Where we are…
Where we are going…

We are Calhoun County Schools!

Calhoun County School System

- **Student Enrollment** **9284**
- **16 Schools plus Alternative School**
- **Free / Reduced** **5458 (57%)**
- **Resource Officers** **7**

Schools	Grades	Enrollment	Free/Reduced
AE	K-5	900	461/72 = 533
AH	6-12	1050	416/105 = 521
OE	PreK-6	557	282/54 = 336
OH	7-12	495	234/63 =297
PVE	K-6	581	262/62 = 324
PVH	7-12	496	180/51 = 231
SE	K-4	502	337/40 = 377
SM	5-7	292	219/35 = 254
SH	8-12	528	293/59 = 352
WE	PreK-6	668	341/62 = 403
WH	7-12	545	287/61 = 348
WWE	K-6	647	456/58 = 514
WWH	7-12	569	369/43 = 412
WPE	K-4	574	213/39 = 252
WPM	5-8	471	130/40 = 170
WPH	9-12	409	107/27 = 134

Goals for Calhoun County's Future (Yes, we want our kids to have it ALL)

- **Operation Graduation- 100% OF OUR STUDENTS GRADUATE FROM HIGH SCHOOL PREPARED!!!**
- Literacy - basic foundation skills in reading, writing and speaking.
- **POWER UP Learning Initiative With Bring Your Own Device (BYOD)- Increase Student Engagement- Create 21st Century *Global Classrooms* that are innovative. Calhoun County Schools engage ALL students in an exploration of current world issues through project-based learning, interactive simulations and curricular materials**
- Rigorous Academic Emphasis - world class standards, increased graduation requirements, etc.
- Diverse Educational Experiences - exposure to multiple teaching, learning and cultural activities.
- Technology/information Literacy - technological literacy for life and for a career.
- Postsecondary/Career Preparation - opportunities for career information, exploration and skill development.
- Quality extracurricular opportunities

Philosophy: WE BELIEVE!

- Calhoun County School District operates on the following principles:
- Great teachers make all the difference in a student's education.
- All students have the capacity to learn and achieve and are expected to succeed.
- All students have a right to competent, caring teachers and administrators.
- All students have a right to high academic expectations.
- All students need basic knowledge and experiences to develop physically, cognitively, socially and ethically.
- All students have a right to the best school structure, learning climate, academic environment and resources the district can provide.
- **PARENTS AND COMMUNITIES ARE VALUED AND PARTNERS.**

Purpose of Community Meetings

- **Establish Parent and Community Partners**
- **To Communicate CCBOE Goals**

- **To describe the duties and responsibilities of digital citizens**

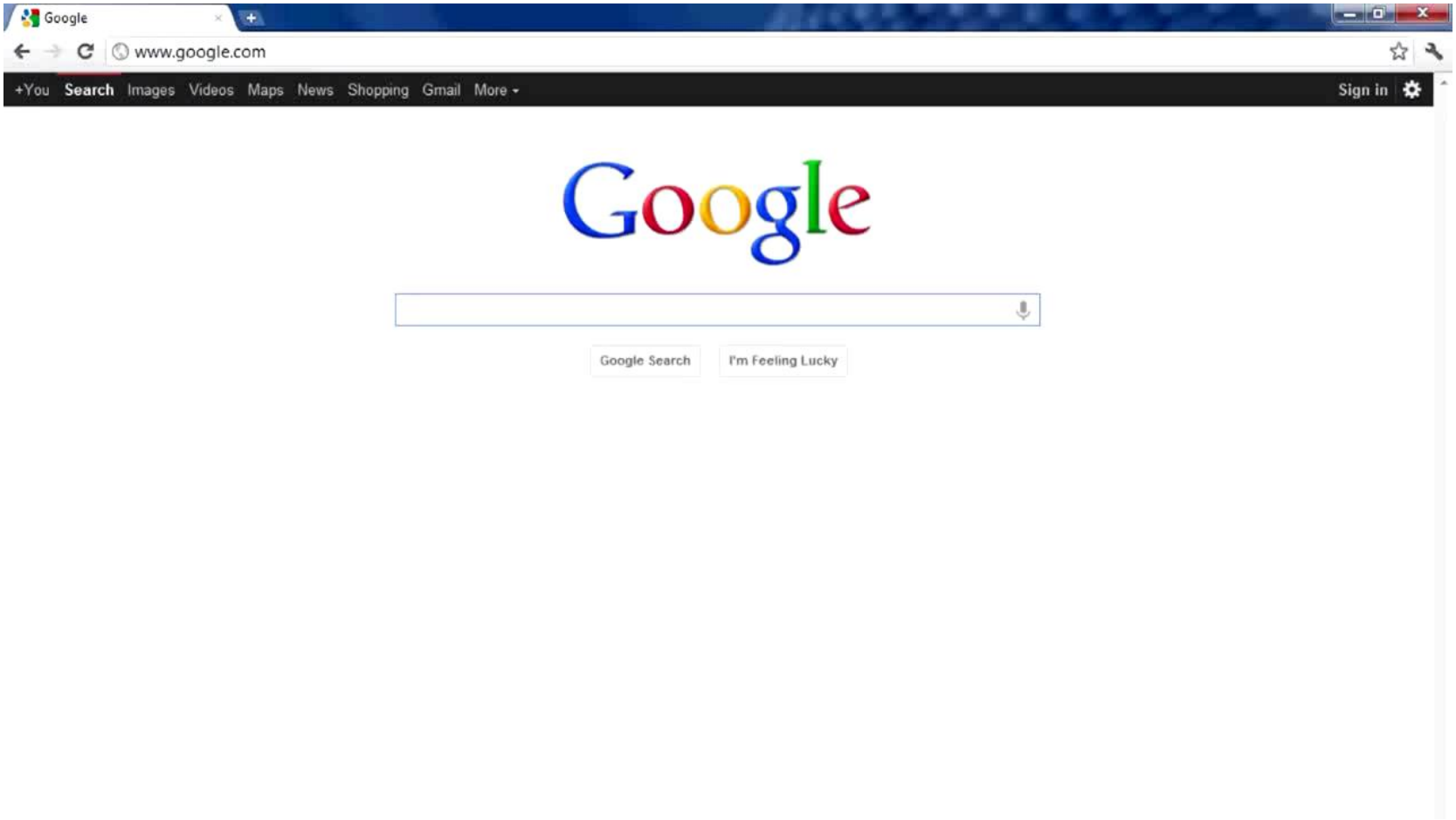
- **To assist students in learning how to manage digital content and use technology appropriately**

- **To prepare students for life in the 21st century**

Welcome!
Digital Rights and Responsibilities:
POWER UP

Calhoun County Bring Your Own Device
Community Meetings
2013

"Digital citizenship can be defined as the norms of appropriate, responsible behavior with regard to technology use." --Mike Ribble


Google
www.google.com
+You Search Images Videos Maps News Shopping Gmail More
Sign in
Google
Google Search
I'm Feeling Lucky

Examples

- communication practices
- online privacy and acceptable use policies
- social networking etiquette
- email and texting etiquette
- online behavior
- cyber bullying
- handling spam

What else?

