

Some Nifty Information

What can be copyrighted?

Any original work and expression of the following:

- Books, scripts, blogs, poetry, lyrics, research papers, articles, reviews, slogans, titles and names, any form of writing
- Artwork, photographs, any form of visual materials
- Websites
- Dance, theatre, performance art
- Videos, films, video games, animations

Music, sound works, audio recording, or multimedia creation **Copyright** does not protect the facts or ideas that preceded your creation; it only protects your original creative expression of that idea. Facts and ideas are considered within the public domain. Copyright provides the author/creator with control over their work to: reproduce and make copies, distribute, sell, make new work based on the original work, and perform their work. The author/ creator may also sell/transfer the ownership of copyrighted material to someone else. If an idea becomes an actual tangible object, the creator can get a **patent**. While a copyright protects an *idea*, a patent protects an actual invention, process, device or method. Read more about your rights as a creator, and apply for a license to copyright your original work, by visiting **Creative Commons**.

Sources: **Creative Commons**; **University of Maryland University College** library

Classroom Pollsters

- **sms Poll:** The free plan allows up to 300 responses per month.
- **Classroom Pager:** The free plan allows up to 25 students per poll.
- **Poll Everywhere:** The free plan allows up to 40 responses for each poll.
- **Socrative:** This app limits you to 50 users per activity.
- **Google Forms:** Create a free survey or poll from your Drive. It's free. All you need is a Google account to get started.
- **Obsurvey:** They provide a 30-day free trial, then it's \$8 a month – for unlimited surveys, responses, questions, and pages (without ads).
- **Survey Monkey:** The free plan allows for 10 questions and 100 responses per survey. Their pricing plans allow for unlimited surveys and responses.
- **kwik Surveys:** The free plan allows for unlimited questions and responses.

Digital Citizenship retrieved from <http://www.ciconline.org/DigitalCitizenship>

Some Nifty Information

- **E-Survey Creator:** The 1-month free trial allows for unlimited questions and participants, with a maximum of 350 answers.

Search Engine Tips

- Search engines are not case sensitive, so it doesn't matter if you capitalize or not (for example: *tokyo japan* or *LOL*)
- "A," "it," "the" are not needed
- Most punctuation is ignored by search engines (for example: *?!@#%^()+[|]*)
- Short searches will give you the broadest results (for example: *book* versus *book club* versus *book club list 2013*)
- The more descriptive words you can use, the narrower your results (for example: *new york* versus *new york times* versus *new york times august 2 2013*)
- Use "quotations" when searching for a specific phrase (for example: "*abraham lincoln*" will find results with both names together)
- Use the + sign before a word you want to appear in results, aka "with" (for example: *alicia keys song lyrics +empire*)
- Use the – sign before a word you don't want to appear in results, aka "without" (for example: *lasagna recipe -cheese*)
- Search for a specific file type by adding the 3-letter file abbreviation (for example: *ecology lesson filetype:pdf*)
- Get the time anywhere in the world by adding the word "time" before any city or country (for example: *time stockholm*)
- Get definitions by adding "define:" in front of any word (for example: *define:cerebral*)

Check out **Google's Inside Search** for even more tips and tricks on how to use **Google Search** effectively.

- Search engines frequently change their algorithms that determine how they find information and come up with search results. Read **Google's Search Story** with your students (using a projector) to learn more about how **Google** works behind the scenes.

Privacy & Your Digital Footprint

What information about you can be tracked?

- the websites you visit
- what time of day
- the search and key words you use
- your location while browsing
- your IP address

Digital Citizenship retrieved from <http://www.ciconline.org/DigitalCitizenship>

Some Nifty Information

(unique online identity) • what you said • who you interact with • what you search for • what is said about you

How is it collected?

• through search words • browsers • cookies on websites • forms or surveys you fill in • information you post on social

media (private/public)

What is it used for?

• marketing • social influence • digital reputation • behavioral economics • recommendation for ads you see in the future

How Can We Stay InCtrl?

