

MT4T

**MOBILE TECHNOLOGY
FOR TEACHERS
RESOURCE KIT**

**DIGITAL CITIZENSHIP
RESOURCES**

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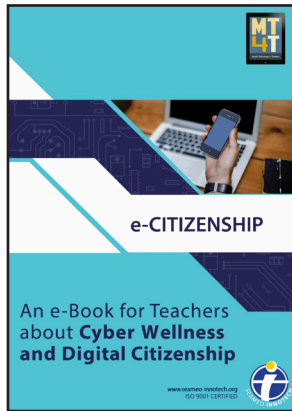


About e-Citizenship

Young people today use technology—particularly computers, mobile devices, applications, social media, and the Internet—more than ever before, and often more than their own parents. This opens the door to a world of numerous opportunities and risks, which can lead to both positive and negative experiences. Teachers can play a powerful, positive role in helping young people use these technologies safely and responsibly.

Teachers can impart knowledge, raise awareness, boost critical thinking, cultivate socio-emotional intelligence, and set good examples for learners. However, teachers' potential influence depends on a thorough understanding of the complexities of the digital world and how young people interface with it. The e-Citizenship project helps to address these needs. As part of SEAMEO INNOTECH's Mobile for Technology for Teachers (MT4T) initiative, it also aims to narrow the knowledge and skills gap in using digital and mobile technology between many teachers, who are digital immigrants, and students, who are digital natives.

e-Citizenship e-Book



e-Citizenship: An e-Book for Teachers about Cyber Wellness and Digital Citizenship

The e-book aims to update teachers on the ins and outs of information and communications technology (ICT), particularly mobile devices and the Internet, so they can adequately highlight aspects of digital safety, security, and privacy in their classrooms. The e-book also aims to provide teachers with a repertoire of tips, strategies, and activities for young people to be safe, healthy, and responsible ICT users.

Click any of the buttons below to view or download the e-book on the MT4T website.

PDF

Android - EPUB

iOS - EPUB

Windows - EPUB

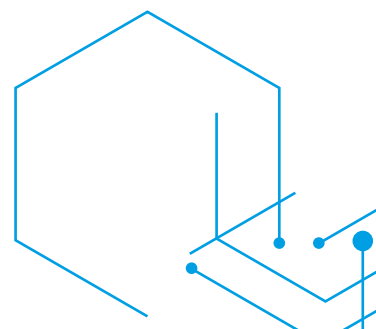
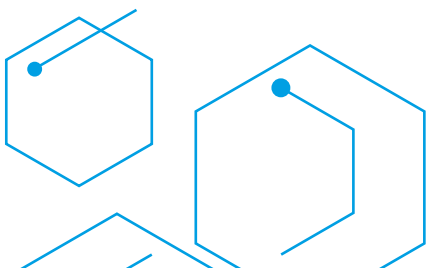
e-Citizenship Learning Packets

The e-Citizenship e-book is accompanied by a set of learning materials, called “learning packets,” that teachers can use to develop students’ awareness on cyber wellness and digital citizenship, critical thinking, and socio-emotional intelligence in order to help students minimize their risks and maximize their opportunities in exploring the digital world.

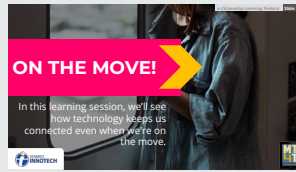
The learning packets consist of ready-to-use PowerPoint presentations, teaching guides, and supplementary materials, which teachers can use as they want, in whatever subject they want, and for however long they want (whether as an entire lesson or integrated as a part of an existing lesson).

Each learning packet addresses a specific topic about digital safety and citizenship and targets a select age group. Both risks and opportunities of mobile technology are covered in the learning packets, paralleling the contents of the e-Citizenship e-book.

The learning packets are all available for download on the [MT4T website](#).



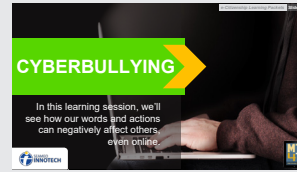
Being Mobile



Teacher's Guide

Slides

Cyberbullying



Teacher's Guide

Slides

Internet Addiction



Teacher's Guide

Slides

Teenpreneurship



Teacher's Guide

Slides

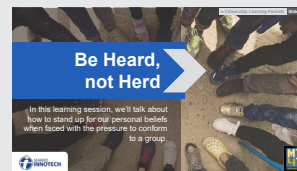
Exposure to Inappropriate Content



Teacher's Guide

Slides

Herd Mentality Online



Teacher's Guide

Slides

Cyberstalking



Teacher's Guide

Slides

Plagiarism and Misinformation



Teacher's Guide

Slides

Trolling



Teacher's Guide

Slides

Cybergrooming and Online Exploitation



Teacher's Guide

Slides

The learning packets on Being Mobile, Internet Addiction, Teenpreneurship, and Plagiarism and Misinformation also have versions specifically adapted for the implementers of the DepEd Alternative Learning System (ALS). In addition, these contextualized resources also contain suggestions on how to deliver the lessons remotely. The learning packets adapted for the DepEd Alternative Learning System can be found on the [ICT4ALS website](#).



