

## The Multifaceted Definition of Digital Citizenship

Digital Citizenship as...	Definition	Elaboration/Examples/Linkages to Childhood	Reference
Confident and positive engagement with digital technology	Digital citizenship is related to digital competence — critical and creative use of tech to achieve designed goals of employability, learning, leisure, inclusion, and participation in society.	Children today navigate online educational tools; thus, confidence in tech use influences their learning outcomes.	Australian Government eSafety Commissioner, n.d.; Ferrari, 2013
Belonging to a broader community and common humanity	Sense of belonging, with emphasis on political, economic, social, and cultural interdependency on local, national, and global levels.	Children, through online interactions, can gain a sense of belonging in global virtual classrooms.	UNESCO, 2015
Analyzing global and intercultural issues critically	Capacity to form multiple perspectives, understand differences, and engage based on shared respect.	Children exposed to diverse online cultures can develop a more inclusive worldview.	Barrett, 2021
Responsible engagement and ownership in the digital world	Digital citizenship encompasses responsible engagement, considering both individual rights and societal implications tied to data generation, ownership, and distribution.	A child's profile, gaming stats, or learning app data can have societal implications, emphasizing the importance of understanding digital rights from a young age.	Tomasello, 2022
Transition from traditional to digital governance	Refers to governance models, evolving from passive recipients to active participants in governance. It enhances human capital, transitions citizens to active solution innovators, and acts as a community balance.	Children could contribute by voicing their opinions in online community forums or participating in school digital governance.	Sharma et al, 2022
Behavioral competencies in tech use	Set of competencies related to practicing dos and don'ts for adults, children, and communities when using technology, to ensure safety and maximize educational impact.	Children are often guided by these behaviors when engaging in online schooling or recreational activities, emphasizing safety and ethical engagement.	ISTE, n.d.
A comprehensive approach encompassing respect, educate, and protect	Includes three pillars - Respect (digital access, etiquette, and law), Educate (digital communication, literacy, commerce), and Protect (digital rights, responsibilities, safety, security, health, and wellness).	As children grow, they transition through these pillars – from learning etiquette in online classrooms, to becoming digitally literate, and finally to understanding the importance of online safety and wellness.	Ribble, 2015