

# EXPERTS OR **AMATEURS?**

Gauging Young Canadians' Digital Literacy Skills mediasmarts.ca/YCWW #YCWW

**METHODOLOGY** Conducted February to June of 2013

5,436 Canadian students in grades 4-11 in 10 provinces and three territories 41% boys 46% girls ndication 

140 schools in 51 school boards

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### **BYOD (BRING YOUR OWN DEVICE) TO CLASS:**



of students are able to use their own laptops, 31<sup>%</sup> tablets, 27<sup>%</sup> e-readers

phones

### SCHOOL FILTERS:



say that they have had trouble finding something they

need for their school work due to filtering software

of students are able to bypass school filters

### **ILLEGAL DOWNLOADING:**

of students (29<sup>%</sup> in Grade 4 and 72<sup>%</sup> in Grade 11) agree with the statement, "Downloading music, TV shows or movies illegally is not a big deal."

There is a direct correlation between families with household rules about downloading media and the likelihood and frequency of students doing so illegally.

WHAT IS DIGITAL LITERACY? Digital literacy refers to the wide range of skills that enable young people to use digital technologies to better understand the world around them and to participate effectively in educational, cultural, civic and economic life.

	DDS STUDENTS USE WHEN HING FOR INFORMATION ONI
61%	Use more than one search eng
61%	Start a search over if they're n happy with the results
<b>50</b> %	Scan the full first page of resu before clicking on a link
35%	Use advanced search engine t

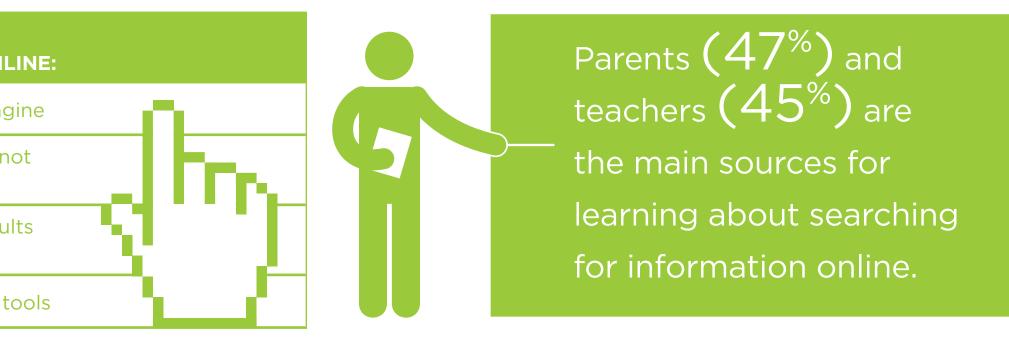
### **STRATEGIES FOR VERIFYING ONLINE**

GRADE	Ask teacher	Ensure facts are from topic experts	Does site show only one side of issue?	Are opinions backed by verifiable facts?	Research reliability of source	Do other sources say same thing?
4	<b>67</b> %	<b>56</b> %	33%	<b>37</b> %	<b>41</b> %	<b>48</b> %
8	<b>47</b> %	<b>56</b> %	<b>42</b> %	<b>51</b> %	<b>41</b> %	<b>72</b> %
11	<b>50</b> %	<b>62</b> %	<b>53</b> %	<b>61</b> %	<b>53</b> %	<b>75</b> %

### WHAT STUDENTS WANT TO LEARN:

- **51**<sup>%</sup> How to tell if online information is true
- **45**<sup>%</sup> What is legal and illegal to do online
- **36**<sup>%</sup> How companies collect and use personal information

CREAT	ING DIGITAL CONTENT - "IT'S
<b>72</b> %	Post comments or pictures on their own social network sites
38%	Post a story or a piece of artwo that they created themselves
33%	Post video or audio files of the
<b>22</b> %	Post a "mashup" or "remix" vid



**USE** represents the technical fluency that's needed to engage with computers and the Internet.

**UNDERSTAND** refers to the set of skills that help us comprehend, contextualize and critically evaluate digital media.

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# **LEARNING DIGITAL SKILLS: GIRLS VERSUS BOYS**

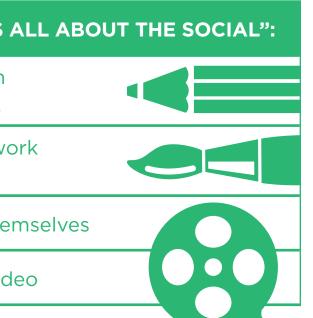




1 % of boys have learned authentication skills from online sources compared to 14% of girls.

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**CREATE** is the ability to produce content and effectively communicate through a variety of digital media tools.



# **ONLINE ACTIVISM AND ADVOCACY**



% of grades 7-11 students have shared links to a news story or information about current events

**%** of grades 7-11 students have posted comments on a news site

**%** of students have joined or supported an activist group online