Cyber Literacy
Living in the Digital Age

Digital or Electronic Media = items that help us communicate with each other without having to physically be in each other’s presence.

- Examples: websites, computer software, e-books, MP3 Files.
- The first machines recognized as “computers” were built during World War II weighing more than 30 tons and could only be run by a team of engineers.
- Up until the 1970s, scientists and engineers developed “personal computers” that were small and advanced enough to be operated by just one person
- **Virtual Spaces** = a place that does NOT exist in the real world but only online such as virtual/online schools or museums.
Cyberworld vs Cyberspace

Cyberworld = the area in which digital media is included in the modern world of computers, communications, and other digital technologies, such as mobile devices.

Cyberspace = the online environment of the cyberworld where communications take place that is interactive with 24 hour access.

- Before computers, people accessed information they needed by means of a library through books or visiting an expert for advice or information.
- Cyberworld lets people do research online and acquire knowledge both quickly and efficiently.
Cyber Literacy

What does it mean to live in the digital age?

Cyber Literacy includes the abilities listed below:

1. **Knowing how to use software** - examples: word processing programs to type a paper for school
2. **Doing research online** - example: to learn about a new topic
3. **Understanding how technology can be used** - example: for entertainment, school, work, and personal use
4. **Adapting** to new technologies
5. **Keeping Current** on updates to existing technologies
**Pros and Cons of Technology Use**

**Pros:**

1. **Quick Access to Information** - people can access information quickly and efficiently. What used to take hours of research in a library can now be accomplished in minutes with an online search engine.

2. **Ease of Communication** - People can communicate easily with friends and family online through email, texts, and social media platforms such as Facebook.

3. **Productivity** - People can accomplish tasks and increase their productivity through the use of technology.

**Cons:**

1. **Overuse of Technology** - people may spend too much time using technology. Overuse can lead to spending less time participating in the real world, which can affect relationships and social interactions.

2. **Social Isolation** - increased online communication may create isolation from real world friendships and face to face exchanges.

3. **Growing too Dependent** - there is the possibility of growing too dependent on technology, which can negatively influence the ability to think critically and solve problems by yourself.
Citizens of the Cyberworld

- **Citizen** = a member of a different group(s), whether at school, home or in his or her personal life.
- **Citizenship** = participating in your world in a responsible way
  - Practicing safe, ethical, and responsible decision-making - our actions impact those around us
- **Cyber Citizen** = a member of the global online community when participating in the cyberworld
- **Cyber Citizenship** = taking the responsibility for your role in cyber space and engaging in positive and ethical decision-making to stay safe online.
- **Digital Natives** = people who were born after the invention of digital technology and have grown up using it.
Your Role as a Cyber Citizen

Real-World Citizen Responsibilities

- Listen and Respond thoughtfully to others
- Be cooperative and kind
- Maintain an open mind and a willingness to help others
- Follow rules set by the communities in which you participate, such as school, family or sports teams
- Communicate effectively
- Respect others
- Treat Others the way you want to be treated

Cyber Citizen Responsibilities

- Use respectful and kind language, not hateful or bullying words
- Treat others the way you want to be treated
- Do NOT share private information, such as your passwords or home address
- Do NOT plagiarize or steal information from the Web and use it as your own
- Protect yourself and your computer by following security measures
Respect & Responsibility

● **Respect**
  ○ Always be courteous and respectful to others online as you would be in real life

  “Treat others the way you would like to be treated.”

● **Responsibility**
  ○ Take responsibility for your actions
  ○ Refrain from plagiarizing another’s online writing or using copyrighted photographs found on the Web without permission
    ■ to prevent this, appropriately cite all work and where you retrieved it from
  ○ A good rule of thumb = behave in the cyberworld as you would in the real world