

# Nine Elements of Digital Citizenship

---

*As a group, read each element. Your group will be assigned ONE element to discuss.  
Use the discussion guide provided to record your ideas.*

Mike Ribble identified nine elements that comprise a digital citizen and explain each on his website: [Digital Citizenship – Using Technology Appropriately](#).

**1. Digital Access: Full electronic participation**

- a. Access to digital tools including laptops, cameras, internet
- b. Recognizing individual needs and barriers to participation including special needs

**2. Digital Commerce: Online buying and selling of goods**

- a. Purchasing and selling items on auction sites and/or online stores
- b. Using digital coupons
- c. Purchasing and downloading media through sites like iTunes

**3. Digital Communications: Electronic exchange of information**

- a. Email, blogs, social networking through Facebook and Twitter, instant messaging/texting
- b. Managing an online identity – digital footprint
- c. Understanding privacy and public settings and situations when communicating online
- d. Impacts of online relationships compared to face to face.

**4. Digital Literacy: Process of teaching and learning about technology and the use of technology**

- a. Skills in effectively finding and evaluating internet resources
- b. Using tools to help manage and filter media from the internet including social bookmarking, privacy settings, spam
- c. Making connections between digital tools to enhance learning

**5. Digital Etiquette: Ways of conducting oneself in a digital environment**

- a. Using technology to reflect best qualities and codes of conduct
- b. Using technology when appropriate
- c. Respecting the privacy and rights of others

**6. Digital Law: Responsibility for actions and deeds using electronics**

- a. Creating original works that are free from plagiarism
- b. Respecting the digital data and information of others, including copyright and creative commons
- c. No intentional, malicious acts including computer hacking, virus development, identity theft
- d. Bullying

- 7. Digital Security: Electronic precautions to protect learners, staff, and organizations**
  - a. Following Acceptable Use Policies
  - b. Using technology responsibly
  - c. Reporting incidents to ensure security and safety is maintained for all
- 8. Digital Health and Wellness: Physical and psychological well-being in a digital world**
  - a. Balancing time spent online with time spent offline
  - b. Knowing stress injuries related to overuse including eye strain
- 9. Digital Rights and Responsibilities: Freedoms extended to those in a digital world**
  - a. Keeping your devices and identities online secure by using safe, private passwords
  - b. Protecting personal security by managing the personal information posted online