DIGITAL RIGHTS AND RESPONSIBILITIES INCLUDE:

Digital rights and responsibilities can formally be defined as: those freedoms extended to every student, administrator, teacher, parent or community member. Just as in the American Constitution where there is a Bill of Rights, there is a basic set of rights extended to every digital citizen.

http://digiteen09-1.flatclassroomproject.org/Digital+Rights+and+Responsibilities

Digital Rights

Digital Citizens have the right to:

- privacy
- free speech
- safety
- Intellectual property

Digital Citizens have the responsibilities of:

- Reading through rules and regulations
- Reporting cyberbullies
- Citing sources
- Reporting threats
- Requesting permission
- Doing no harm

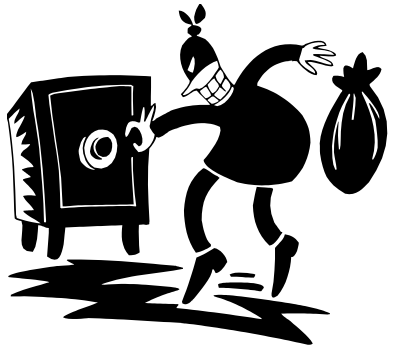
Ways to be a good digital citizen

DIGITAL RESPONSIBILITIES

Appropriate Examples of Digital Rights and Responsibilities

- Paying for downloaded music
- Properly using clip art in pictures (obtaining the rights to using media)
- Citing sources

- Stealing someone's password
- Writing on a blog without listing the source
- Reprinting/copying a digital photo without permission
- Uploading photos of your friends onto a social networking site

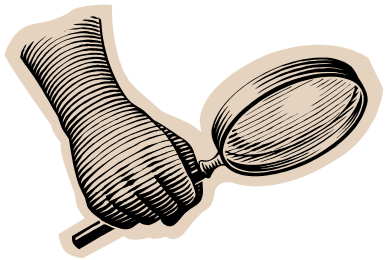


Inappropriate Examples of Digital Rights and Responsibilities

Scenerio

- Case/Scenario:

A half hour before class, Olivia remembers that an essay on George Washington is due. Olivia rushes to the school technology lab and goes to Wikipedia to cut and paste important facts, but fails to acknowledge the authors of the information. ***What, if any, Digital Citizenship law has she broken?***



How Educators can teach/promote Digital Rights and Responsibilities

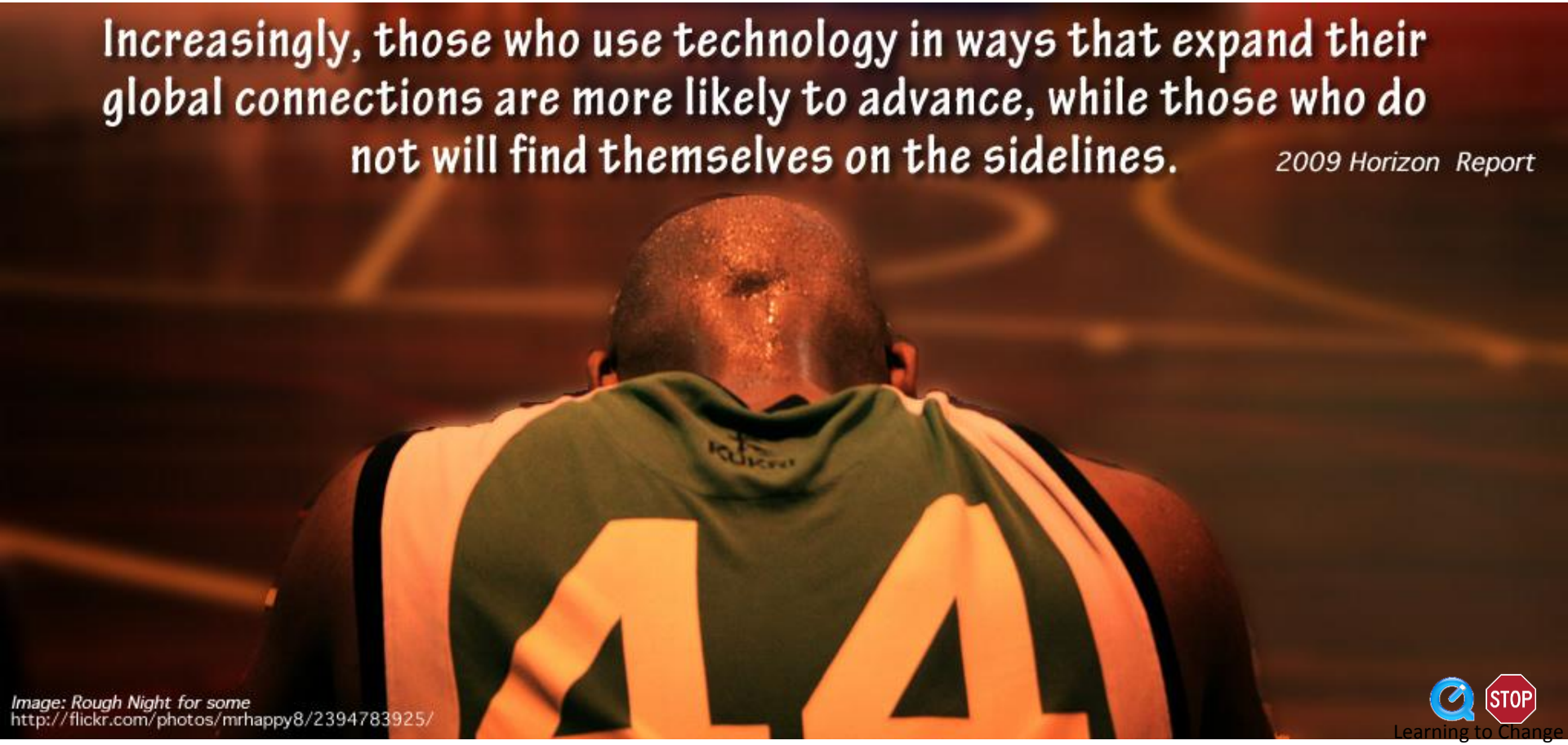
Let’s Talk:

- Define citizenship
- Classroom Code of Ethics
- Develop awareness
- Check references (aka The Wikipedia Effect)
- Scenarios
- Role-play
- Model & demonstrate (Do as I do)

Why CCBOE is Changing?
Engage Me!

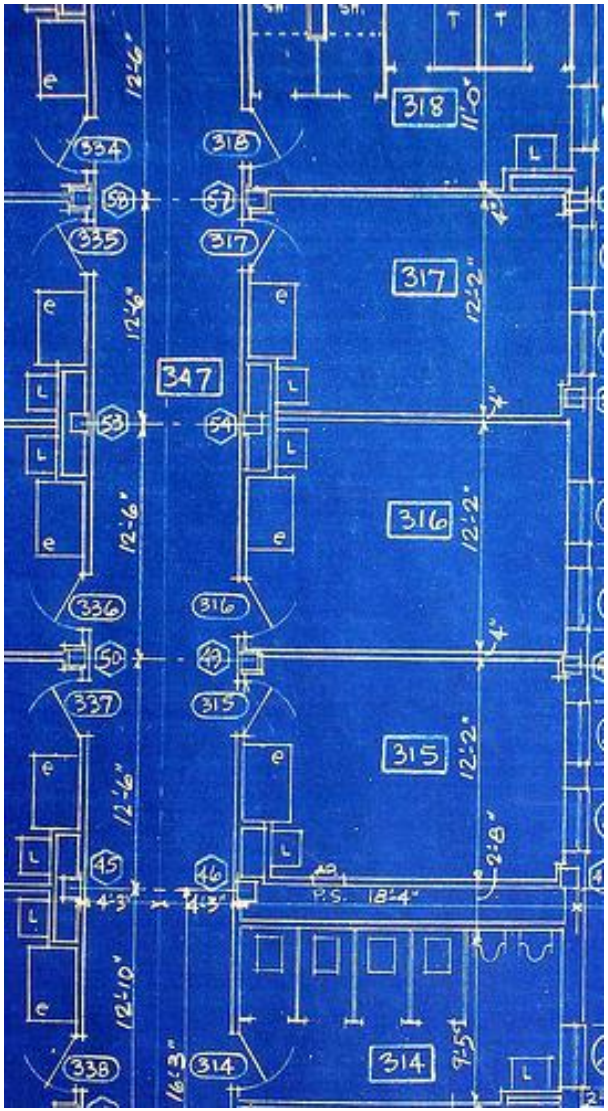
POWER-UP!

