



School Librarians using digital technologies

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Cyberbullying and bullying consistently emerge as key concerns for schools and families, with many education leaders struggling to implement effective strategies for their reduction and ongoing management. Digital technologies have brought their own opportunities and challenges, and have further highlighted the need for schools to establish robust well-being programs that foster safe, caring, respectful and inclusive communities, in which bullying and aggressive behaviours in all forms are unacceptable.

Cyberbullying

Cyberbullying refers to bullying that is carried out using digital technologies.

For example:

- harassment via a mobile phone
- setting up a defamatory personal website
- deliberately excluding someone from social networking spaces.

Cyberbullying can happen at any time. It can be in public or in private, and sometimes only known to the target and the person bullying.

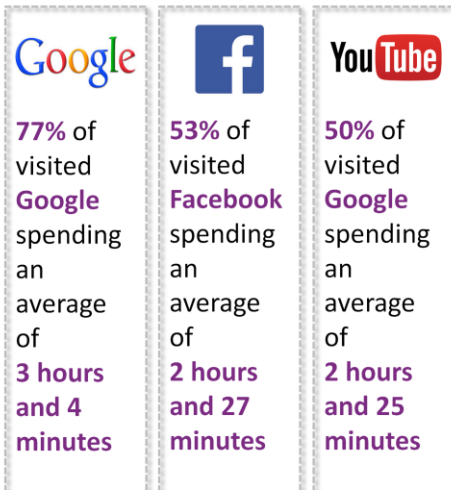


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Important to recognise that not all things that happen online are cyberbullying.

What are teenagers doing online?

Top 3 online channels (Dec, 2013)



Top 3 internet based activities (Dec, 2013)

9/10 for entertainment
8.5/10 for communication
6/10 for research

In 2013, students spent a median of **10.0 hours** using the **computer/Internet each week**



Girls more often use the Internet for **social networking (52%)** than boys (38%)



Sources: ACMA Research Snapshots Teens Online
ABS CensusAtSchool

Google includes Google+, Google Search, Gmail, Chrome, Google Maps, Google Earth and other Google services and products.

Facebook includes the Facebook platform of profiles, pages, apps, games and associated websites.

YouTube includes user-generated and professional media video content that can be viewed on the website, via apps or embedded in third party content.

(This does not include APPS)

view/upload user-generated content (UGC)—for example, YouTube, Tumblr undertake social networking activities—for example, Facebook communicate—for example Skype, Microsoft explore products, services and downloads—Microsoft, Mi9.[13]

Teenagers online



9/10
teenagers have
internet access
at home



89% of teenagers have a mobile phone
69% mobile phone users have a smart phone



74% use a computer to go online
23% a tablet
56% a mobile phone



72% of teenagers go
online more than once
a day



In four years to December 2013, the
number of teenagers who accessed
the internet from wireless hotspots
has increased by 176%

Source: ACMA Research Snapshots Teens Online

Interesting stats:

Over half of teenagers (56 per cent) used their mobile phone to access the internet during December 2013, compared to 16 per cent during December 2009 when smartphones were far less prevalent.

Since December 2009, the proportion of teenage internet users has:

declined by four percentage points at home and by six percentage points at library locations

increased by 11 percentage points at work and by 13 percentage points at wireless hotspot locations.

eSmart

- Equips everyone in the school community with the skills and knowledge they need for **smart, safe** and **responsible** use of technology so they become good digital citizens.
- Provides a roadmap to the **best available** cybersafety and wellbeing **resources** and **curriculum**.
- **Is a system for schools to track their implementation of cybersafety and wellbeing and report on their progress.**
- **Schools work towards achieving eSmart status.**



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The eSmart Schools Framework

Supports development of:

- **Protective behaviours**
- **Supportive and relationship building behaviours**
- **Reporting of incidents.**

