

# DIGITAL NATIVE – cyfrowy tubylec

The term **digital native** describes a person that grows up in the digital age, rather than acquiring familiarity with digital systems as an adult, as a **digital immigrant**. Both terms were used as early as 1996 as part of the *Declaration of the Independence of Cyberspace*. They were popularized by education consultant Marc Prensky in his 2001 article entitled *Digital Natives, Digital Immigrants*, in which he relates the contemporary decline in American education to educators' failure to understand the needs of modern students. His article posited that "the arrival and rapid dissemination of digital technology in the last decade of the 20th century" had changed the way students think and process information, making it difficult for them to excel academically using the outdated teaching methods of the day. In other words, children raised in a digital, media-saturated world, require a media-rich learning environment to hold their attention, and Prensky dubbed these children "digital natives". Globally, 30 percent of the population born between 1988 and 1998 had used the Internet for over five years as of 2013.

[https://en.wikipedia.org/wiki/Digital\\_native](https://en.wikipedia.org/wiki/Digital_native)



What are the advantages of a digital native?

What are the advantages of a digital immigrant?



# Who Are Digital Natives & How Do We Make Them Digital Citizens?

## Who Are They?

### Digital Natives are:

"... first generations to grow up with new technology. They have spent their entire lives surrounded by and using computers, video games, digital music players, video cams, cell phones, and all the other toys and tools of the digital age."<sup>1</sup>

**Generation Z includes Digital Natives.<sup>2</sup>**  
Born in or after 1997  
Ages 22 and younger



**They are attached to their phones.**  
98% own a smartphone<sup>3</sup>

Spend 21 hours per week on their phones<sup>4</sup>



**Generation Z loves the internet and devices.**

90% go online multiple times each day<sup>5</sup>



40% say working Wi-Fi is more important than working bathrooms<sup>6</sup>

**And they live on social media.**



44% check social hourly<sup>7</sup>

1 in 10 would rather go 3 days without refreshing their underwear than 3 days without refreshing their Twitter feed<sup>8</sup>



## How Do We Teach Them to Be Responsible Digital Citizens?

### Digital Citizenship is:

"The self-monitored habits that sustain and improve the digital communities you enjoy or depend on."<sup>9</sup>

### 6 Tips for Teaching

### Digital Citizenship:

**1** Incorporate digital citizenship into your core curriculum as early as Kindergarten.



**2** Create an acceptable use policy to guide online behavior.

**3** Focus teaching around the "9 Key P's."<sup>10</sup>



How to create safe, secure Passwords



How to protect online Privacy



When to share — and not share — Personal Information



How to post Photography responsibly



Understanding Intellectual Property Rights



How to Protect against viruses, malware, phishing, ransomware, and identity theft



How to secure Permission for and cite works shared online



Ways to keep online activity Professional



Understanding the Permanence of an online presence



**4** Ask students to pledge to use the internet and devices responsibly.



**5** Include parents in conversations and lessons around digital citizenship.



**6** Equip teachers with programs for monitoring and managing EdTech use.

### Teach Digital Citizenship with NetRef

NetRef is a powerful EdTech monitoring and management tool that can help teachers encourage students to be more responsible digital citizens.

- Watch over online activity on any student device in real time.
- Direct students away from distracting sites in a click.
- Lock down browsers to deter cheating.
- Communicate with parents about issues with online distractions.
- View usage data to determine how EdTech is helping, or hindering, learning.

Learn more about how NetRef can help you build strong digital citizens by managing devices and activity, monitoring web use, and knowing the value of your EdTech. Visit [www.net-ref.com](http://www.net-ref.com).

**Global village** describes the phenomenon of the entire world becoming more interconnected as the result of the propagation of media technologies throughout the world. The term was coined by Canadian media theorist Marshall McLuhan and popularized in his books *The Gutenberg Galaxy: The Making of Typographic Man* (1962) and *Understanding Media* (1964). “The dominant term for expressing a global coexistence altered by transnational commerce, migration, and culture” and **the global village** is seen as a world “tied together into a single globalized marketplace and village” is another popular contemporary understanding of the term.