Increasing Student Engagement with Bring Your Own Device Learning Initiative (BYOD)


Increasingly, those who use technology in ways that expand their global connections are more likely to advance, while those who do not will find themselves on the sidelines.
2009 Horizon Report
Image: Rough Night for some
http://flickr.com/photos/mrhappy8/2394783925/
STOP
Learning to Change

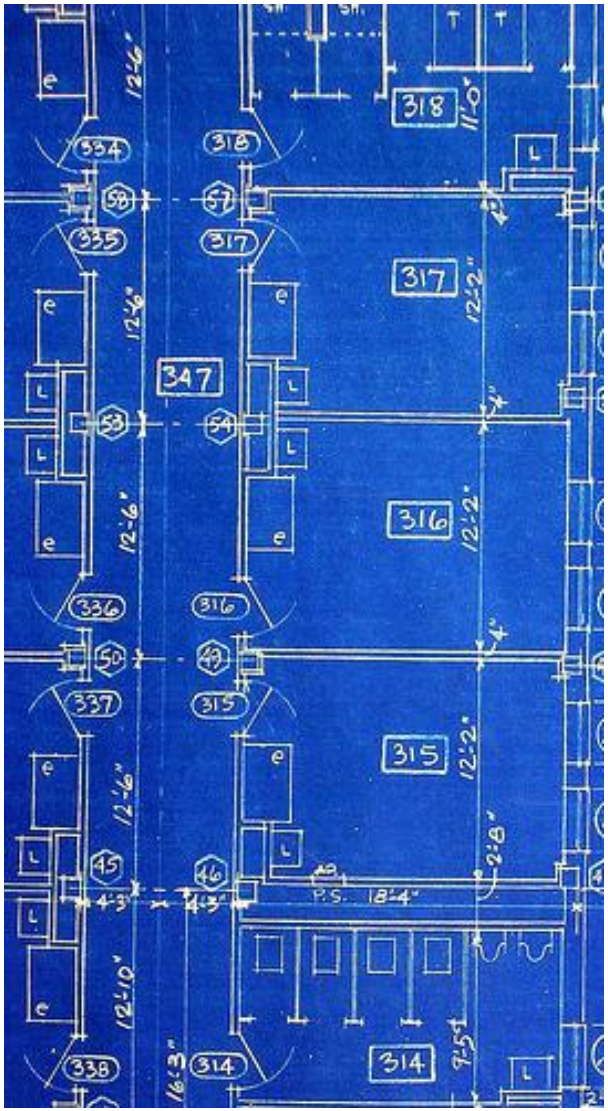
project-based learning

design



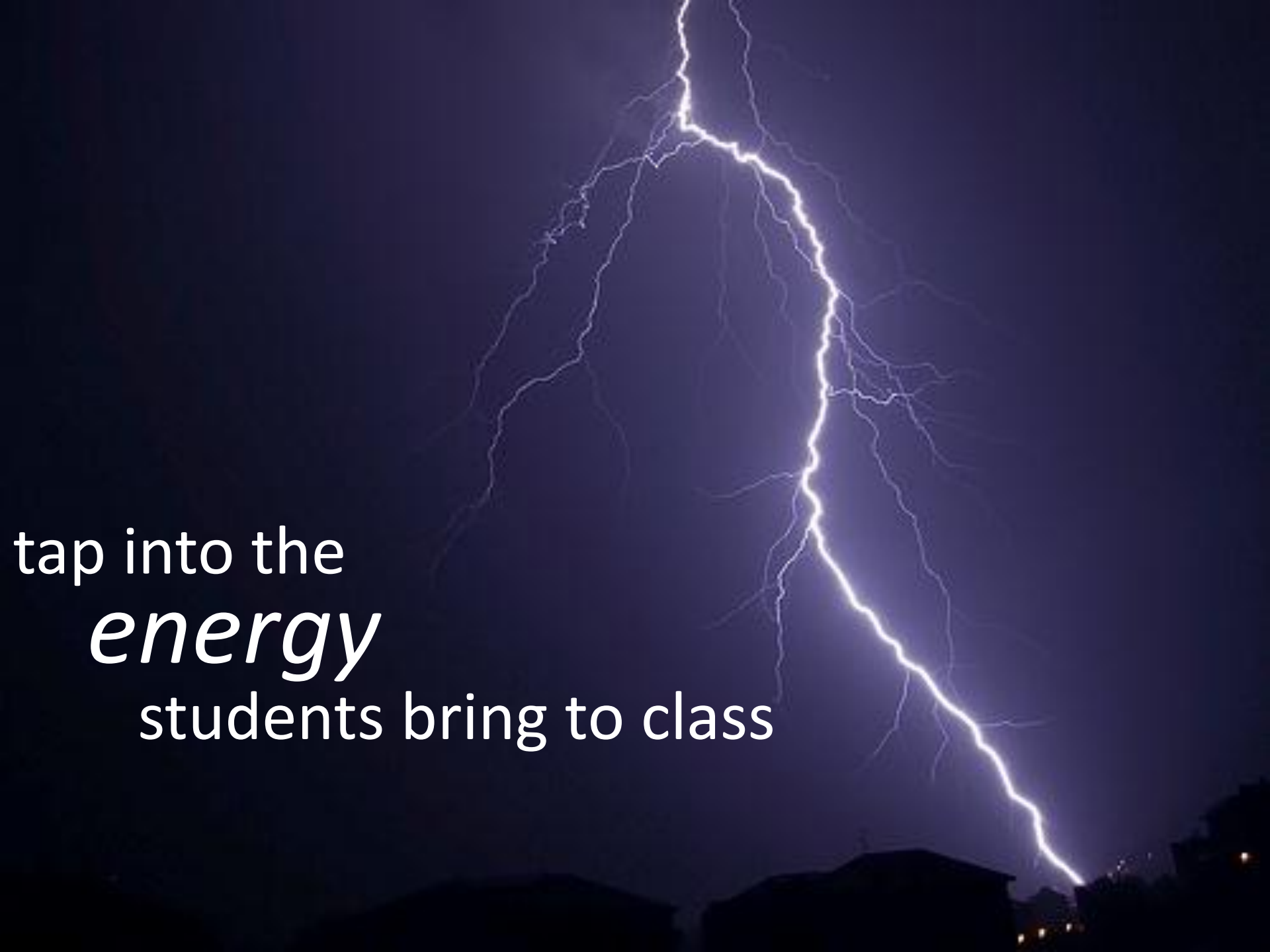
tools

management



part 1

POWER UP design

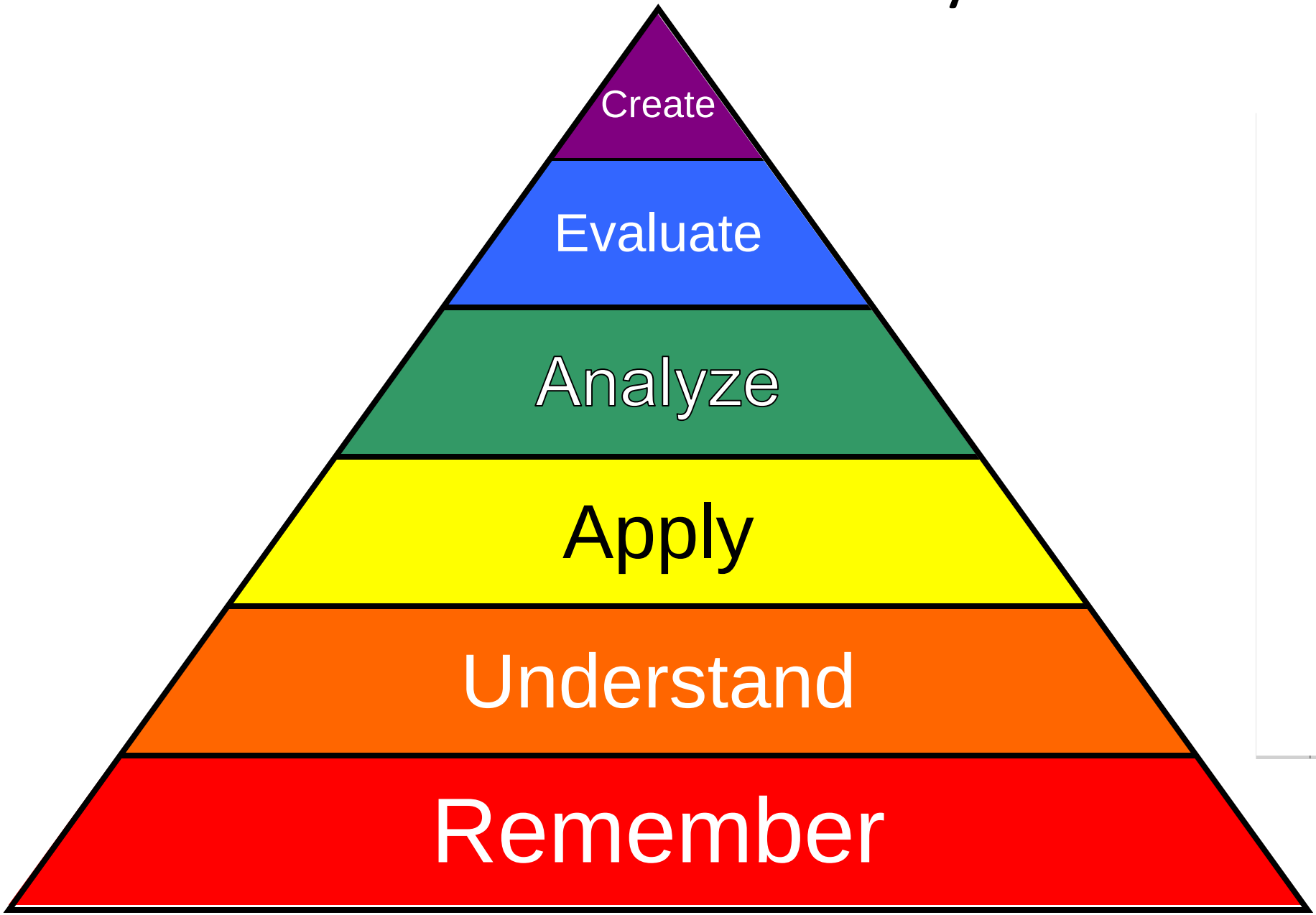

