



Escape room

# Digital Citizenship

## Overview

Age group	12+
No. of participants	min. [16]; max. [24]
No of facilitators	1 teacher plus 2 facilitators
Subject matter	Digital Citizenship
Keywords	Digital Law, Digital Access, Digital Etiquette, Digital Literacy, Digital Communication, Digital Commerce, Digital Security, Digital Rights and Responsibilities, Digital Health and Wellness
Playing time	90 Minute workshop 15 minute introduction 45 minute activity 30 minute debrief
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## In a few words

Students will be exposed to the nine key elements of Digital Citizenship – Law, Access, Etiquette, Literacy, Communication, Commerce, Security, Rights and Responsibilities and Health and Wellness. Through a series of activities they will engage with various key aspects of these elements thus furthering their knowledge of a crucial aspect of 21st century living.

## Learning outcomes

After completing this escape room students will be able to

1. Identify the 9 elements of digital citizenship.
2. Work collaboratively to discover aspects of digital communication and literacy.
3. Explain key concepts in the digital citizenship domain.

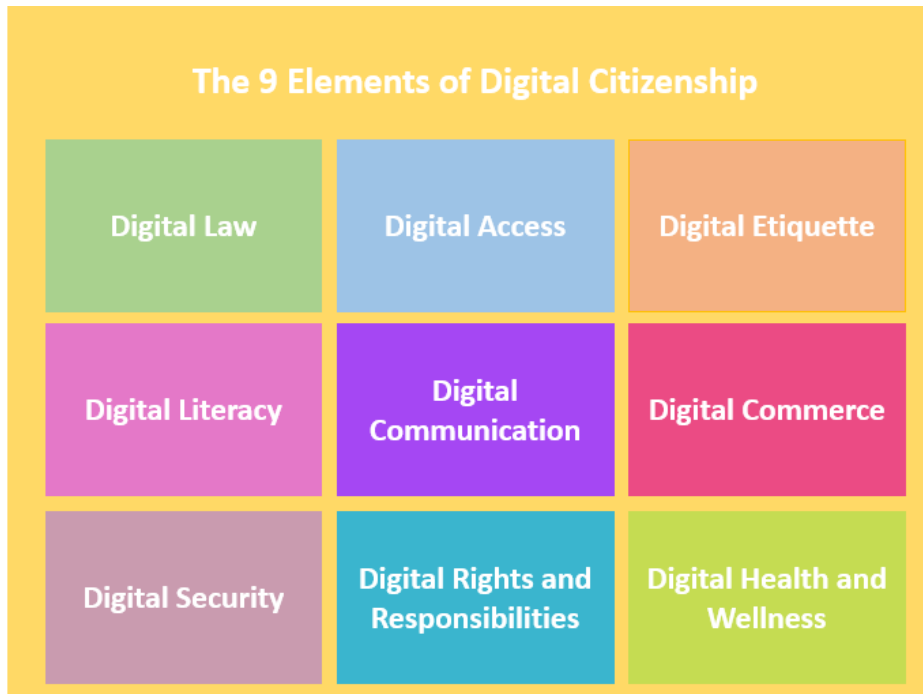







## Use scenario

Covid-19 has changed the way we live and interact in a dramatic fashion. The global population is now required to become digital citizens. Where once we met socially, learned together and shopped casually, today we live in a society that requires social distancing and online communication like never before. An understanding of the online behaviours and practices that will help us to respect, protect and educate ourselves and others is a key aspect of participating in today's society and that of future generations.

## Gameflow



To get your digital citizenship passport you must be awarded all 9 badges above. To do this you must complete a series of activities.

Introduction and Requirements for Digital Citizenship Passport	Activities to gain Badges	Unlock your Digital Citizenship Passport
		



	Digital Access	
	Digital Etiquette	
	Digital Literacy	
	Digital Communication	
	Digital Commerce	
	Digital Security	
	Digital Rights and Responsibilities	
	Digital Health and Wellness	



Phase 1	Phase 2	Phase 3

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<i>Phase</i>	<i>Duration</i>	<i>Description</i>	<i>Materials</i>
1	10 minutes	<p><b>Introduction.</b> A discussion on the various aspects of digital citizenship will take place.</p> <p><b>Team creation.</b> Students will form teams. Teams must decide on a team name and submit a team name.</p> <p><b>Team brief.</b> Teams will receive the team brief. The brief will outline the overall scenario covering the nine elements of digital citizenship.</p>	Introductory video and information sheet
2	45 minutes	<p><b>Discovery.</b> Teams will be provided with 9 envelopes (one for each element of digital citizenship). Correctly cracking the code for an element will result in the awarding of the relevant badge.</p>	Envelope containing instruction sheet and clues for each element.
3	5 minutes	<p>Unlock your digital citizenship passport by gaining all 9 badges.</p>	Match the order of the badges you have been awarded to unlock your digital citizenship passport.

## Escape room set-up

### ***Physical Room Setup***

#### ***Escape room materials***

Introductory video, team brief, 9 activity envelopes per team, digital citizenship passports.

#### ***Room equipment***

Computer and projector.

#### ***Room set-up***

Video ready to play.

After video hand out team briefs.

After team creation hand out activity envelopes.

#### ***Room reboot***

Clear out any remaining materials.

Reset video.

Ensure team brief packs are ready for next group.



## **Virtual Room Setup**

### **Escape room materials**

Email invitations, introductory video, team brief, 9 activity file folders per team, digital citizenship passports.

### **Room equipment**

Identify suitable virtual environment such as MS Teams, Zoom, Google Classroom etc. Computer and suitable software installed.

### **Room set-up**

Video ready to play.

After video assign students to breakout rooms and handout team briefs.

After team creation hand out activity folders.

Once all badges have been awarded students return to main room to receive their digital passports.

### **Room reboot**

Reset video.

Send out new invitations.

Ensure no files have been saved in breakout rooms.

Ensure team brief and activity packs are ready for next group.

## **Escape room in action**

### *Starting the escape room*

The teacher welcomes the group and introduces the concept of an escape room. They will also outline the concept of digital citizenship identifying the nine key components. They will introduce the facilitators and describes their role in the activity.

### *Playing the escape room*

A facilitator will be assigned to each group to liaise and oversee the activities and award the badges. Participants will endeavour to complete the necessary activities and retrieve a badge for each of the digital citizenship topics. If necessary, facilitators may guide participants to achieve the desired outcome. Each badge will contribute to unlocking the digital citizenship passport.

## **Debriefing**

A 30 minute debrief session should be conducted getting participants to reflect on the following:

- Their overall experience of the activity.
- Their understanding of digital citizenship concepts.
- Their ability to actively engage with digital citizenship activities.
- Team reflection on all activities undertaken.