

UNIT 6

Digital Citizenship

Students Learning Outcomes

- Identify essentials of good digital citizenship such as safe and responsible technology use.
- Recognize key concepts of copyright, plagiarism, and piracy, and define ethical standards of sourcing online information.
- Examine ethical issues that arise in ICT while surfing online.
- Analyze the importance of being safe, responsible, and respectful online.
- Identify health-related issues of using ICT devices.
- List school ICT lab rules.
- Use devices responsibly
- Demonstrate proper posture when using devices, and healthy behavior such as taking breaks to avoid eye and body strain.
- Identify steps to secure information privacy and confidentiality.
- Identify possible dangers of the Internet and related security.

6.1 Citizen and Citizenship

Member of a community is known as a citizen. For Example, we are living in Pakistan therefore we are citizens of Pakistan. A citizen must comply with following responsibilities:

- Be honest and trustworthy.
- Follow rules and laws.
- Respect the rights of others.
- Practice tolerance
- Be informed about the world around you.
- Respect the property of others.
- Be compassionate.
- Take responsibility for your actions.
- Pay taxes

A nation grants certain rights and privileges to its citizens. In return, citizens are expected to obey their country's laws and defend it against its enemies.



6.2 Digital Citizen

A person who develops the skills to effectively use the internet and other digital technology, in order to engage in society, politics and government is known as Digital Citizen. However, a good digital citizen is someone who is informed about the various issues that come across using digital technology.



6.3 Digital Citizenship

Digital citizenship is the ability of a citizen to safely and responsibly access digital technologies being an active and respectful member of society.

6.3.1 Importance of digital citizenship

We consider that everyone, using internet connection is a digital citizen, that's why the concept of digital citizenship becomes a part of our lives. No matter what age a person, knowing how to stay safe and respectful is a necessity in digital society.

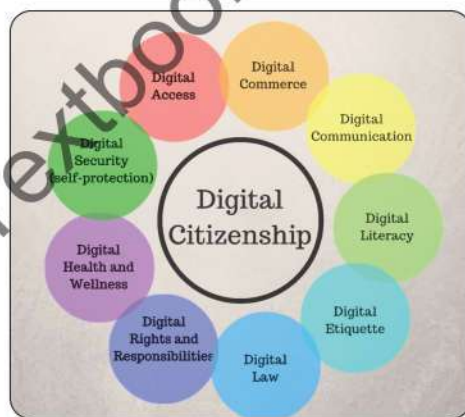


Fig. 6.1 Elements of digital citizenship

6.3.2 Elements of digital citizenship

Let's explore some elements of digital citizenship. Some of the essential elements of digital citizenship are:

- Have access to Phone, computers and internet
- Understand how technology shapes our society
- Make online communication possible
- Being confident and capable of using ICT

6.3.3 Essentials of good digital citizen

A good digital citizen is one who knows what is right and wrong and makes good choices while using technology. As we want our kids to be good citizens in the real world, we also want the same in the digital world. Characteristics of a good digital citizen includes:

- Being safe and Responsible whenever you go online.
- Protects your data
- Provide freedom of speech
- Introduces cyber security



Fig. 6.2 Elements of good digital citizen

- Using technology in educational and cultural activities
- Using critical thinking on internet
- Respecting freedom of speech and privacy of others
- Promoting the values of digital citizenship

Computer Lab Rules:

- No food or drinks in computer lab.
- Do not go on unapproved sites.
- Only use your assigned computer.
- Do not change the settings on the computer.
- Ask permission to download.
- Ask permission to print documents
- Save your work often.
- Turn computer monitors off when asked by your teacher.

6.4 Copyright

Copyright is a type of intellectual property rights that protect original works of an owner. In copyright law, there are different types of works, including paintings, photographs, illustrations, musical compositions, sound recordings, computer programs, books, poems, blog posts, movies, architectural works, plays, and so much more.



Fig. 6.3 Copyright

6.5 Plagiarism

Presenting other's work or ideas as your own, with or without consent is called plagiarism. This covers all published and unpublished material whether in electronic or in printed form. Plagiarism is academic dishonesty and a disciplinary offence.

6.5.1 Types of plagiarism

There are various types of plagiarism some of them are:

- **Global plagiarism:** means plagiarizing an entire text.
- **Paraphrasing plagiarism:** means rephrasing someone else's ideas and presenting them as if they were your own original thoughts.
- **Patchwork plagiarism:** means copying phrases and ideas from different sources and compiling them into a new text.
- **Self-plagiarism:** means recycling previous work that you've already submitted or

published.

6.6 Piracy

The act of illegally reproducing copyrighted material, such as books, computer programs, and films is called piracy.

Do you Know?

Those who conduct acts of piracy are called pirates.

6.7 Ethical Standards of Sourcing Online Information

You need to be aware of where to look for information, how to access it and how to use it. You must also be able to analyze your sources to check that they are relevant and of a suitable nature to be included within your work. We can use following aspects to analyze the quality of a source:

Currency: The timeliness of the information

Relevancy: The importance of the information to your context

Authority: The source of the information

Accuracy: The reliability and correctness of the content

Purpose: The reason for which the information exists

6.8.1 Ethical Issues While Surfing Online

The most commonly reported ethical issues are:

Participant privacy:

It refers to an individual's control over sharing personal information (physical, behavioral, or intellectual).

Confidentiality:

Confidentiality represents an agreement between you and other participants that their identities will not be disclosed unless they have agreed otherwise.

Anonymity:

It refers that you do not collect *any* identifiers that link responses to a specific individual. Even you, do not know the identity of the respondent.