tap into the
energy
students bring to class

curriculum
drives
technology

begin with *the end* in mind

use the
inquiry
process

bloom's *revised* taxonomy



authentic assessments

technology as a
tool

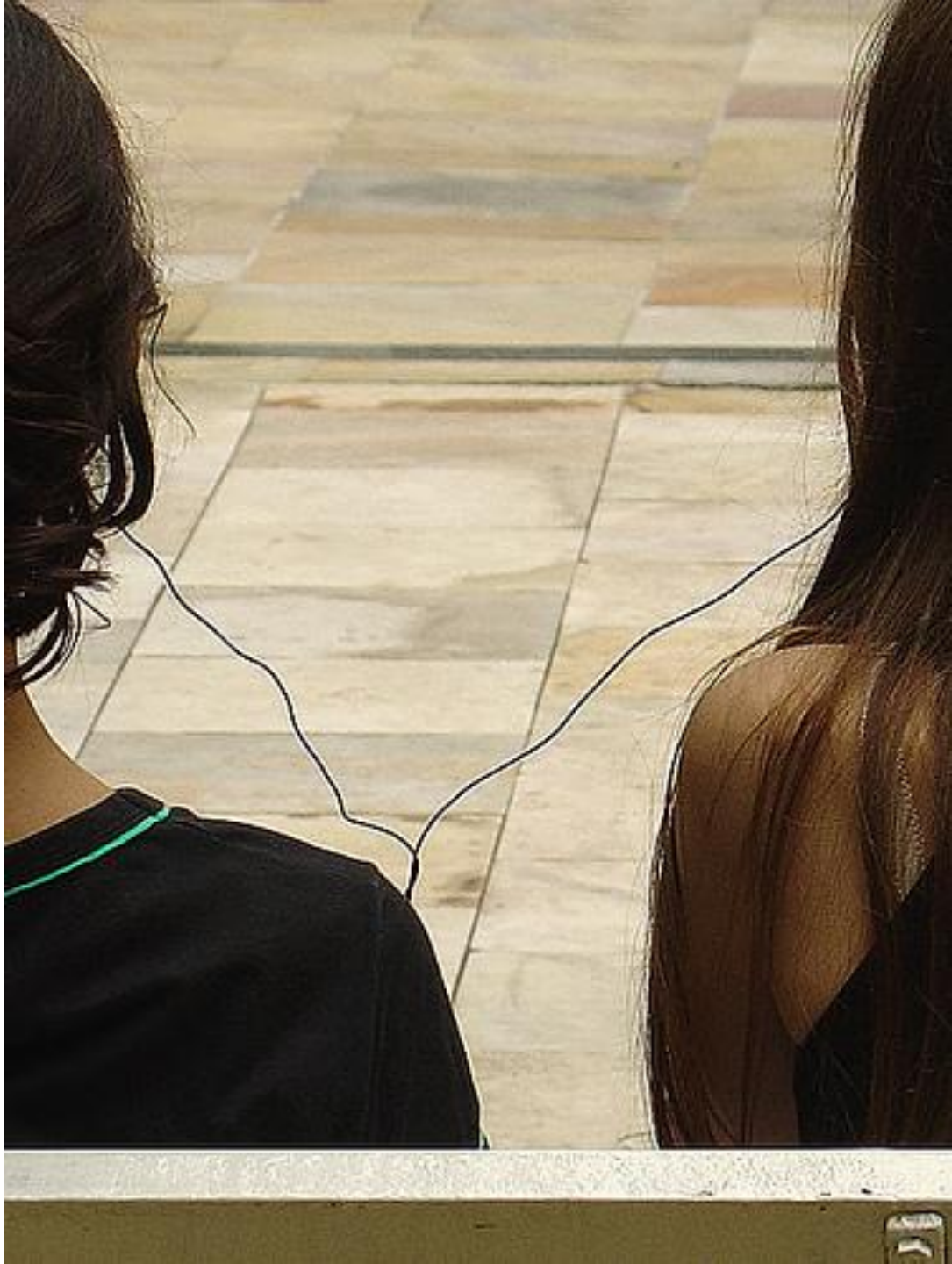
embedded
technology

global audience

learn
with technology

the way students

live
with technology



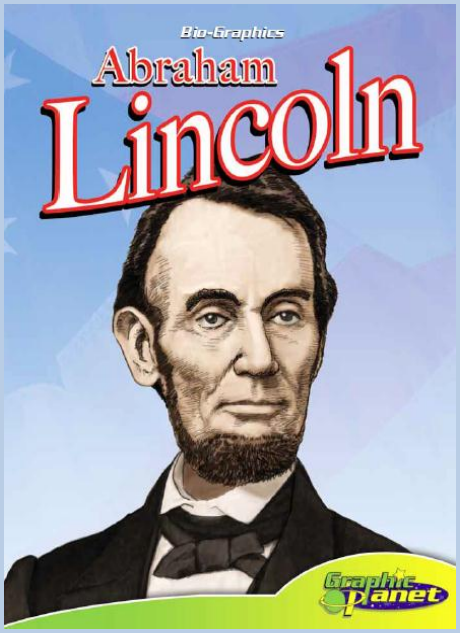
part 2

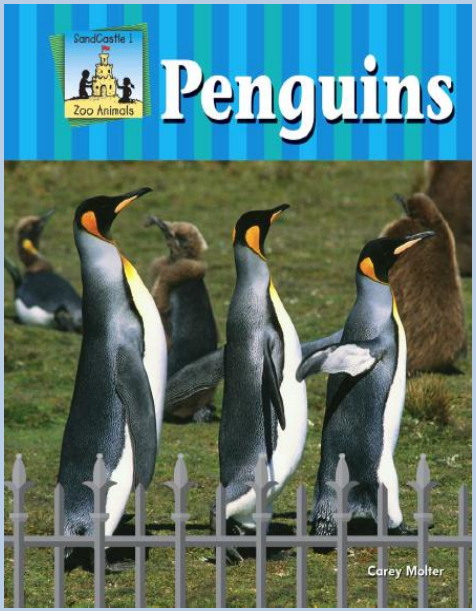
Tools BYOD

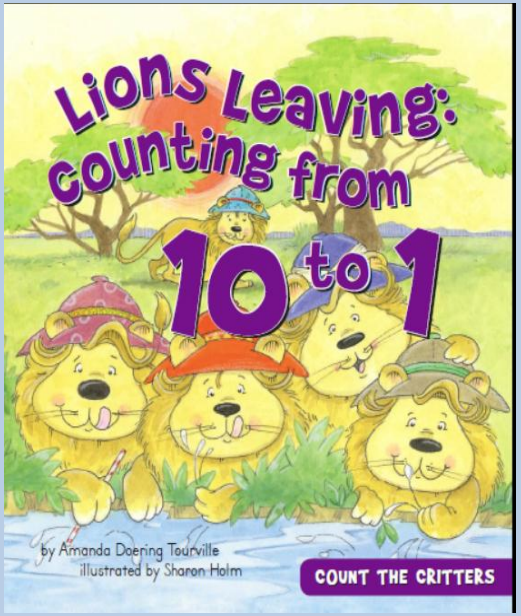
Students Using The Devices

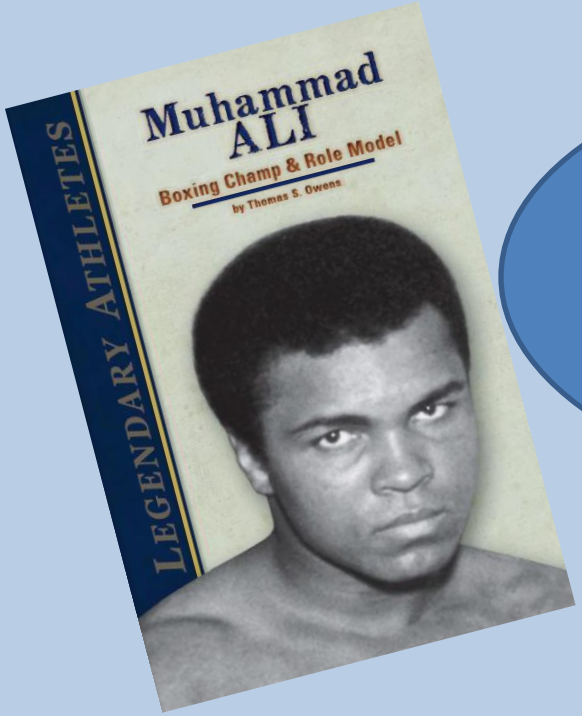
To Learn More!