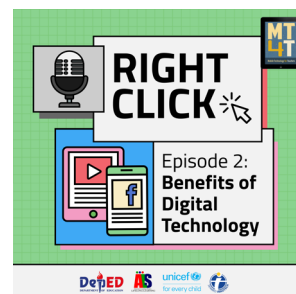
Right Click: MT4T Podcast on Digital Citizenship

Right Click is an innovative, four-part podcast series on digital citizenship and cyber wellness. The podcast series is brought to you by the DepEd Alternative Learning System Taskforce supported by UNICEF Philippines and SEAMEO INNOTECH.

Stream it now on [SoundCloud](#).



Episode 1: Digital Citizenship. In this episode, we explain the concept of digital citizenship and define who are digital citizens. We also talk about the idea that the online world is an extension of the real world and how our online selves are extensions of our fundamental personhood.



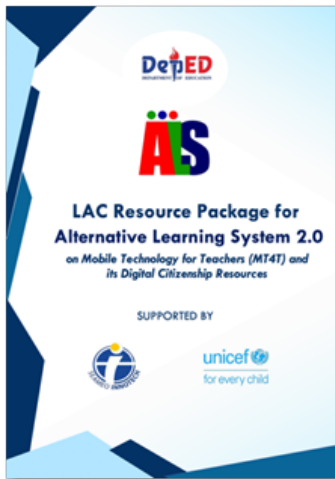
Episode 2: Benefits of Digital Technology. Digital technology and the Internet provide a host of opportunities for learning, creativity, and innovation. In this episode, we'll talk about how these opportunities can make life easier, more meaningful, and more productive for teachers and their students.



Episode 3: Online Safety. It is often not obvious what ICT activities can lead to benefits and what lead to risks, and some activities might incur both simultaneously. In this episode, we'll discuss what these risks are, how they come about, and how they may be mitigated.



Episode 4: Risks and Threats of Digital Technology. It is important that individuals become wiser, more aware, more thoughtful, more reflective, and more responsible about their use of ICT. In this episode, we will talk about the behavioral and technical approaches to cyber safety.



Learning Action Cell Session Guides on MT4T and e-Citizenship

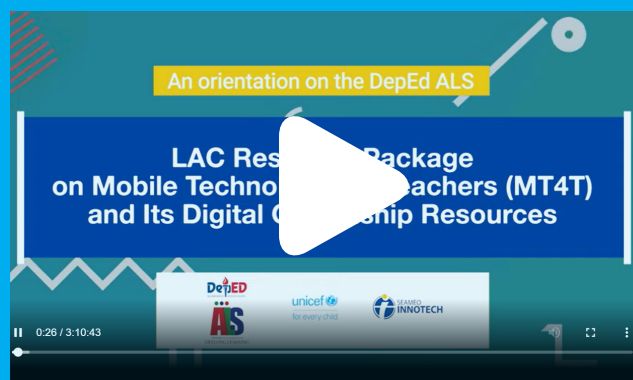
This two-part series of [Learning Action Cell \(LAC\) session guides](#) was specifically designed for the DepEd Alternative Learning System (ALS) to aid ALS teachers as they teach digital citizenship to ALS learners. In the ALS Basic Education K to 12 curriculum, digital citizenship was newly identified as a learning strand in recognition of its relevance and importance as learners navigate the digital world. The Department of Education aims to build and

enhance learners' knowledge, skills, and values for them to become adept in using information, communication, and technology as well as other digital tools safely and responsibly, and for them to ably manage the cyber risks and take advantage of the cyber opportunities.

SG 1: Enhancing Digital Citizenship through Mobile Technology for Teachers (MT4T). This Intends to introduce the MT4T resource kit and promote its use amongst ALS teachers for teaching and learning and professional networking.

SG 2: Contextualization of the MT4T e-Citizenship Learning Packets. It is designed to capacitate ALS teachers in contextualizing a specific set of MT4T teaching and learning resources on cyber wellness and digital citizenship to make them more relevant for various types of ALS learners.

Orientation Video on the ALS LAC Resource Package on MT4T and Contextualizing the e-Citizenship Learning Packets



This video is a compilation of the sessions during an online orientation and planning program organized by DepEd ALS Task Force, UNICEF Philippines, and SEAMEO INNOTECH in June 2021. It primarily intends to familiarize DepEd ALS trainers with the ALS LAC Resource Package on MT4T and facilitate the efficient conduct of LAC among ALS implementers. The three-hour-long video has several parts, including separate briefings on the two LAC session guides comprising the ALS LAC Resource Package on MT4T. To check the details of the video, download the viewing guide [here](#).