

Kids' Digital Literacy 101

Prekindergarten-Grade 2 Digital Life Literacy Ideas

- The rules that govern each person's activity in school and at home — being nice, no name-calling, helping others, being honest — are used everywhere including on digital devices and games. □ □ □ □
- Sleep is important for our learning. Each night when we sleep, our brains organize and save the information we learned during the day. Digital devices right before bed make the brain less efficient. □ □ □ □
- Lots of places exist in online and offline form — libraries, schools, games, Legos, sports, places where we watch movies and videos, and much more. How interesting to explore and compare online libraries with a school or public library. □ □ □ □
- Apps are places where people with common interests come together and work or play. People can create apps. □ □ □ □
- Always ask permission before taking a person's picture. □ □ □ □
- A person's picture belongs to that individual so you must ask permission to share it with someone else. □ □ □ □
- When someone is talking to you, look at them and put down a digital device. □ □ □ □

Grades 3-6 Digital Life Literacy Ideas, continued

- A lot of what you see on the web may not be true. Things on the web can be excellent, good, OK or terrible. Use unfamiliar materials carefully. ☐☐☐☐
- Snopes.com is a great place to check out rumors, fraud, and urban legends. ☐☐☐☐
- Different types of online communication leave digital footprints. Everyone leaves them everywhere. The trick is to make sure that a person leaves mostly good and interesting ones. Even likes and shares leave digital footprints. ☐☐☐☐
- It's not just kids and their devices that leave digital footprints. Adults also leave them all day long as they work and play (credit cards, online buying, using web pages, driving our cars, and much more). ☐☐☐☐
- Digital footprints never go away. They are permanent, out there somewhere (that's why you want mostly interesting footprints). Even shares and likes are digital footprints and they are permanent. ☐☐☐☐
- When a person makes something up and claims it's true, lots of other people usually find out about it. ☐☐☐☐
- Just because you feel like you are alone online, you aren't. It's like when you are at your house and feel like you are alone, but there is someone around in another room. You are never in a completely private place on the web. ☐☐☐☐

- If you can't say it face-to-face, you can't say it online. □ □ □ □
- Sometimes things that you say online have a different meaning than you intended. Digital communication makes it a lot easier to be misinterpreted. Your spoken includes lots of facial and body movements as clues. Your online communication lacks lacks these clues and makes it much easier to be misinterpreted. □ □ □ □
- No one is completely anonymous — ever. This is a concept that often encourages people to make terrible mistakes. □ □ □ □
- Privacy is about keeping some things private. Deciding what to share and what to not to share is tricky. □ □ □ □
- A photo that feels great for you to share may not be, because another person does not want to share it. □ □ □ □
- The Children's Online Privacy and Protection Act (COPPA) is the reason for the under/over 13 rule. □ □ □ □