Full quote:
“Children and young people need to be empowered to keep themselves safe – this isn’t just about a top-down approach. Children will be children - pushing boundaries and taking risks. At a public swimming pool we have gates, have lifeguards and shallow ends, but we also teach children how to swim.”

The quote is by Tanya Byron who is author of the UK Byron Review ‘Children and new Technology’ which looks at the risks to children from exposure to potentially harmful or inappropriate material on the internet and in video games. As she says: “My review was about the needs of children and young people and about preserving their right to take the risks that form an inherent part of their development by enabling them to play video games and surf the net in a safe and informed way.” Another analogy is road safety.
Many parents have expressed concern that they do not understand the world wide web and online activities (e.g. Facebook, Gaming, MSN, Twitter and Skype), sufficiently to guide their children. Yet education for young people on safe and responsible use of these very useful and amazing technologies is very important.

Even a small amount of online activity can qualify you as a digital citizen.
You may also like to show this video: [http://www.youtube.com/watch?v=vC928e629iM](http://www.youtube.com/watch?v=vC928e629iM)

The points on this slide are:

• Newspaper circulation is down 7 million over 25 years
• 96% of Generation Y have joined a social network
• If Facebook was a country it would be the world's 4th largest
• Newspaper circulation is down 7 million over 25 years
  • ... but online newspaper readers are up 30 million in the last 5 years
• YouTube is the 2nd largest search engine in the world
  • with over 100,000,000 videos
• So far this year there are over 30 million tweets a day

There is an emerging literature that supports the value of social networking sites for young people's development and argues that instead of blocking access as the response to dealing with potential illegal and antisocial behaviour, educators should be supporting young people to recognise, manage and negotiate risks for themselves through developmental teaching programs on digital media literacy.
The program is based on six domains and two cross-domain themes. It covers safety, security and the law, as well as positive online roles and relationships.

These have been developed by the Department of Education and Training as part of the Digital Education Revolution – NSW.


All materials for the program will be available at www.digitalcitizenship.nsw.edu.au. There are sections with material for students, parents and teachers.
The primary lessons introduce young students to Syba the mouse, who guides them through a series of wraps on safe and responsible online practice. There are eleven wraps in total. One in Early Stage 1, two Stage 2 wraps, four Stage 2 wraps and four Stage 3 wraps. They provide lesson resources and online learning covering:

• sharing information online
• safe, ethical and responsible behaviour on the web
• online conduct
• dealing with cyberbullying
• digital footprint
• cyber health issues
• digital friendships

Each wrap includes activities for students as well as online information to explore on the relevant topic.

The lessons take the form of laptop wraps, which have been developed to support the Digital Education Revolution. There are already more than 130 available online from http://tale.edu.au. They provide lesson resources and online learning ideas in all key learning areas. For Digital Citizenship there are nine Stage 4 wraps and nine Stage 5 wraps, each taking about an hour to complete. Each wrap includes activities for students as well as online information to explore on the relevant topic.
Digital Dilemma is a Stage 5 game in the Mystery Matters series that has students facing a series of challenges related to social networking while at a music festival. Students learn about safe and effective use of social networking and online gaming along the way. It includes a mock-up social networking site called Tracebook where students learn about privacy settings.

Party Planner is a game for Stage 3-4 students in the Mystery Matters series that has students facing a series of challenges related to the use of technology to organise all aspects of a fancy dress birthday party. Students in the game enlist two friends, Teora and Jay, to help organise the event, send out invitations, download music to play and hire a costume to wear. After the party, decisions need to be made about what photos to upload to the imaginary social networking site, Cyber Zone Café.
Click the picture to navigate to this parent guide. It contains valuable information for students, teachers and parents. The Technology section on the School A to Z website has lots of good information too.

Registration
The course is registered with NSW Institute of Teachers and its completion will contribute five hours toward Institute Registered professional learning for those participants who are new scheme teachers and have achieved accreditation at Professional Competence. These hours will contribute to maintenance of accreditation requirements. Information regarding accreditation is contained within the course.
Parents can find the digital citizenship material by entering the Parents & community section of the Teaching and Learning exchange. Care has been taken to add logical key words so that TaLe searches will result in links to appropriate resources.