

IGNITION - DIGITAL LITERACY AND RESPONSIBILITY

# Drive Students' Digital Security

# **This Course Covers**

Digital Footprint Internet Safety Cyberbullying Conducting Online Research Digital Time Management STEM Careers

https://everfi.com/offerings/listing/ignition-digital-literacy-responsibility/

# **Course Flow**



Choosing a Computer



Wireless Communication





The Viral World



Internet Resources and Credibility



Creating Multimedia Products



Digital Relationships and Respect



The Future of Technology and You

Untitled.notebook November 15, 2018



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# **Ignition**Digital Literacy & Responsibility

Digital literacy is defined as having the knowledge and ability to use technology to find and evaluate information, connect and collaborate with others, and produce and share content. Many falsely think that because children have been immersed in a technology since a young age, they are naturally "digitally literate" or skilled in using technology. Like traditional literacy, children and adults alike benefit from guidance, instruction, and practice.

Ignition – Digital Literacy & Responsibility educates students on the nuts and bolts of how technology works while placing them in virtual environments to tackle issues surrounding digital citizenship. The course covers everything from internet safety and cyberbullying to how to evaluate online content and properly credit creators of online content.

# **Learning Activity Highlights**

The Viral World - It just takes one wrong click to end up in a world of trouble. From crashing hard drives to hijacking passwords, computer viruses can be lethal. This lesson teaches students about cybersecurity and how to keep their identity safe.

Digital Relationships and Respect - As our social networks keep growing, it's important to maintain perspective on positive, healthy digital relationships. The consequences of cyberbullying have never been more real—both for the bully and the person being bullied. In this lesson, students learn how to identify and intervene when cyberbullying is at play.

My Digital Life: Gaming Simulation - The most memorable learning experiences are the fun ones. That's no exception here, where everything comes together with a final interactive game. In this simulation, students demonstrate their mastery of digital issues - creating a blog, managing a social networking site, solving technology problems, and working to resolve a cyberbullying situation.

# Lesson 1: Choosing a Computer

#### Overview

 This lesson provides an overview of computer hardware and software in the context of making informed decisions when choosing a computer.

#### **Lesson 2: Wireless Communication**

#### Overview

 This lesson includes a discussion of the mechanics and services of wireless communication and strategies for using mobile devices safely and responsibly.

#### Lesson 3: The Viral World

#### Overview

 This lesson discusses the various methods of digital communication and best practices for using these methods in safe and responsible ways.

#### Lesson 4: Internet Resources and Credibility

#### Overview

This lesson discusses best practices for conducting online research, including how to investigate the credibility
of online sources and how to cite sources responsibly.

#### Lesson 5: The Viral World

#### Overview

 This lesson discusses the various uses and benefits of emerging technologies and offers tips and strategies for safe and responsible digital publishing.

## Lesson 6: Digital Relationships and Respect

### Overview

This lesson discusses the problem of cyberbullying, including the activities that constitute cyberbullying, its
consequences, and tips and strategies for intervening and putting an end to cyberbullying behaviors.

#### Lesson 7: The Viral World

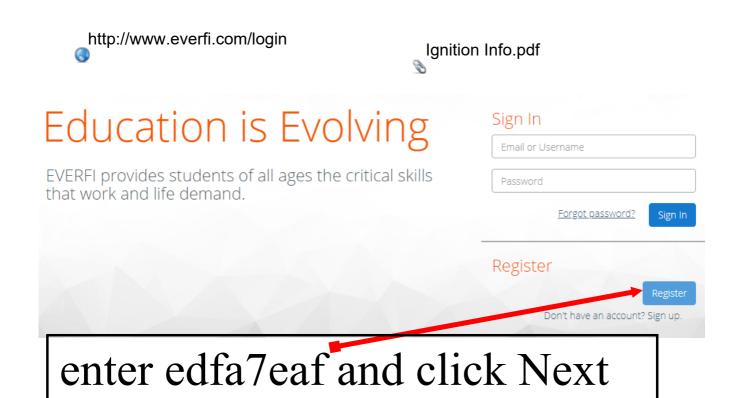
#### Overview

 This brief lesson introduces users to an array of careers in STEM science, technology, engineering and math and discusses various life paths leading to such careers.

#### **Lesson 8: My Digital Life: Gaming Simulation**

#### Overview

Upon completing the lessons, students can apply their learning in a variety of real -life gaming scenarios. While
working toward the goal of organizing a concert for their school, students must demonstrate their mastery of
digital skills: creating a blog, managing a social networking site, solving technology problems, and working to
resolve a cyberbullying situation.



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