

# The CyberHero Program

## Using New Media to Engage Students in Digital Literacy Training



**Woogi World's mission** is to inspire students to perform at their highest personal level utilizing a virtual world platform that encourages the use of 21st century tools for learning, communication and collaboration on a world wide scale.

The Woogi World CyberHero program inspires students to use new media as a positive factor in their lives as they gain awareness, knowledge, opportunities and resources to develop the skills they need to pursue life's goals and to participate fully as informed responsible, ethical and productive members of society.

### How does it work?

The CyberHero program is a scaled down "classroom" version of the full Woogi World learning environment that is exclusively focused on the CyberHero missions. The objective is to motivate the students to train themselves to become digitally literate. Both teachers and parents are able to view reports on the child's progress. If the student wants to take part in the many other Woogi World features, including chat and collaboration, they need to get the permission of their parent or guardian.

The topics covered by CyberHero are ever changing just as the technologies are dynamic and ever changing. For example, issues of cyber ethics are experiencing vast transformation as a result of factors driven by the multi-media attributes of cell phones and the vast reservoir of information on the Internet. Using the iKeepSafe C3 Matrix and ongoing consultation with the following contributing parties, the CyberHero program will be a dynamic learning environment that is updated regularly to maintain relevancy.

### C3 Matrix Contributing Parties

- Orange County Dept of Education
- Cable in the Classroom
- Consortium for School Networking
- Florida Gulf Coast University
- Harvard University, Center on Media and Child Health
- National Cyber Security Alliance
- Pennsylvania State University
- Rochester's Institute of Technology
- State Educational Technology Directors Association
- University of Maryland
- The iSchool at Drexel University College of Information and Science and technology
- Virginia State Board of Education

### The CyberHero Program:

The CyberHero program starts with the completion of the four mandatory CyberHero Sidekick Missions. Once completed the student becomes a member of the CyberHero club with its many privileges of membership. The club contains a belt level advancement system, where higher ranks earn exclusive Woogi World prizes. Advancement within the CyberHero Club is entirely curriculum-based, using lessons, movies,

games, and other interactive activities to explain concepts from the CyberHero framework:

### CyberEthics

Encouraging appropriate person to person interaction and positive contributions to the online community. Topics include:

- Plagiarism / Source Citing
- Copyright / Intellectual Property / Private vs. Public Domain / Fair Use
- Appropriate Sharing

- Netiquette
- Online Bullying
- Online Identity Management (passwords, profiles, etc.)
- Cheating

### CyberSafety

Teaching personal safety habits to be used when confronted with real-time threats or problems while online. Topics include:

- Restricting Personal Information
- Online Reputation Management
- Avoiding Online Bullies
- Password Security
- Recognizing Online Scams and Spam

### CyberSecurity

Preventing potential harm by securing one's computer through responsible software and hardware practices. Topics include:

- Software Updates
- Virus Scanner Use
- Downloading Safety
- Staying Current on Security Threats
- Personal Responsibility

### CyberHealth

Balancing online use with other important aspects of life and using technology to further academics, provide service, and promote societal good. Topics include:

- Establishing Online vs. Offline Balance
- Online Activity Driving Offline Behavior

- Monitoring Daily Media Usage (Time Limits)
- Computer Placement
- Good Deeds from Digital Media Use
- Assisting Others to Go Online
- Excelling in Academics Using Internet Resources
- Becoming a Leader Amongst One's Peers

### CyberHero Woogichievements:

Woogi World features online achievements (Woogichievements) that every kid strives to achieve to advance their Woogi's rank on Woogi World. A CyberHero category will be created, containing CyberHero Club achievements, Sidekick Mission completions, and other goals associated with the CyberHero program.

*"The way to meet the challenges and opportunities the internet presents isn't to deny our children access to this great resource, but to make sure they know how to use it wisely. Just as we make sure our children know not to talk to strangers, not to bully kids on the playground, and not to give out their personal information, we have the same responsibility to teach them to apply these values online."*

**Sen. Robert Menendez, D-N.J.**, sponsor of The School and Family Education about the Internet (SAFE Internet) Act (\$175 million grant program)

*Motivation is the catalyzing ingredient for every successful innovation. The same is true for learning.*

**Professor Clayton Christensen**, Disrupting Class