Building digital intelligence

Digital intelligence involves critically using websites, games and/or apps. It means having the necessary knowledge, skills and ability to be able to adapt emotions and adjust behaviours and practices to deal with the challenges and demands of the digital era.

For young people, it links directly to how they use technology. This includes the sum of social, emotional, and cognitive abilities essential to digital life. Digital Intelligence can be broken down into 8 key areas which can be used to teach and highlight responsible online use.

The components to digital intelligence

Source: https://www.projectdq.org/

Online apps, games and social media sites

Popular online apps for primary children include:
* YouTube
* Facebook
* Skype/Facetime
* Instagram
* Gaming sites and app based games
* Musical.ly
* Kik

Secondary students are using similar apps:
* Facebook
* Snapchat
* More advanced gaming sites being accessed through Steam

Find out more about apps, games and social media on the eSafety website.

Teaching digital intelligence

Developing socially and emotionally aware children at primary school age will help reduce the prevalence of anti-social behaviour throughout their school years.

Digital literacy - examples

* Bogus websites (Google search the term "bogus websites" to find a range of fake sites)
* Google images – When searching images select "Tools" > "Usage rights" > "Labelled for reuse" to find images that do not have copyright restrictions.

Digital emotional intelligence - example

* Lindsey Stone story (A prank gone wrong)

Digital safety - example

* I know where your cat lives (metadata information that can be viewed by anyone)
* Reporting cyberbullying (dealing with cyberbullying)

Digital Intelligence - resources for parents

* Chatterbox video – Digital rights and digital wrongs (short video for parents)

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