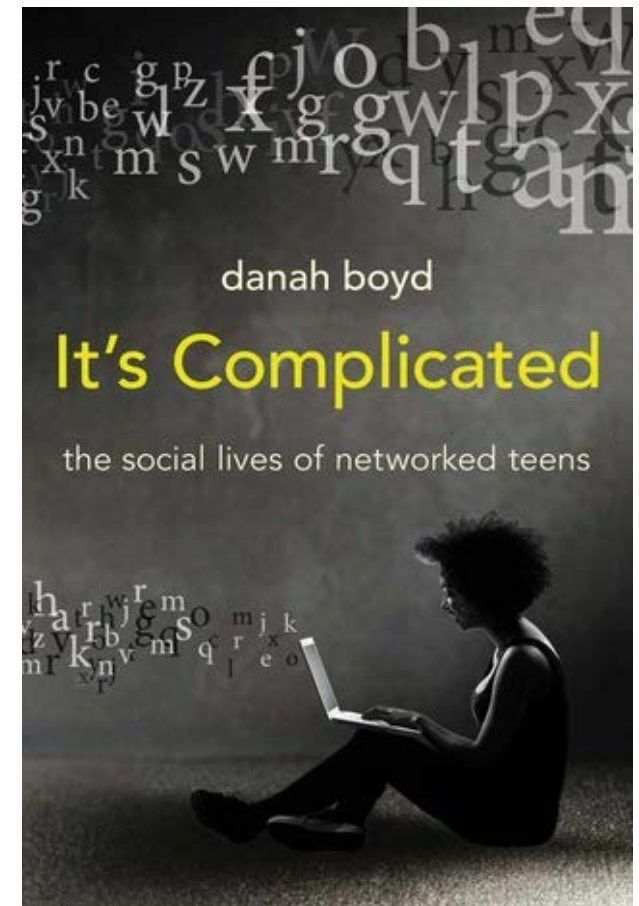
# New Solutions

## MEDIA MENTOR MONTH

| Monday | Tuesday | Wednesday | Thursday | Friday | Saturday | Sunday |
|--------|---------|-----------|----------|--------|----------|--------|
| | | | 1 | 2 | 3 | 4 |

*"True screen wisdom is about relationships.*

"True screen wisdom is about relationships. It's about the kinds of connections we can have with one another. It's about trust. And balance."

- Devorah Heitner

| Monday | Tuesday | Wednesday | Thursday | Friday | Saturday | Sunday |
|--------|---------|-----------|----------|--------|----------|--------|
| how to do something new on your phone/device. | your partner about how to talk to your child(ren) about online pornography in an age appropriate way. This resource might help. | of your child engaged in some sports activity - or even a simple jump shot! | child by watching instructional YouTube videos (like this 12-year old). | something online. Share strategies you use if something inappropriate comes up. | your child. Check out suggestions here! | slideshow to help remember a fun family activity or event. |
| **26** Write down three things you are grateful for that mobile devices make possible. | **27** Search for a new recipe and make it with your child. Try Pinterest or Yummly for hundreds of options. | **28** Have a family discussion about online/in-app advertising. What is the cost of "free"? | **29** Find one way to help someone else using your device and do it. | **30** Look up the laws for digital streaming in the country you live in & have a family discussion. Then watch a movie together - legally! | **31** Take a photo walk around your neighbourhood, capturing your favourite places. The free book Stories Through the Lens has loads of great tips. | This work by Keri-Lee Beasley & Daniel Johnston created for GEMS World Academy Switzerland is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License. |

# New Solutions

**21**
Take a slow-motion video of your child engaged in some sports activity - or even a simple jump shot!

**22**
Learn a new skill with your child by watching instructional YouTube videos (like this 12-year old).

**23**
Model how you search for something online. Share strategies you use if something inappropriate comes up.

**28**
Have a family discussion about online/in-app advertising. What is the cost of "free"?

**29**
Find one way to help someone else using your device and do it.

**30**
Look up the laws for digital streaming in the country you live in & have a family discussion. Then watch a movie together - legally!
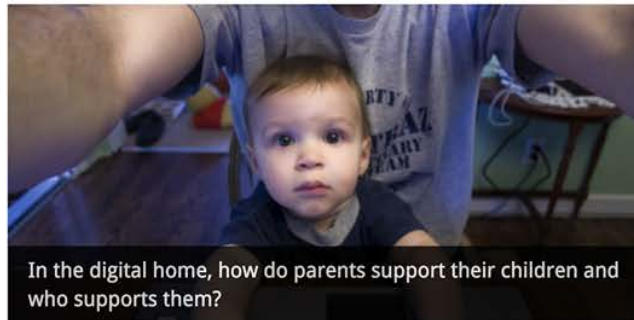
# New Solutions



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**Parenting for a Digital Future**

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In the digital home, how do parents support their children and who supports them?

