**THE DOMAINS OF DIGITAL CITIZENSHIP**

1. **Digital Conduct**  
The focus of this domain is on how ICT can be used to enhance interpersonal relationships and to introduce students to a new collective responsibility: the values of a good digital citizen, how to be one and the idea that online environments are communities that users are helping to shape for the future. Content includes:
   i. Responsibilities and rights in an online world
   ii. The concepts of ethical, responsible and respectful online use.
   iii. Positive online conduct and codes of practice
   iv. ‘Netspeak’ and ‘netiquette’ interacting properly with online contacts e.g. courteous email forwarding and thinking before posting.
   v. How to deal with inappropriate advertising and pop-ups
   vi. What to do when seeing things you wish you hadn’t
   vii. How to report online security concerns
   viii. Recognising inappropriate or suspicious behaviour on line and know how to report it.
   ix. Protecting internet connected computers, privacy and safe practices when sharing information online.
2. Digital Footprint
The focus of this domain is on balancing the desire for a public presence with the need to protect personal information. It also focuses on the building of a positive online reputation while experiencing a breadth of online communication experiences and the sense of satisfaction and excitement from feeling part of a global online community.
Content includes:
   i. Understanding of the trail left by activity in a digital environment
   ii. Recognising that nothing in the online world is confidential and understanding that what is online about us can last for years e.g., considering what a future employer may see or how information could be used by businesses or criminals.
   iii. Thinking about potential consequences before posting and tagging of photos and videos or blogging and understanding how things can be used online.
   iv. Considerations when using a webcam
   v. Identifying inappropriate or offensive content
   vi. Microblogging e.g. Twitter
   vii. Being a positive creator as well as user of online content
   viii. Understand the idea of collaborative, social learning using online tools and pooling/sharing knowledge, resources, reflections, brainstorming etc for positive ends.

3. Digital Relationships
The main focus of this domain is how to have fun while social networking, connecting to friends and families yet to understand the risks and use them safely and responsibly.
Content includes:
   i. New social norms in networked public cultures
   ii. Online friends
   iii. Privacy settings and identity protection. When and how to restrict access or limit personal information about self and others.
   iv. How to block people who are being inappropriate and how to report abuse online.
   v. Selecting photos and developing appropriate online profiles that do not reveal too much. Understanding that caching and the ability to store and forward means there is no such thing as delete in an online world.
   vi. Recognition of the risks of social networking, that there is no guarantee that a person online is who they say they are, recognising grooming or luring tactics, cyber stalking, unwanted contact and how to report abuse.
   vii. Use of avatars, virtual worlds, chat rooms
   viii. The right of others to privacy. The responsibility to protecting others from humiliation and how to deal with words or photos that may hurt others.

4. Digital Health and Wellbeing
The main focus of this domain is the awareness of problematic computer use, caring for one's physical and mental wellbeing and having a balanced lifestyle.
Content includes:
   i. Balance and lifestyle - balancing time on line with relationships with friends and family in the real world.
   ii. Occupational health and safety issues such as eye strain, care for neck, shoulders and back and ergonomic advice.
iii. Gaming - having fun competing against and chatting with people from all over the world but being in control, selecting no-risk identities and being aware of risks such as desensitisation to violence, addiction and bullying through abuse of other players.
iv. Awareness of grooming or luring via online gaming and what to do if something makes them feel uncomfortable online.

5. Digital Law
The focus of this domain is on productive use of online resources for both study and entertainment while understanding the potential consequences of illegal actions, download and plagiarism for others and themselves.
Content includes:
   i. Understanding ethical responsibilities when using content developed by others,
   ii. Intellectual property,
   iii. How to avoid plagiarism and how to acknowledge and reference sources
   iv. Secure and legal P2P/filesharing,
   v. Legal and illegal access to music, movies and television shows
   vi. Dangers of creating viruses, forwarding spam and risks of hacking
   vii. Being alert to computer connected scams and unethical marketing.

6. Digital Financial Literacy
The focus of this domain is on taking advantage of the convenient services online while protecting oneself, one’s family and one’s computer.
Content includes:
   i. How to be an aware consumer in the digital economy,
   ii. Shopping online, identity protection and financial security,
   iii. Understanding online fraud and identifying phoney or insecure websites as well as phishing and other scams that attempt to defraud of money or attempt to steal personal details (identity theft).
   iv. Online gambling and other games that cost.

Cross domain themes
1. CyberSafety
This theme runs across each domain as relevant and covers the concept that cyber security and personal online safety precautions are the responsibility of every computer user and that all users should have a personalised safety and security action plan.

2. CyberBullying
This theme runs across each domain as relevant and promotes the expectation that all students should be active in preventing cyber bullying and understand that even one off hostile cyber actions can have a negative widespread impact due to the rapid dissemination and relative permanency of the message sent. Students should understand the characteristics and forms of cyber bullying and hostile cyber behaviour and the steps they can take if experiencing or observing these behaviours.