the technology *toolbox*







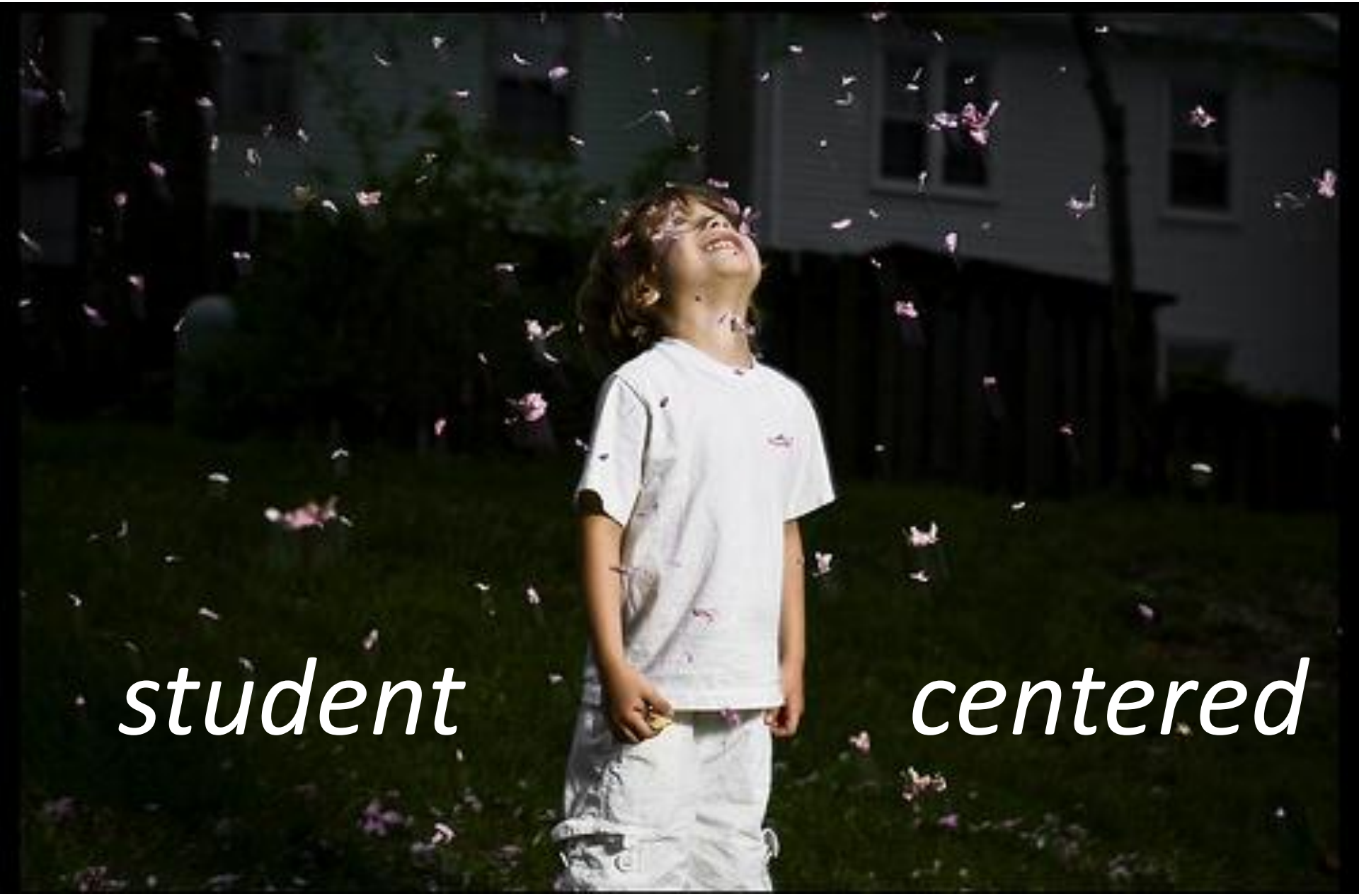


eBooks
Interactive Books
eBoost Books

part 3

POWER UP management

STOP
we think

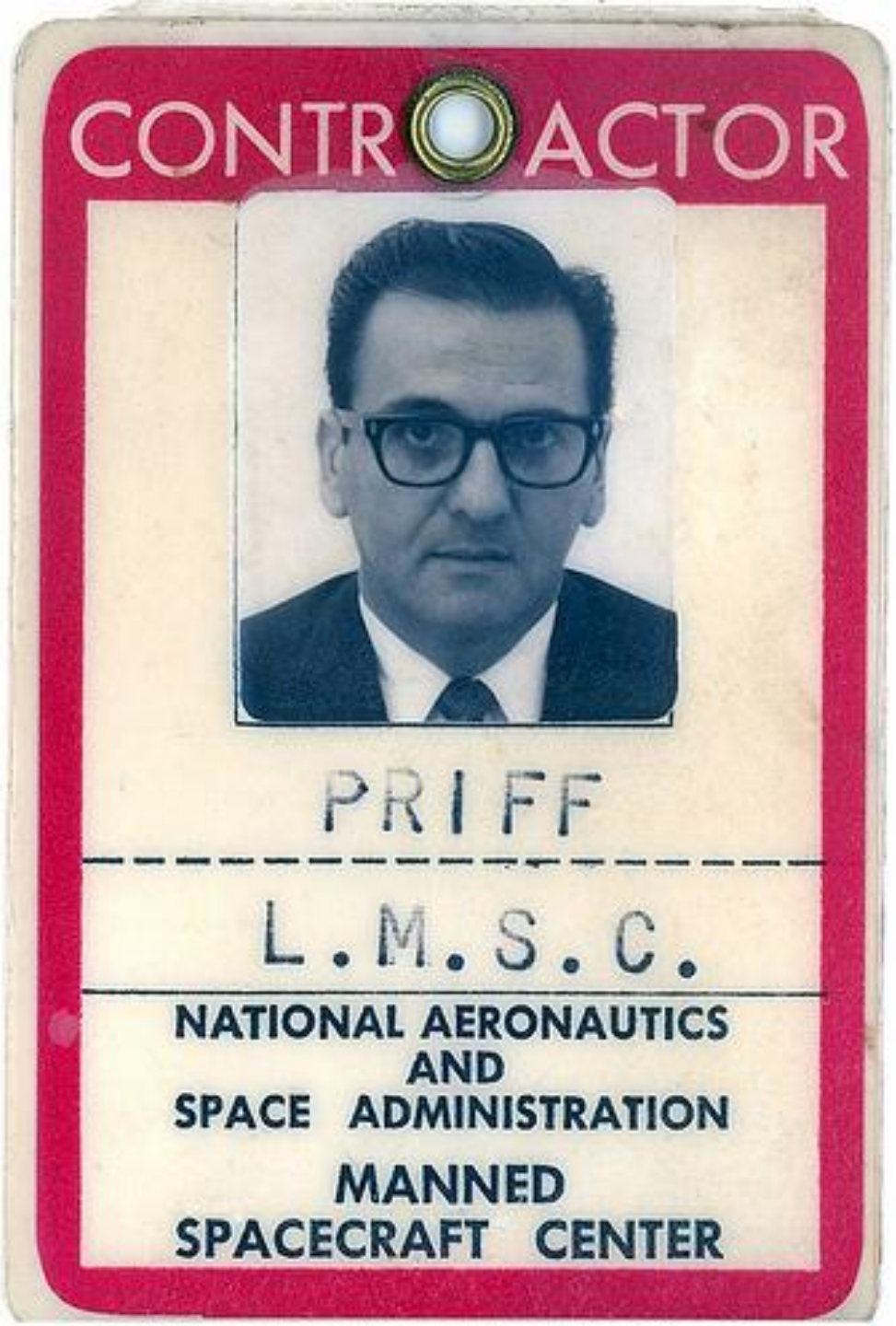

student centered

teacher as *facilitator*

mobile

community

environment



utilize class

experts

interactive

media rich

verything comes out
in the wash.
days at 9PM
It's Time to Come Clean.
RECALLED PET FOOD
THE LOGOS THAT
EADY FOR THE START OF THE REGULAR
SEPHORA

ACADEMIC ACHIEVEMENT
Digital-Age Literacy
•
Basic, Scientific, Economic. and Technological Literacies
•
Visual and Information Literacies
•
Multicultural Literacy and Global Awareness
Inventive Thinking
•
Adaptability, Managing Complexity, and Self-Direction
•
Curiosity, Creativity, and Risk Taking
•
Higher-Order Thinking and Sound Reasoning
21st Century Learning
Effective Communication
•
Teaming, Collaboration, and Interpersonal Skills
•
Personal, Social, and Civic Responsibility
•
Interactive Communication
High Productivity
•
Prioritizing, Planning, and Managing for Results
•
Effective Use of Real-World Tools
•
Ability to Produce Relevant, High-Quality Products
ACADEMIC ACHIEVEMENT
ACADEMIC ACHIEVEMENT
ACADEMIC ACHIEVEMENT

are *you* ready?

We Are Family

Parents Role

Raising Digital Citizens

I. The Digital Landscape

II. Cyberbullying

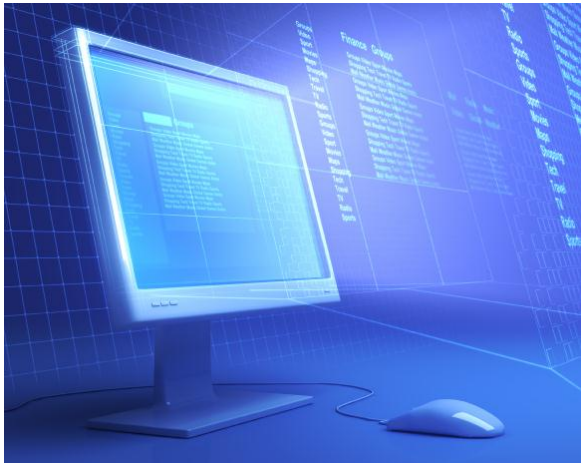
III. Solutions and Strategies

Digital Natives

- Born after 1990
- Highly connected
- 97% play video games
- 75% have cell phones
- 68% use IM
- 70% use SN sites
- Easily adapt and adopt
- Generate content

Brave New World

- Personal relationships heavily influenced by “bubble” that the Internet represents
- Accept web as dominant medium for social interaction with peers
- More comfortable with a public persona



Friend or Foe?

- Easy to fake online persona
- Predators adapting to Social Networks
- Practice of “Sextortion” includes using digital content for blackmail

15-year-old girl on Facebook

Adults Only?

- Pornography more available and graphic than ever before
- Increasing chances of accidental exposure due to spam attacks on social networks
- Average age for first exposure to pornography is 11

Kodak
EXPRESS
Kodak
PROFESSIONAL
PROCENTER
NANA
HOTEL
TAXI-METER
TAXI-METER
WW 2439

I. The Digital Landscape

II. **Cyberbullying**

