

CITIZENSHIP IN THE DIGITAL AGE

Many of the hallmarks of any good citizen — from being respectful and responsible to doing what's right — are key elements of digital citizenship as well. But students must learn how to apply these tried and true qualities to the realities of the digital age.

A GOOD CITIZEN...

A GOOD DIGITAL CITIZEN...

1 Advocates for equal human rights for all.

Advocates for equal digital rights and access for all.

U.S. citizens with internet access at home:



2 Treats others courteously and never bullies.

Treats others with respect in online spaces and never cyberbullies.



88% of social media-using teens have witnessed someone being mean or cruel.

3 Does not steal or damage others' property or persons.

Does not steal or damage others' digital work, identity or property.



The average teen's media player contains **800** illegally downloaded or shared songs.

4 Communicates clearly, respectfully and with empathy.

Makes appropriate decisions when communicating through a variety of digital channels.

SIX MILLION teens report that they have received sexually suggestive images from someone they know.

5 Actively pursues an education and develops habits for lifelong learning.

Uses digital tools to advance their learning and keeps up with changing technologies.

Working Americans who use digital tools on the job:



6 Spends and manages money responsibly.

Makes responsible online purchasing decisions and protects their payment information.



A typical teen reports having lost an average of **\$400** to cybercrime.

7 Upholds basic human rights of privacy, freedom of speech, etc.

Upholds basic human rights in all digital forums.

26% of U.S. high school teachers believe websites should not publish freely without "government approval."



8 Protects self and others from harm.

Protects personal information from outside forces that might cause harm.

54% of teens and **10%** of tweens frequently have private online conversations with strangers.

9 Proactively promotes their own physical and mental health.

Proactively limits health risks of technology, from physical to psychological.



8% of youth ages 8-18 are addicted to video games.