

<https://taniacolligan.wixsite.com/digital-technology>

Transcript Summation 3 Digital identities and digital security

(I apologise for my terrible singing especially me trying to get high note, but it is how the song went.)

Step by step, oh, baby, leave a good digital footprint in the world

Step by step

Rock!

Step by step, oh, baby, your footprint in a digital world

Step by step, oh, baby, be careful what you post all around

Step! Hey, girl, in your eyes I see your picture through those media files

Step! And, girl, when you smile you got to know it's a permanent file

Step by step, oh, baby, you know it is always online

Step by step, oh, girl, you are sharing all of the time

Step by step, oh, baby, your footprint is permanent girl

Step by step, oh, baby, be careful what you post in your world

Step! Hey, girl, can't you see you are sharing this space with everybody

Step! Hey, girl, yes, it's true, once its posted there is nothing you can do

Step by step, oh, baby, be careful what you post online

Step by step, oh, girl, when you smile it's there all of the time

Step by step, oh, baby, anyone can see you, girl

Step by step, oh, baby, really your online world

Step! Step! Step! Step by step!

Step one! Log off all the time

Step two! Nicknames is what you should use

Step three! Post what you want to see

Step four! Share passwords no more

Step five! Think before click that's right. Huh!

Step by step. Don't you know its only you

Step by step. Yes, a digital world

Step by step, oh, baby, you know it is always online

Step by step, oh, girl, you are sharing all of the time

Step by step, oh, baby, anyone can see you, girl

Step by step, oh, baby, really your online world

Step by step, oh, baby, anyone can see you, girl

Step by step, oh, baby, really your online world

Step by step, oh, baby, anyone can see you, girl

Step by step, oh, baby, really your online world

Sterr, M. (1990). *Step by Step* [Online]. ATV Music Publishing LLC; Sony.

Transcript Summation 2 Digital fluency

Acrostic poem

Discover with experimental activity trying out different tools and processes.

Innovators seen in early years and primary.

Gadgets which are used in classes like Lego Technic, Robotics and Bee Bot.

Invent with the use of a variety of technologies.

Tools which can help enhance the classroom communication and sharing work.

Adapt to the 21st century education by finding resources and learning new tools.

Learning that can be made in the process of creating.

Focus on the creative process not just the product.

Language which is important to be able to convey when and why.

Understanding how to use the tools.

Experimental activity that is one of the skills needed for fluency.

Neophyte which is knowing the basics of technology before becoming digitally fluent.

Collaborative learning to which is developed for digital fluency.

You as a teacher to engage in the ever-changing technologies.

Transcript summation 2 digital fluency video

Slide 1

Digital Fluency

Ok students what does it mean to be digitally fluent?

I I can use digital technology, so I must be fluent.

Good answer but it is not only that, let's explore more.

Slide 2

Digital fluency is not only knowing how to use technology, but how to construct things of significance with technology.

Slide 3

Students learn when they create and explore through technology in a meaningful way. Then they also become digital content creators (Howell, 2012).

Slide 4

How do I keep up with technology and be digitally fluent?

I read about it on the www.teachknow.com.blog, you should subscribe, so you can learn about technology too.

You what on the what?

When will these teachers ever learn?

Slide 5

There is not a need to be fluent in all technologies instead, "be open and enthusiastic educators, who embrace and do not resist technology" (Howell, p142, 2012).

Slide 6

Now students we learnt that digital fluency is developed with creativity, experimental and purposeful activities.

What have we done in class to help become digitally fluent?

Robotics, clay animations, narration on video

Slide 7

Digital fluency is lifelong learning.

There is no end result.

Quote “fluency is never a state of achievement. Without experiences, the same box of tools will become less useful overtime”

(Briggs & Makice p68, 2011)

Transcript Summation 1 Cyberbullying

What is cyberbullying?

Cyberbullying is bullying that is done online through devices of technology. For example, mobile phones, computers, iPads and cameras. All these devices can be accessed 24/7 therefore there is no break for the victim, in addition it can be anonymous.

1 in 6 students being bullied at least once a week.

Indirect bullying is less obvious for example, being excluded from online groups or teasing by spreading rumours.

Direct bullying is direct insults and abuse online

It is not bullying unless there is a power imbalance. For example, belonging to exclusive group, possessions and personal characteristics.

<https://www.surveymonkey.com/results/SM-TTB5QTJN7/>

Cyberbullying according to statistics 2020, it showed that numbers had increased from 2018 - 2019. Presenting that cyberbullying is on the rise rather than stopping. (2020, 2020)

According to Blair 2003 that it seems to be teenage students cyberbullying than younger ones.

This could be that teenage students are on more social media platforms.

On 12th April 2020 a survey was conducted with high school students and their friends.

The purpose of the survey was to get their view on cyberbullying.

Cyberbullying has shown many negative effects. It makes the person feel more than just bad about themselves.

To stop cyberbullying prevention is the key to its success.

Awareness Teaching students through prevention program.

School Policies Having policies to help prevent and how to address incidents is important.

Parents to supervise

Set boundaries rules

Learn or know sites they on

No phones in bed at night

Set up online safety

Be available

Getting children to talk about it and be aware of cyberbullying. Talk and not to be afraid to say something.

Teach what to say or do if being bullied.

Reflection

Digital technology is continually changing, and new developments are happening every day. With this continual change, I have learnt of the multiple different technologies to explore and use in a classroom setting. As a digital native teacher, I need to embrace and learn the purpose of the new technologies (Howell 2012). When planning to teach with digital technologies knowing what and why will help develop digital fluency and purposeful learning. For example, Briggs and Makice use the example of twitter asking, "what is happening?" instead of "what are you doing? It changes the focus from inward to outward" (Briggs and Makice, pg 65 2011).

The technologies I used for the website is Voki, Animation, Prezi and Screencast. They were hard to navigate due to my inexperience with these. It showed that there is not any purpose in implementing these without knowledge in using them. As a teacher, I can scaffold their learning to create, desired outcomes, when I know how and why the use of digital technology. The concept of scaffolding is what Wood, Bruner and Ross (1976) are essential for developing fluency. (Niessen 2015)

Another critical part of teaching digital technology is knowing your digital footprint and help students learn about theirs. I got that as a teacher, being aware of what social media I use and knowing what my image is out in the online world is essential for working in the education industry. "Our identity is also built by how and when we show ourselves online, what we do who connect with, how often and what for" (Lizenberg, pg4,2013). Teachers are careful with the way they present themselves at school; the same consideration required for their online identity.

When developing an online identity, it requires learning how to be safe in addition to being aware of cyberbullying. There is a dark side to all the new technology, because of the easy access and ability to be anonymous cyberbullying has emerged. Prevention for cyberbullying is education; therefore, my role as an educator is to ensure the students are being safe and learn about cyberbullying.

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Summation 1

Cyberbullying

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