• what you say in your email, texts, social media posts • what you “like” or “share” on social media and online • how much money you spend • how old you are • where you live • if you were mentioned or quoted in a news story or blog post. • comments • purchases • logging in to sites • the GPS in your cell phone • emails and other target marketing. • invasive attacks on your privacy: -hacking - cyber attacks - malware - spyware • Before you post, think about what information to share, where to share it, and how to share it (i.e., what platform, what medium, what format, what tone?) • Consider using avatars and non-identifiable usernames to protect your identity (though it’s important to consider and evaluate when it *is* appropriate to be transparent and public) • Use strong passwords and vary them on different sites. Change your passwords often • Password-protect mobile phones, tablets and computers • Read the fine print (privacy policies, terms) before clicking “agree” • Regularly check the privacy settings of your online accounts (social media sites like Facebook and Instagram change their privacy settings frequently) • Be aware of photographs being taken you and photos of you that someone else “tags” • Don’t share passwords (except with parents) • Consider who you share your contact information with • Conduct transactions only over a secure wi-fi connection that requires a password • Respect other’s privacy, property, space • Be nice to people online and offline • Use security/virus protection software • Back up your data • Remember that not everything you see, read, or hear about online is true. People and websites may pretend to be something they are not.

Additional References

- Anderson, R. (2013). The perils of smartphone fixation. CP Entertainment [Web log post]. Retrieved on May 13, 2014 from www.christianpost.com/news/the-perils-of-smartphone-fixation-1...
- Bart, M. (2011). The five r’s of engaging millennial students. Faculty Focus: Higher Ed Teaching Strategies from Magna Publications. Retrieved May 10, 2014 from <http://www.facultyfocus.com/articles/teaching-and-learning/the-five-rs-of-engaging-millennial-students/>
- Benson Strategy Group. (n.d.). Hi-tech cheating: Cell phones and cheating in schools. A National Poll. Common Sense Media. [Online forum]. Retrieved from

Digital Citizenship retrieved from <http://www.ciconline.org/DigitalCitizenship>

Some Nifty Information

http://msnbcmedia.msn.com/i/MSNBC/Sections/NEWS/PDFs/2010_PDFs/100202_CellPhoneSchoolCheating.pdf

- Corcoran, B. (2013). A bill of rights and principles for learning in the digital age. edSurge. [Online forum]. Retrieved from <https://www.edsurge.com/n/2013-01-23-a-bill-of-rights-and-principles-for-learning-in-the-digital-age>
- Gleason, P. (2008). Meeting the needs of millennial students. In Touch with Student Services, California State University, Long Beach. Retrieved from http://www.csulb.edu/divisions/students2/intouch/archives/2007-08/vol16_no1/01.htm
- Jackson, S. (2012). Build community: Teach digital citizenship in edmodo. [Web log post]. Retrieved from <http://www.common sense media.org/educators/blog/build-community-teach-digital-citizenship-in-edmodo>
- James, C., Davis, K., Flores, A., Francis, J. M., Pettingill, L., Rundle, M., & Cardner, H. (2009). Young people, ethics, and the digital media. A synthesis from the goodplay project. The John D. and Catherine T. MacArthur Foundation Reports on Digital Media and Learning. Retrieved from http://mitpress.mit.edu/sites/default/files/titles/free_download/9780262513630_Young_People_Ethics_and_New_Digital_Media.pdf
- Langhorst, E. (2013). Teaching digital citizenship everyday. Cable in the Classroom [Web log post]. Retrieved from <http://www.ciconline.org/blog/posts/teaching-digital-citizenship-everyday/>
- Lynch, M. (2014). Cheating and technology – Unethical indifference. Education Week. [Online forum]. Retrieved from http://blogs.edweek.org/edweek/education_futures/2014/02/cheating_and_technology_-_unethical_indifference.html?cmp=ENL-EU-NEWS2
- Madden, M., Lenhart, A., Duggan, M., Cortesi, S., & Gasser, U. (2013). Teens and technology 2013. Pew Research Center. Retrieved from http://www.pewinternet.org/~media/Files/Reports/2013/PIP_TeensandTechnology2013.pdf
- Rubin, J. (2013). Cheating runs rampant in schools across the country - - But does it pay off? TeenVogue [Online forum]. Retrieved on February 2, 2014 from http://www.huffingtonpost.com/2013/12/11/cheating-runs-rampant-in-schools_n_4427216.html
- TeachThought Staff. (2014). 5 reasons you should be teaching digital citizenship. TeachThought. [Web log post]. Retrieved from <http://www.teachthought.com/technology/5-reasons-you-should-be-teaching-digital-citizenship/>
- The Aspen Institute. (2009). Informing communities: Sustaining democracy in the digital age. The Report of the Knight Commission on the Information Needs of Communities in a Democracy. Retrieved from http://www.knightcomm.org/wp-content/uploads/2010/02/Informing_Communities_Sustaining_Democracy_in_the_Digital_Age.pdf