III. Solutions and Strategies

It's Not About Technology

Bullying is bullying and has always happened before technology!

- RISK FACTORS
- **The biggest danger for young people online is…**

  other young people.
- **NB: Cyberbullying *is* bullying.**
- **It is the same; it is different.**
- **Young people *don't distinguish* "cyber" from "regular" bullying.**

We have to ALL Teach Digital Citizenship to our Children

Tech Savvy

Tech Savvy Youth Cyberbullying is *not* a technology issue.
It is a social, developmental, educational,
risk & protective, prevention & intervention,
school climate issue.
Response *does not (*always*)* call for tech-savvy solutions.
It calls for a different kind of "savvy".

Inappropriate Use

- **Sexting is not a singular thing. It covers a range of possible actions and motivations.**
- **Let's define the term for our K-12 world:**
- **Sexting is online communication involving**
- **- youth produced sexually explicit or suggestive images**
- **- created and shared through the use of personal communication technologies.**
- **Wolak & Finkelhor: Sexting: A Typology, 2011**

Cyberbullying

Bullying:

Intentional, repeated, negative behavior toward another/others,
involving a lack of empathy and an imbalance of power.

Using the Internet or other mobile devices to send or post harmful or cruel text or images to bully others.

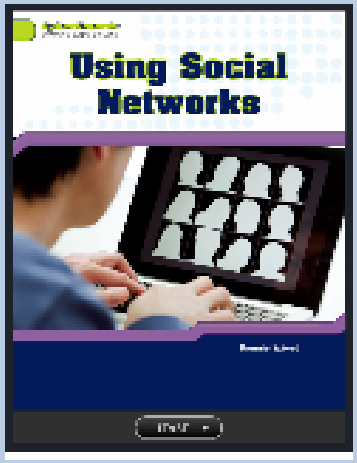
Nancy Willard, Director, Center for Safe and Responsible Internet Use

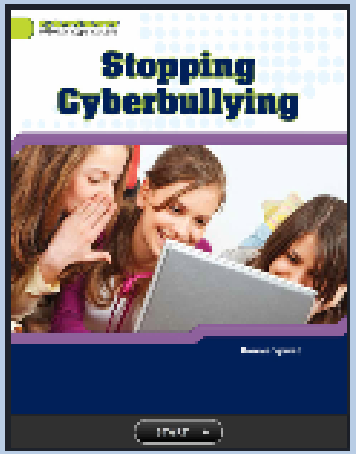
Cyberbullying is willful and repeated harm inflicted through the use of computers, cell phones and other electronic devices.

Sameer Hinduja & Justin Patchin, *Bullying Beyond the Schoolyard*

CCBOE Anti-Harassment Policy

- **HIB – Bullying**
- **WA State Example: RCW 28A.300.285 – Anti-Harassment**
- "Harassment, intimidation or bullying" means any intentional **electronic**, written, verbal or physical act [which]
- a) Physically harms a student or damages the student's property; **or**
- b) Has the effect of **substantially interfering** with a student's education; **or**
- c) Is so **severe, persistent or pervasive** that it creates an **intimidating or threatening educational environment**; **or**
- d) Has the effect of **substantially disrupting** the orderly operation of the school.