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February 21st, 2018

**Using media to support children's STEM learning**
February 14th, 2018

**Making the internet safer for children: the global evidence**
February 9th, 2018

# New Solutions

LSE  THE LONDON SCHOOL OF ECONOMICS AND POLITICAL SCIENCE ▪  Home   About   On our minds   From our notes   Around the world   🔒 Publ

*Channels' devoted to unwrapping and enthusing about toys are very popular on YouTube – and are also* available on YouTube Kids. They can be hard to distinguish from advertising. Photo credit: YouTube Kids
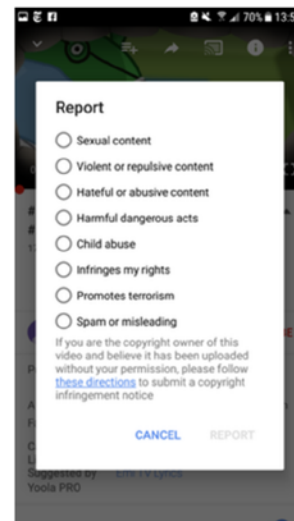
**Advice for parents**

Because everyone's experience of YouTube is customised and therefore different, and because YouTube has yet to share much information on the scale of the problems that may exist, it is hard for parents to assess how worried they should be and therefore how they should react. But plenty of video alternatives exist aimed at children.

In Canada for example there are some options: CBC Kids and Treehouse TV, and Radio Canada and Yoopa (in French).

These services may offer a more limited selection than YouTube, but precisely because the content is hand-picked these options are less risky and have potentially a higher proportion of educational as well as entertaining content.

If you do allow your child to use YouTube, warn them that they may find material by accident that is upsetting. Explain it is not their fault they found it and encourage them to talk to you about it if they do see something wrong — or at least show them how to report the problem to Google.

**Report**

- ⚪ Sexual content
- ⚪ Violent or repulsive content
- ⚪ Hateful or abusive content
- ⚪ Harmful dangerous acts
- ⚪ Child abuse
- ⚪ Infringes my rights
- ⚪ Promotes terrorism
- ⚪ Spam or misleading

If you are the copyright owner of this video and believe it has been uploaded without your permission, please follow these directions to submit a copyright infringement notice

CANCEL    REPORT

These terms of complaint might not be clear to younger children. Parents should show children how to register complaints. Photo credit: YouTube

While YouTube Kids provides better "childproofing" than Youtube itself, do not assume it is all harmless — even if it does not lead to violent content, you might find a greater amount of marketing to children in the guise of entertainment, for example. 'Channels' devoted to unwrapping and enthusing about toys given to their authors are popular both on YouTube and YouTube Kids.

Watch with your children from time to time and be prepared to discuss with them the differences between impartial reviews, paid endorsements and advertising — distinctions that even grownups sometimes find difficult to draw!

Lastly, if what you have been reading concerns you, let Google and your elected representatives know.

Governments in particular have tended to allow giants like YouTube and Facebook to regulate themselves, but if they don't do a better job of it, they may need some outside pressure to do the right thing.

THE BRITISH SCHOOL
OF BEIJING, SHUNYI
A NORD ANGLIA EDUCATION SCHOOL

'We found that parents continue to focus on screen time rather than what kind of digital activities their kids engage in.

Importantly, our findings show that:
- Digital media bring families together – through television and movies and playing video games.
- Families turn to digital media to keep in touch, from calls, e-mails and texts to newer media like messaging apps and video chat.

So, contrary to what panicky headlines might have us believe, rather than displacing established ways of interacting, playing and communicating, digital media sit alongside them but present families with new problems, too.'

# Ideas

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by TEDx Talks

**Facebook should shut down Messenger Kids, child advocates say - The Verge**

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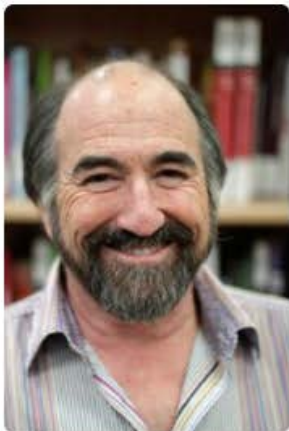
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SEARCH

## SCREEN TIME CONTRACTS

By Delaney Ruston, Screenagers' filmmaker

When I started making *Screenagers*, I originally considered the title *Out of Control*, because that is what I was feeling like as a parent of two kids who wanted more and more screen time. Since then I have learned that so many parents feel the same.

The good news is, creating a family agreement really does help. Just the act of creating an agreement together is a major positive step. Making the agreement requires calm family talks which lead to a definition of values, setting of goals, and determination of usage limits. To help facilitate the process I want to share from my own, and others' experiences.

Remember, if you prefer you can start super small with a small agreement of just a couple of rules outlined with the incentives. Make sure to get your kids' input. Also, consider sharing something you as a parent are trying to change such as your phone distraction at the dinner table. The more it is not about you vs. them, the better. I keep reminding myself that we are all in this together.

