

Supporting Digital Literacy

What is digital literacy?

Digital literacy involves the ability to solve problems using technology in a safe, legal, and ethically responsible manner. With the ever-expanding role of digitalization and big data in the modern world, digital literacy also means having strong data literacy skills and the ability to engage with emerging technologies. Digitally literate students recognize the rights and responsibilities, as well as the opportunities, that come with living, learning, and working in an interconnected digital world.

Ontario Curriculum

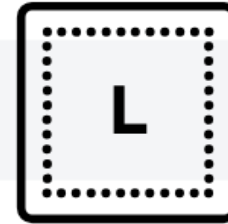
- Use appropriate digital tools
- Regulate use of technology to support well-being
- Analyze and interpret data
- Demonstrate willingness to explore emerging technology
- Manage digital footprint including social media
- Understand society's role in the evolution of technology

A2. Digital Media Literacy

demonstrate and apply the knowledge and skills needed to interact safely and responsibly in online environments, use digital and media tools to construct knowledge, and demonstrate learning as critical consumers and creators of media

1 : —
2 : — **Specific Expectations**
3 : —

[Compare grades >](#)



Transferable skills:

Digital literacy

Collaboration

Innovation, creativity, and entrepreneurship



Digital Citizenship

Online Safety, Well-Being, and Etiquette

Research and Information Literacy

Forms, Conventions, and Techniques

Media, Audience, and Production

Innovation and Design

Community and Cultural Awareness

Look at the two graphs and discuss...

Who made this graph?

Why did they make it (purpose)?

What story were they trying to tell?

Who was the graph made for (audience)?

What were they trying to convince me/sell me/prove? Were they persuasive? How?

How do the scales used impact the story that is being told?

How else could they have represented it? What story would that have told?



**Digital Literacy is
Cross-Curricular!**

Overall Expectations

By the end of Grade 6, students will:

D1. Data Literacy

manage, analyse, and use data to make convincing arguments and informed decisions, in various contexts drawn from real life

1 : Specific Expectations
2 :
3 :

[Compare grades >](#)

Transferable skills:

Critical thinking and problem solving

Digital literacy

Innovation, creativity, and entrepreneurship

Kids need:

- Parental involvement
- Open communication
- Digital literacy skills




What do youth want from the Internet?

- Entertainment
- Socialization
- Information
- Personal space



Entertainment





38 per cent of adults think
teens should spend less
time online....

...23 per cent of teens agree!

Should you be worried?

- Replacing other activities
- Negatively affecting relationships
- School work suffering
- Mood swings
- Neglecting hygiene



The image shows a screenshot of the AdBlock Chrome extension page on the Chrome Web Store. The page features a header with the AdBlock logo, a 5-star rating from 13019 reviews, and a 'Productivity' category tag. A blue button indicates it is 'AVAILABLE ON CHROME'. Below the header are tabs for 'OVERVIEW', 'DETAILS', 'REVIEWS', and 'RELATED'. The main content area includes a 'before' and 'after' comparison of a news website, demonstrating the removal of various ads. Text on the page states: 'The most popular Chrome extension, with over 3 million users! Blocks ads all over the web.' and 'Automatically blocks video ads, banner ads, Flash ads, Facebook ads, text ads...'. A 'NEW IN VERSION' section is partially visible. An inset window shows the 'uBlock Origin' extension page, which is marked as 'Installed' and 'Featured'. It has a 5-star rating from 27,098 reviews and is categorized as 'Productivity' with over 10,000,000 users. Navigation links for 'Overview', 'Privacy practices', 'Reviews', 'Support', and 'Related' are visible at the bottom of the inset.

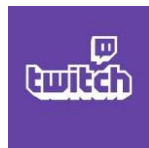
Technical tips

- Set up separate e-mail address for registering for games sites
- Turn on privacy settings in browser
- Ensure that you keep your browser up to date
- Install adblocking software

Socializing



- How do you socialize when you can't control the
 - ✓ Context?
 - ✓ Time?
 - ✓ Place?
 - ✓ Audience?
 - ✓ Tone?
- Help children learn to handle both their own and others' information with care



