

# 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**)



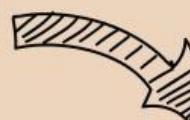
3. GOOD DIGITAL CITIZENSHIP HELPS PROTECT \_\_\_\_\_ AND RESPECT OTHERS ONLINE. (**DEVICES, DATA SPEED, PRIVACY**)



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)**



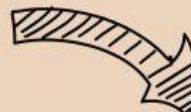
9. THE ANONYMITY OF THE INTERNET CAN LEAD TO IRRESPONSIBLE BEHAVIOR LIKE \_\_\_\_\_. **(COMMUNICATION, CYBER BULLYING, LEARNING)**



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**)



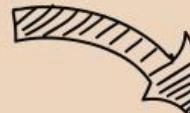
15. DIGITAL HEALTH AND WELLNESS PROMOTE A \_\_\_\_\_ USE OF TECHNOLOGY. (**BALANCED, EXCESSIVE, MINIMAL**)



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**)

