# DIGITAL CITIZENS



**1.**A _____ IS SOMEONE WHO UTILIZES INFORMATION TECHNOLOGY TO ENGAGE IN SOCIETY AND POLITICS. **(DIGITAL CITIZEN, IT SPECIALIST, ONLINE SHOPPER)**



**2.** BEING A RESPONSIBLE DIGITAL CITIZEN INCLUDES UNDERSTANDING DIGITAL LAWS, ETHICS, AND _____. **(BEHAVIOR, ETIQUETTE, TOOLS)**



3. GOOD DIGITAL CITIZENSHIP HELPS PROTECT _____ AND RESPECT OTHERS ONLINE. **(DEVICES, DATA SPEED, PRIVACY)**





4. DIGITAL _____ INVOLVES UNDERSTANDING HOW TO USE DIGITAL TOOLS AND IDENTIFY CREDIBLE SOURCES. **(ETIQUETTE, LITERACY, SECURITY)**



5. PRACTICING RESPECTFUL BEHAVIOR ONLINE IS KNOWN AS DIGITAL _____. **(ETIQUETTE, HEALTH, RIGHTS)**



6. RECOGNIZING OTHERS' RIGHTS AND UNDERSTANDING DIGITAL RESPONSIBILITIES IS PART OF DIGITAL _____. **(ETIQUETTE, RIGHTS AND RESPONSIBILITIES, HEALTH)**



LIVEWORKSHEETS

# DIGITAL CITIZENS

7_____TO ENHANCE DIGITAL SECURITY, USE STRONG PASSWORDS AND UNDERSTAND PRIVACY SETTINGS. **(LANGUAGES, PASSWORDS, TOOLS)**

8. MANAGING _____ TIME IS PART OF DIGITAL HEALTH AND WELLNESS. **(LEISURE, SCREEN, SLEEP)**

9. THE ANONYMITY OF THE INTERNET CAN LEAD TO IRRESPONSIBLE BEHAVIOR LIKE _____. **(COMMUNICATION, CYBER BULLYING, LEARNING)**

10. SCHOOLS CAN INCORPORATE DIGITAL _____ INTO THEIR CURRICULA TO TEACH RESPONSIBLE DIGITAL USE. **(CITIZENSHIP, COOKING, NAVIGATION)**

11. ROMOTING DIGITAL CITIZENSHIP AIMS TO CREATE A SAFER AND MORE _____ ONLINE ENVIRONMENT. **(BUSY, CROWDED, RESPECTFUL)**

12. IDENTIFYING FAKE NEWS IS AN EXAMPLE OF DIGITAL _____ . **(ETIQUETTE, HEALTH, LITERACY)**

LIVEWORKSHEETS

# DIGITAL CITIZENS



13. DIGITAL ETIQUETTE INCLUDES _____ RESPECTFULLY IN ONLINE INTERACTIONS. **(ADVERTISING, COMMUNICATING, POSTING)**



14. PROTECT DIGITAL SECURITY, BE AWARE OF CYBER THREATS LIKE _____ . **(GAMING, PHISHING, SHOPPING)**



15. DIGITAL HEALTH AND WELLNESS PROMOTE A _____ USE OF TECHNOLOGY. **(BALANCED, EXCESSIVE, MINIMAL)**





16. STAYING INFORMED ABOUT DIGITAL SECURITY BEST PRACTICES INVOLVES REGULARLY LEARNING ABOUT NEW _____ . **(APPS, GAMES, THREATS)**



17. PARENTS CAN PROMOTE GOOD DIGITAL CITIZENSHIP BY MODELING GOOD DIGITAL _____ . **(BEHAVIOR, CONTENT, TOOLS)**



18. GOOD DIGITAL CITIZENSHIP HELPS CREATE SAFER AND MORE _____ ONLINE COMMUNITIES. **(EXPENSIVE, FAST, RESPECTFUL)**



LIVEWORKSHEETS

# DIGITAL CITIZENS



19. REDUCING _____ INVOLVES PRACTICING RESPONSIBLE AND RESPECTFUL ONLINE BEHAVIOR. (**CYBER BULLYING, HACKING, SHOPPING**)



20. DIGITAL LITERACY EDUCATION SHOULD INCLUDE STRATEGIES FOR IDENTIFYING _____ SOURCES. (**CREDIBLE, EXPENSIVE, POPULAR**)





LIVEWORKSHEETS