- Click here to get started on a screen time agreement.
- Click here to see my daughter Tessa's screen time contract
- Click here to see Janell Burley Hofman's family agreement

# Force for Good
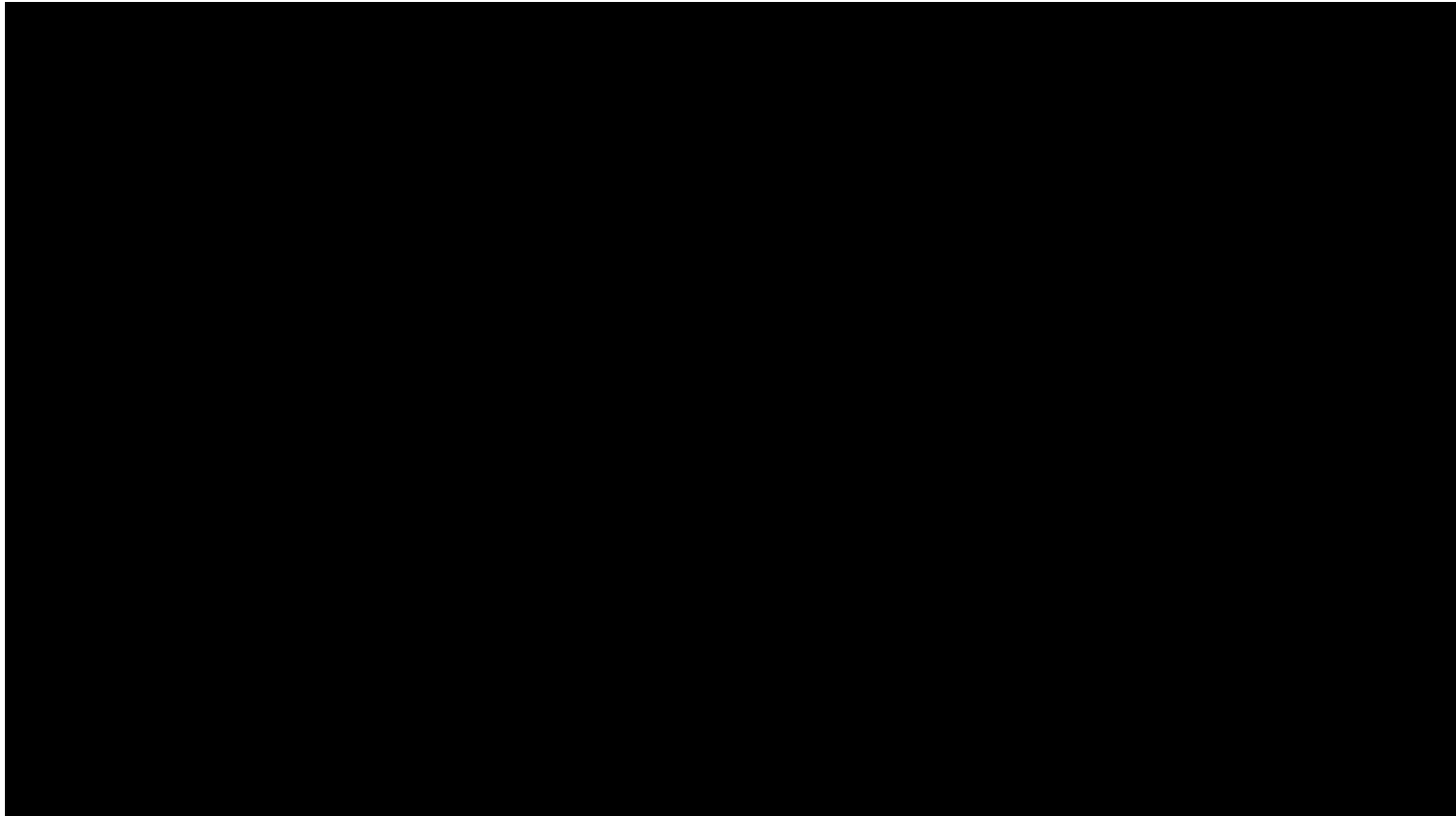
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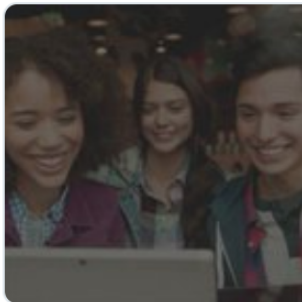A NORD ANGLIA EDUCATION SCHOOL

# Force for Good

**Pinned Tweet**

**Microsoft Africa** @MicrosoftAfrica · Feb 26

Replying to @africatechie

Supporting teachers to enable digital transformation in education is at the core of what we do. We will equip Owura Kwadwo with a device from one of our partners, and access to our MCE program & free professional development resources on

**Microsoft Educator Community home**
education.microsoft.com

# Force for Good

Helped identify illegal logging in the forests of French Guiana

Helped teach a computer to identify whales

Helped identify key support areas for Search & Rescue teams after Hurricane Irma

Helped identify plastic pollution across hundreds of miles of beaches

Helped transcribe civil war diaries for historical archives

Helped identify deforestation and how it is effecting orangutang ting in Indonesia

People-powered research

WHAT'S THIS?

Discover, teach, and learn

The Zooniverse enables everyone to take part in real cutting edge research in many fields across the sciences, humanities, and more. The Zooniverse creates opportunities for you to unlock answers and

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