Interactive, Safe, Hands-on Simulated Internet Experience

CyberSmarts

Staying Safe Online

Understanding the dangers and risks of connecting with others online

CCBOE POWER UP Goals

- What Can We Do-

- ***Awareness training for all***
- - ***Policies and procedures*** are updated and in place.
- - ***All staff*** are trained in policies, procedures, digital safety,
- and cyberbullying; ***social networking ****
- - ***Cyberbullying*** is included as **a component of** ongoing
- bullying and harassment prevention programs.
- - ***All students are educated*** about appropriate online
- behaviors and positive peer norms.
- - Digital safety, security, literacy, ethics and citizenship
- are ***infused across the K-12*** curriculum.
- - ***Parents*** and the larger school community are fully involved

Cyberbullying & Digital/Internet Safety

- The Internet offers a wealth of resources and material for education. Accessed through a variety of electronic devices, it also allows for rich and diverse opportunities for 21st century communications. These devices are becoming ever more diverse and ubiquitous. They raise issues of digital / Internet safety and digital citizenship. Along with ensuring that our young people have the technological skills to effectively use digital devices, platforms, and resources for educational purposes, we also have the responsibility to teach them how to be safe and productive digital citizens of the 21st century. This responsibility has been mandated through the Protecting Children in the 21st Century Act, which is Title II of the Broadband Data Improvement Act of 2008.
- Within this context, Washington's anti-bullying law includes the prohibition of cyberbullying. Cyberbullying is bullying using electronic devices to initiate repeated negative behavior toward a less-powerful person. Electronic name-calling, shunning and shaming are all forms of cyberbullying. So are spreading rumors, gossiping and making threats online. Schools are permitted to discipline students who engage in cyberbullying if it disrupts the orderly operation of school. Training materials are available on the Safety Center web site.
- Cyberbullying – What Is It: This presentation provides a general background into cyberbullying.
- Cyberbullying – It's Not About Technology: More specific suggestions for dealing with cyberbullying in schools.

http://www.k12.wa.us/SafetyCenter/InternetSafety/default.aspx

What Parents Can Do!

- **Talk to your kids!**
- ***At the end of the [cyberbullying] comments are REAL children, not just some "cyber kid" the cyber bullies will not have to confront after they push the send button.***
- **Great resource http://www.k12.wa.us/SafetyCenter/default.aspx**

- Bullying through electronic means
- Text, Facebook, YouTube common mediums
- Potentially fatal (Megan Meier, Phoebe Prince, Alexis Pilkington)

- **Ubiquitous**
  Phones, computers
- **Public**
  Visible to anyone
- **Constant**
  School, play, home
- **Viral**
  Social mediums
- **Serious**
  Risk of suicide

I. The Digital Landscape

II. Cyberbullying

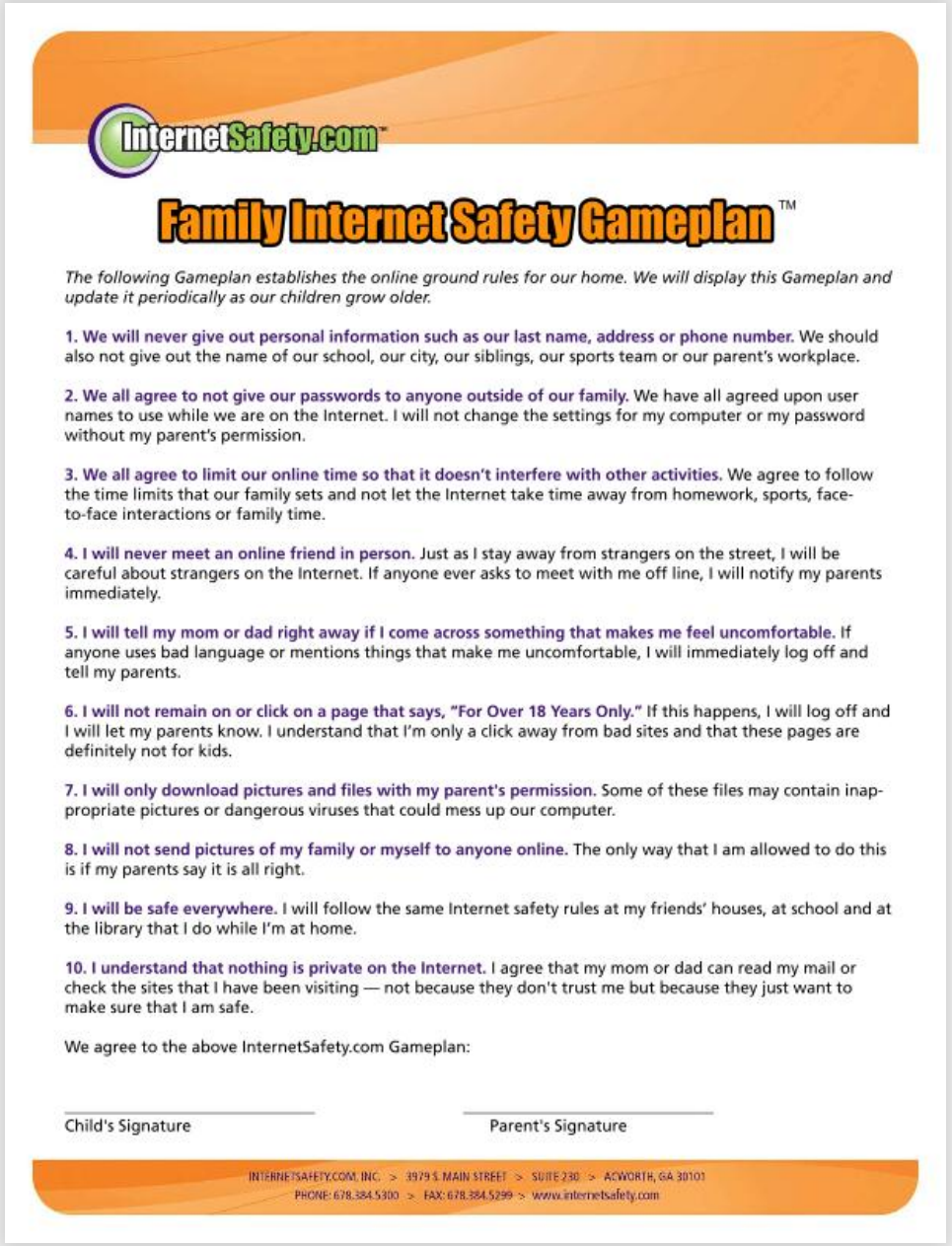
III. **Solutions and Strategies**

Be a Parent and Be Involved

- Stress respect of others
- Set clear rules
- Set clear consequences

Be Proactive

- Download and review with your child the InternetSafety.com Gameplan
- Get savvy
- Get interactive
- Get the right tools



InternetSafety.com™

Family Internet Safety Gameplan™

The following Gameplan establishes the online ground rules for our home. We will display this Gameplan and update it periodically as our children grow older.

1. We will never give out personal information such as our last name, address or phone number. We should also not give out the name of our school, our city, our siblings, our sports team or our parent's workplace.

2. We all agree to not give our passwords to anyone outside of our family. We have all agreed upon user names to use while we are on the Internet. I will not change the settings for my computer or my password without my parent's permission.

3. We all agree to limit our online time so that it doesn't interfere with other activities. We agree to follow the time limits that our family sets and not let the Internet take time away from homework, sports, face-to-face interactions or family time.

4. I will never meet an online friend in person. Just as I stay away from strangers on the street, I will be careful about strangers on the Internet. If anyone ever asks to meet with me off line, I will notify my parents immediately.

5. I will tell my mom or dad right away if I come across something that makes me feel uncomfortable. If anyone uses bad language or mentions things that make me uncomfortable, I will immediately log off and tell my parents.

6. I will not remain on or click on a page that says, "For Over 18 Years Only." If this happens, I will log off and I will let my parents know. I understand that I'm only a click away from bad sites and that these pages are definitely not for kids.

7. I will only download pictures and files with my parent's permission. Some of these files may contain inappropriate pictures or dangerous viruses that could mess up our computer.

8. I will not send pictures of my family or myself to anyone online. The only way that I am allowed to do this is if my parents say it is all right.

9. I will be safe everywhere. I will follow the same Internet safety rules at my friends' houses, at school and at the library that I do while I'm at home.

