Using Service-Learning to Promote Digital Citizenship and Ethical Computing

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Foundations of Digital Media and Learning

• Undergraduate course open to all students on campus (EDF 4800)

• Prepares pre-service teachers and others wanting to explore shifts in literacy practices and participation enabled by digital media.

• Explores social media, game-based learning, mobile device use, computational thinking, STEAM, networked learning and more.

• Develops competencies with new media literacies and addresses societal, cultural, ethical, and participatory issues and uses of digital media.
What happens in the course?

reading, discussing, exploring, working collaboratively, gaming, role playing, creating or producing media, participating in a “Maker Day” and creating a Learning Activity

*During the fall semester, a service requirement was integrated in the learning activity*
The Learning Activity

Focuses on teaching content to a community member, with the use of appropriate technology, related to concepts learned in the course.

Community: Clemson professors or students, fraternity or sorority members, K-12 students in area schools or after school camps, online communities, adults in the business community, parents or family members.
The Lens

- STEAM
- Connected Learning
- Computational Thinking
- International Society for Technology in Education (ISTE) standards
Why is this important?

• connecting students and disciplines across campus to see commonalities between technology and networked learning (e.g. computer science, nursing, pre-business, agriculture, political science, education etc. all work together)

• understanding how digital media can encourage civic participation, problem solving, ethical computing

• realizing our responsibility to others
The Result
Digital Citizenship & You

Learning Activity Plan
Maddie Lucas and Colleen Kinslow

Scenario
Middle and high school students have a tendency to not think before they post on social media. We are going to give them a Form before and after our presentation to see if our Learning Activity Plan was effective in changing their views on social media.

Community: High School students in Columbia
Service: Teach awareness of digital citizenship and ethical computing through scenarios
Importance: digital citizenship, societal and career literacy expectations
Clemson student learning:

Learning Activity Plan
Target: High school students who are avid social media users
Teach the students about digital citizenship and how to improve their online etiquettes and digital footprints.
In the course, students learned how to use appropriate apps/mobile devices, infographics, digital response and quizzing tools, and connect ‘making’ or ‘doing’ with technology. They used a STEAM approach to presenting a 2-week unit to a 3rd grade classroom and their teacher.
Community: Third graders and their teacher at a local school

Service: Co-teach lesson, introduce students and their teacher to digital tools embedded in activity

Discussion of ethical use of tools as student products are shared

STEAM perspective, aligned with ISTE Standards

Education and non-education majors collaborating
Meet Kate

Kate has semis on Friday, but also 3 exams this week that she must pass in order to go. She also needs to buy a new dress and shoes, but is unsure how much extra money she has to spend. Help her budget her time and money for the week in order for her to go out and have a good time on Friday and make the grade she wants.

Kate’s Weekly Itinerary & Expenses

Wants to study 3 hours a day
Needs to go shopping for 2 hours before Friday
Has 1 hour of homework to do daily
Class times
- MWF 8:00-8:50am Business
- 10:15-11:00 Anatomy
- M 2:40-4:40 Lab
- TTH 10:45-12:15 EDF
- 12:30-1:45 Stats

Spends
- $129 a month on groceries
- $400 in monthly rent
- $60 a month on utilities
- $5 every day on coffee
- $80 going out

Makes around $600 monthly at her job
Has saved any excess money, for the past 3 weeks.

Good Plan Example

Community: Sorority members
Service: Time management and planning
Digital tools: Google or iCal, Mint (app), Google Apps
Approach: Presenting a scenario and using computational thinking to solve the problem
A few more examples:

Community: High School Students
Service: The cost of healthy and unhealthy “heart care”
Digital Media: 3-D printer, videos, online simulations, Google Apps for Education

Community: Elderly relatives
Service: Improving health, fitness, lifestyle
Digital Media: FitStar and Shopwell

Community: International Business and Education majors
Service: Improving math and Spanish-language skills
Digital Media: Apps, mobiles, translation software
Students take their learning about the potential for digital media to transform learning across contexts, teach it to a broader community of learners, think critically about it, and discuss it with their peers.

Students begin to view the intersection of public service, outreach, and learning with digital media as a way to improve the conditions for the life of community members through education and civic engagement.