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.

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

METHODS STUDENTS USE WHEN SEARCHING FOR INFORMATION ONLINE:

- 61% Use more than one search engine
- 61% Start a search over if they’re not happy with the results
- 50% Scan the full first page of results before clicking on a link
- 35% Use advanced search engine tools

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

STRATEGIES FOR VERIFYING ONLINE INFORMATION:

<table>
<thead>
<tr>
<th>GRADE</th>
<th>Ask teacher</th>
<th>Ensure facts are from topic experts</th>
<th>Does site show only one side of issue</th>
<th>Are opinions backed by verifiable facts?</th>
<th>Research reliability of sources</th>
<th>Do other sources say same thing?</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>67%</td>
<td>56%</td>
<td>33%</td>
<td>37%</td>
<td>41%</td>
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<td>50%</td>
<td>62%</td>
<td>53%</td>
<td>61%</td>
<td>53%</td>
<td>75%</td>
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</tbody>
</table>

LEARNING DIGITAL SKILLS: GIRLS VERSUS BOYS

- 52% of girls have learned authentication skills from teachers compared to 38% of boys.
- 21% of boys have learned authentication skills from online sources compared to 14% of girls.

WHAT STUDENTS WANT TO LEARN:

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

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

CREATING DIGITAL CONTENT - “IT’S ALL ABOUT THE SOCIAL”:

- 72% Post comments or pictures on their own social network sites
- 38% Post a story or a piece of artwork that they created themselves
- 33% Post video or audio files of themselves
- 22% Post a “mashup” or “remix” video

ONLINE ACTIVISM AND ADVOCACY

- 50% of grades 7-11 students have shared links to a news story or information about current events
- 29% of grades 7-11 students have posted comments on a news site
- 35% of students have joined or supported an activist group online

ILLEGAL DOWNLOADING:

- 46% of students (29% in Grade 4 and 72% 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.

BYOD (BRING YOUR OWN DEVICE) TO CLASS:

- 53% of students are able to use their own laptops, 31% tablets, 27% e-readers
- 25% cell/smart phones

SCHOOL FILTERS:

- 36% say that they have had trouble finding something they need for their school work due to filtering software
- 25% of students say they are able to bypass school filters