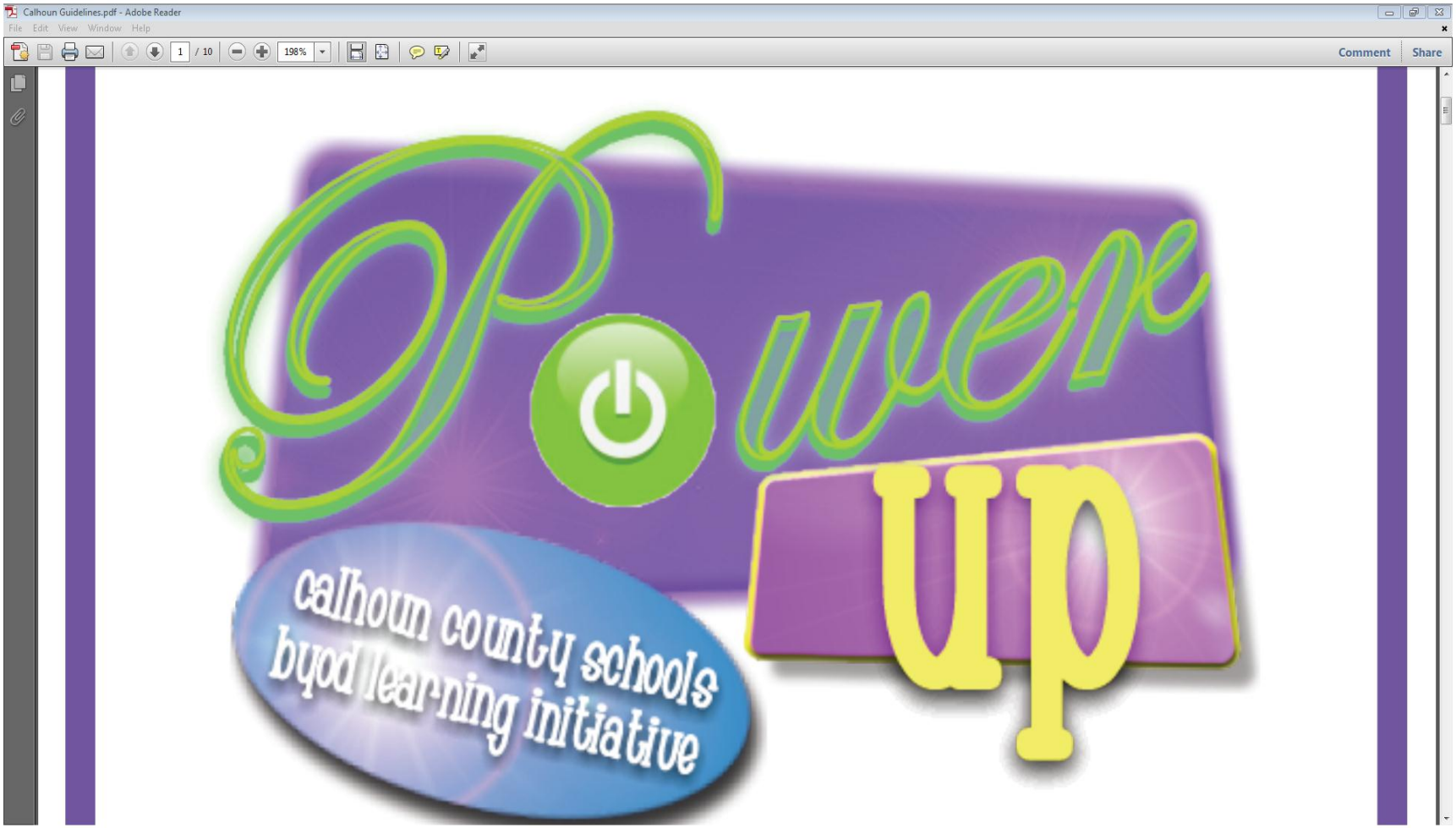
10. I understand that nothing is private on the Internet. I agree that my mom or dad can read my mail or check the sites that I have been visiting — not because they don't trust me but because they just want to make sure that I am safe.

We agree to the above InternetSafety.com Gameplan:

Child's Signature _____ Parent's Signature _____

INTERNETSAFETY.COM, INC. > 3979 S. MAIN STREET > SUITE 230 > ACWORTH, GA 30101
PHONE: 678.384.5300 > FAX: 678.384.5299 > www.internetsafety.com

POWER UP Handbook Review



Thank you for your attendance!

Please use the link below to give us your questions and comments.

http://www.ccboe.us/byod-comments.cfm

- http://www.cast.org/
- http://www.ada.gov/
- http://www.readwritethink.org/lessons/lesson_view.asp?id=855
- http://www.cyberbee.com/copyrt.html
- http://www.lib.umn.edu/copyright/index.phtml
- http://www.lib.umn.edu/copyright/checklist.phtml
- http://www.ed.gov/about/offices/list/os/technology/plan/2004/site/edlite-default.html
- http://www.privacyrights.org/
- http://www.digizen.org/cyberbullying/film.aspx
- http://nisd.net/digitalcitizen/elem_digcit/elem_rights_responsibilities/index.html

Here are web resources that can be used for a Digital Rights and Responsibilities curriculum.

Image Sources (Creative Commons License) listed in slide order:

1. Lights: http://flickr.com/photos/blackbutterfly/3080619460/
2. Quote: http://www.flickr.com/photos/shareski/3232419059/in/pool-858082@N25
3. & 4. Blueprint: http://www.flickr.com/photos/eklektikos/2541408630/
3. & 21. Tools: http://www.flickr.com/photos/gozalewis/3205820900/
3. & 30. Crossing Guard: http://www.flickr.com/photos/jeweledlion/1502706553/
5. Escalator: http://flickr.com/photos/jikomanzoku/299377737/
6. Dart: http://flickr.com/photos/chiefbarkingturd/2696789593
7. Type: http://www.flickr.com/photos/anemoneletterpress/2348598230/
8. Sandcastle: http://flickr.com/photos/n0thing/1515832447/
9. Curiosity: http://www.flickr.com/photos/ponasniekas/266778442/
10. Bloom's Revised Taxonomy
11. Ferris Wheel: Wheel: http://flickr.com/photos/samwisegamgee69/2120350574/in/set-72157594485057011/
12. Pole Vault: http://flickr.com/photos/znarled/543344364/
13. Pen & Notebook: http://www.flickr.com/photos/paulworthington/82648702/in/photostream/
14. Bike: http://flickr.com/photos/cactusmelba/169623777/
15. Connected: http://flickr.com/photos/erica_marshall/2885783824/
16. Global Audience: http://www.flickr.com/photos/joschmaltz/527403657/
17. Lighting: http://flickr.com/photos/hop-frog/1053322365/
18. Headphones: http://www.flickr.com/photos/renedepaula/317079853/
19. Meditate: http://www.flickr.com/photos/makani5/1253685409/
20. Steps: http://flickr.com/photos/soy_un_harlequin/2283805003/
22. Toolbox: http://flickr.com/photos/mamabarns/747588843
24. Dear Diary: http://www.flickr.com/photos/jalon_dna/3257016286/
25. Human Pyramid: http://www.flickr.com/photos/25802865@N08/3178448986/
26. Dinner party: http://www.flickr.com/photos/fredarmitage/48405833/
27. Paint: http://www.flickr.com/photos/mybloodyself/3076291330/
28. Whisper: http://www.flickr.com/photos/cannonball_jane/120325556/
29. Gnome: http://flickr.com/photos/b-tal/166062684/
31. 1:1: http://www.flickr.com/photos/flickerbulb/1477994596/
32. Studio: http://www.flickr.com/photos/libaer2002/1053084444/
33. Student Centered: http://flickr.com/photos/ebolasmallpox/2435103953/
34. Ducks: http://www.flickr.com/photos/peteashton/515211719/
35. When a Bug Looks Up: http://www.flickr.com/photos/southarmstudio/2670950025/
36. Stay Mobile: http://flickr.com/photos/whatdavesees/894262810/
37. Street Party: http://flickr.com/photos/qwertyuiop/233169292/
38. Badge: http://flickr.com/photos/8533266@N04/1852575188/
39. Networked: http://flickr.com/photos/mrsmagic/3084743593/
40. Feathers: http://flickr.com/photos/gorditojaramillo/368461921/
41. Bubbles: http://flickr.com/photos/monroesdragonfly/2739734655/
43. Times Square: http://www.flickr.com/photos/stuckincustoms/2786154526/
44. Reach: http://flickr.com/photos/josephrobertson/248621288/
45. Patriotic Cat: http://flickr.com/photos/eqqman/3001795599/
46. Magic: http://flickr.com/photos/bohman/174718774/
47. Objects are closer: http://flickr.com/photos/spacesuitcatalyst/475194017/