

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**)



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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. PROMOTING 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)**



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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)



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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**)