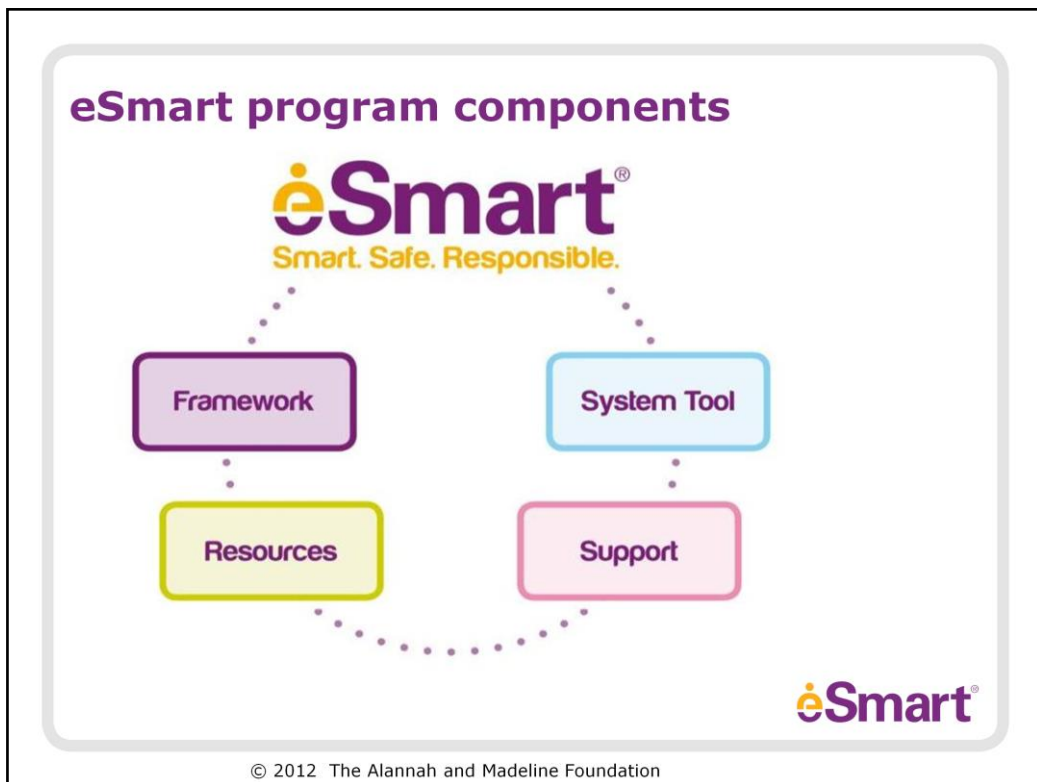
Incorporates:

- **Wellbeing** issues (e.g. values/relationships/self-esteem)
- **e-security** (e.g. scams, spam, viruses)
- **Ethics** (e.g. downloading, plagiarism)
- **Criminal activity** (e.g. sexual harassment, predation)

Is under-pinned by **smart** use of technology.



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eSmart System

Framework

Provides the roadmap for the school to become eSmart
Highly adaptable to specific needs of individual schools
Gives actions for schools to complete
Staged over 3 phases – implementing, planning and sustaining
Recognition when stages are met

Resources

Best-practice resources for schools collated in one online place.
Each one of these resources has been examined and recommended by our cybersafety specialists.
You will find useful and practical resources in a variety of formats including tools, case studies and videos.

System Tool

The eSmart system tool is a website designed for you to record, track and report your school's progress in becoming eSmart. Use it to track your activities across the five domains (areas) of the eSmart Schools framework over time. Logged-in users will see secure, easy-to-read graphs and be able to print summary reports showing their school's progress.

Support

As a registered eSmart School you will receive -

Training on how the eSmart system works, focusing on the eSmart system and how you can use it to your schools advantage.

A Starter kit to kick-start and retain information during eSmart journey will be provided to you before your training. After training we will keep you in the loop and up to date by sending newsletters and website providing guidance, news, tips and you'll also have access to our resources.

Cybersafety & digital literacy

- Educating school communities
- Teacher-librarians
- Digital innovation
- Digital footprint



eSmart libraries

- Sister program to eSmart schools
- Behaviour change
- Innovative
- Libraries using technology
- Fostering behaviours in the school library, school community and beyond



Thought –leader teacher librarians

- Effective & innovative use of digital technologies to engage school communities
- Development of school libraries as dynamic & inclusive learning spaces
- Sharing knowledge and resources



Challenges

- Engagement of staff and students
- Parents & communities
- Slow and inclusive



Schools & libraries

- Teacher librarians are integral to the process of connecting technology in the school
- Foster strong links between schools and public libraries
- Opportunities for ongoing collaboration
- Establish consistent messaging about knowledge sharing and positive use of digital technologies





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