



Dear Parents/Guardians,

Today's youth are growing up in a digital world most adults could have hardly imagined not so long ago. New technologies make it possible to access information, connect with new people, express creativity, and so much more! Yet, with all of these opportunities come some challenges.

Cyber Civics was designed to help students meet these challenges. Through a series of engaging, hands-on lessons and activities that meet students where they are developmentally, they will learn the digital literacy skills needed to successfully navigate the online world.

Over three years, Cyber Civics covers digital citizenship, information literacy, and media literacy. Following is a brief overview of the curriculum.

LEVEL 1: DIGITAL CITIZENSHIP

This is the first level of is packed with learning activities that call on critical thinking, ethical discussion and decision making through hands-on projects, problem solving, and role-play, all surrounding the topic of "digital citizenship"—the norms of appropriate and responsible behavior technology use. Many parents ask for students to receive these lessons before they get their first mobile device.

LEVEL 2: INFORMATION LITERACY

Upon completion of Level 1 students are ready and eager to learn more practical skills. While they may seem (or think) they are incredibly tech-savvy, research shows that few know the core concepts of "informational literacy"—how to find, retrieve, analyze, and use online information. This is what they will learn in Level 2.

LEVEL 3: MEDIA LITERACY FOR POSITIVE PARTICIPATION

This level covers "media literacy." This is the ability use critical thinking skills to evaluate media messages. It includes lessons on detecting misinformation, media representation, visual literacy, sexting, future technologies, and much more. It also includes an extra unit of research lessons to coincide with a final project, giving students the opportunity to put new digital literacy skills to work.

All of these lessons are aligned with Common Core English Language Arts Standards, ISTE's Tech Standards for Students, and CASEL's Social-Emotional Competencies. But, most importantly, they are *essential* for youth growing up in a digital world and we are excited and grateful to your school for teaching Cyber Civics.

The Cyber Civics Team