Fig. 6.4 Ethical Standards

6.8.2 Being Safe and Responsible Online

Being a responsible digital citizen means having skills to take part in online community life in an ethical and respectful way. Responsible digital citizenship also means:

- Behaving lawfully
- Protecting your privacy and that of others
- Recognizing your rights and responsibilities when using digital media

To encourage people to be responsible, safe and respectful online, follow the given rules:

- Don't share your personal information online.
- Think about what you are sharing before you share.
- Always seek permission before you share a picture of someone else online.
- Don't speak to strangers online.
- Tell an adult if someone asks to meet you online.

Finally, remember, it is important to keep yourself safe online.



Fig. 6.5 Being Safe and Responsible Online

6.9 Health-related Issues of using ICT Devices

If we use a computer for many hours, there are some health issues that might affect us. Some of them are:

6.9.1 Eye-Strain

One health issue that can occur after using computers for a long time is eye-strain. This is caused by looking at a monitor which is a constant distance away. The muscles that focus your eyes do not move, and so get tired and painful. Eye-strain can also cause headaches.

We should take regular breaks to avoid Eye-Strain problem.

6.9.2 Back and Neckache

Many people suffer from back and neck pain after working at a computer for a long time. This is usually due to them having a bad sitting posture.

6.9.3 Repetitive Strain Injury (RSI) in Wrists and Hands

Any repetitive movement (same movement over and over again) can result in a health problem called repetitive strain injury (RSI).

In particular, typing and using a mouse for long periods are common causes of RSI in the wrist (it is often called carpal-tunnel syndrome). Take regular breaks from typing or using the mouse.

6.10 Proper posture when using Computer

Proper posture has been described in the following figure, mentioning the correct sitting style. Always keep in mind the proper posture of sitting when and where you operate the computer. This posture will make you physically comfortable and ease.



Fig. 6.6 Proper Posture of Using Computer

Summary

- Member of a community is known as a citizen. Citizens must obey their country's laws and defend it against its enemies.
- Digital citizenship is the ability of a citizen to safely and responsibly access digital technologies being an active and respectful member of society.
- A good digital citizen is one who knows what is right and wrong and makes good choices while using technology.
- Being a responsible digital citizen means having skills to take part in online community life in an ethical and respectful way.
- Copyright is a type of intellectual property rights that protect original works of an owner.
- Presenting other's work or ideas as your own, with or without consent is called plagiarism.
- The act of illegally reproducing copyrighted material, such as books, computer programs, and films is called piracy.
- Eye-Strain, Back and Neck Ache and Repetitive Strain Injury are the issues that you can face with excessive use of ICT devices.



Exercise

Tick (✓) the Correct option:

1. Which of the following responsibility a citizen must comply with:
a. Follow rules and laws b. Respect the rights of others
c. Practice tolerance d. All
2. A person who develops the skills to effectively use the internet and other digital technology is called:
a. Citizen b. Digital Citizen
c. New citizen d. Technical citizen
3. Responsible digital citizenship also means:
a. Behaving lawfully b. Protecting your privacy and that of others
c. Recognizing your rights d. All
4. Which of following is not computer lab rule:
a. No food or drinks b. Save your work often
c. Do not use printer in lab d. Do not go on unapproved sites
5. _____ is a type of intellectual property rights that protect original works of an owner.
a. Plagiarism b. Copy right c. Piracy d. None

6. Presenting other's work or ideas as your own, with or without consent is called:

- a. Plagiarism b. Copy right c. Piracy d. None

7. _____ plagiarism means plagiarizing an entire text.

- a. Self b. Global c. Patchwork d. Paraphrasing

8. The act of illegally reproducing copy righted material is called:

- a. Plagiarism b. Piracy c. Accuracy d. Paraphrasing

9. _____ plagiarism means recycling your own previous work.

- a. Self b. Global c. Patchwork d. Paraphrasing

10. _____ plagiarism means coping phrases and idea's from different sources.

- a. Self b. Global c. Patchwork d. Paraphrasing

Briefly answer the following questions:

1. Define citizenship.
2. What is digital citizenship?
3. Write the responsibilities of a citizen.
4. Write the basic elements of digital citizenship.
5. Enumerate 5 rules of computer lab.
6. How does copyright protect original material of an owner?
7. How can we say that plagiarism is an offence? Justify your answer.
8. What is piracy?
9. What are the ethical issues while surfing online?
10. Write the rules for being safe and responsible online.

Answer the following questions in detail:

1. Discuss importance of digital citizenship.
2. What do you mean by "be safe and responsible" in digital citizenship?
3. What is plagiarism? Write down its types.
4. Write down ethical standards of sourcing online information.
5. What issues can we face by excessive use of ICT devices?

Activity Based Questions:

1. In-class exercise or homework prompt: Students should identify and demonstrate proper posture when using devices, and know techniques for reducing eye and body strain during use. The teacher divides students into groups and assigns a device e.g. computer, TV, phone, etc. Each group then has to discuss the appropriate usage, proper posture, duration of usage, post-use storing of the device, etc. Students will present their points to the class after discussion.
2. The Start activity is a good opportunity to discuss child safety more broadly. It is important to explain to the students that one of the key strategies when feeling unsafe or uncomfortable, whether online or offline, is to approach a trusted adult. It is recommended that you share with the students the NO-GO-TELL approach. If something or someone is making them feel uncomfortable or unsafe, they should do the following: • Say NO when someone is making you feel uncomfortable or unsafe. • Then GO: leave or run away from that person or situation. • And TELL: talk to a trusted adult about the situation.