REAL OR PHOTOSHOP

START

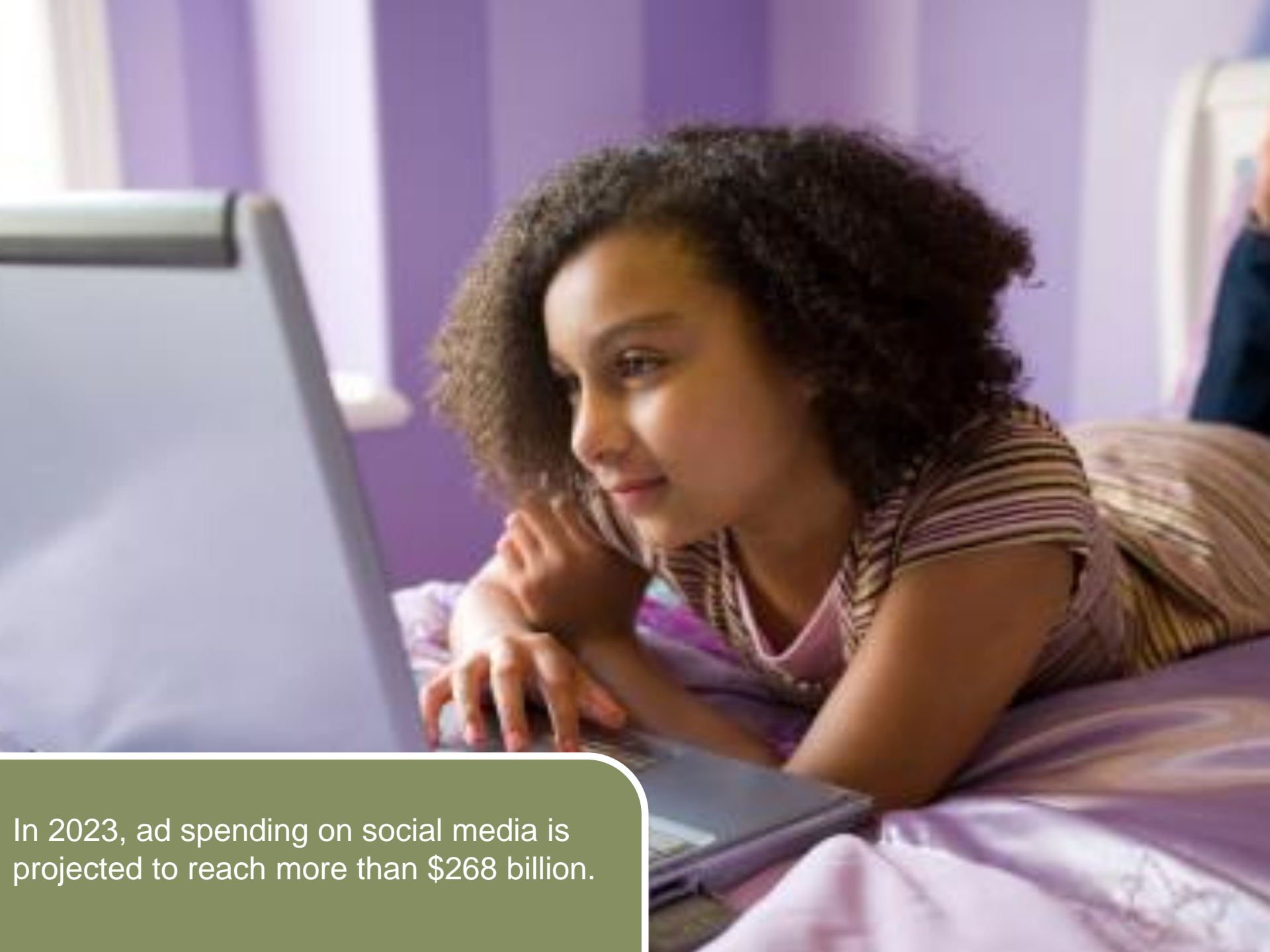


REALITY
CHECK

AU-DELÀ
DES FAITS!

Tips to Develop Critical Thinking

- Talk
- Read
- Check



In 2023, ad spending on social media is projected to reach more than \$268 billion.

Information Seeking





Any

Search Title, Author, or Topic

Search



Learning Resources

SEE ALL >



Recently Added Books

SEE ALL >



dsbn.org bookmarks

- D2L
- DreamBox
- Destiny**
- Google Drive
- Google Classroom
- DSNB Student & Staff Portal

www.destinydiscover.com



Parent Resource

My Kid's Movie Guide

Showing My Kid's Movies

- Age Range: 17 - 18 years
- Streaming Services: 0 selected
- Content Limits: 0 set
- Character Strengths: 0 selected
- Rated Highly For: 0 selected
- Genres: 0 selected
- Topics: 0 selected

Top Picks for My Kid



Saw X
age 17+
★★★★☆



Fair Play
age 17+
★★★★☆



Desperation Road
age 17+
★★★★☆



Red State
age 18+
★★★★☆



The Wrath of Becky
age 17+
★★★★☆



Fear the Night
age 17+
★★★★☆



Beau Is Afraid
age 17+
★★★★☆




A photograph of three young women gathered around a laptop. The woman on the left is typing on the keyboard. The woman in the middle is smiling broadly. The woman on the right is looking at the screen with a slight smile. The background is a bright, out-of-focus indoor setting.

Personal Space

“I hadn’t realized that this was meant to be read by everyone in the world *except me!*”

– Mother whose daughter was upset because she had read her blog.

A woman with dark, wavy hair and a pearl earring is leaning over a young girl with long, dark, wavy hair. They are both looking at a laptop screen. The woman is smiling slightly. The background is a blurred indoor setting, possibly a kitchen or living room.

You are the single most powerful resource to help your kids get the most out of the digital world.

Eventually our kids are going to be making their own choices online. We want to be the little voice in their heads that prompts them to pause and reflect – and be the people they can go to, if things go wrong.



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