

TECHNOLOGY INTEGRATION MATRIX (TIM) - Teachers

| | | SUBSTITUTION/ EMBELLISHMENT | AUGMENTATION/ ENHANCEMENT | MODIFICATION/ INFUSION | REDEFINITION/ TRANSFORMATION |
|--|---|--|--|--|---|
| Key Aspects of a Learning Environment | 0 | 1 | 2 | 3 | 4 |
| G - Demonstrating Digital Citizenship | 0 - Students navigate the web and use various social media without worrying about digital ethics or their own digital footprints. | 1 - Students know how to navigate the web and create and post content on the web, taking digital ethics and their own digital footprints into account. | 2 - Students become aware of their digital identities, and act responsibly in their interactions on the web. | 3 - Students demonstrate responsible digital citizenship, taking digital ethics into account, and taking measures to protect their information and data. | 4 - Students demonstrate responsible digital citizenship, show sensitivity towards and respect for themselves and others, and help their peers develop a greater sense of |
| Example 1 <i>HSB4U Challenge and Change in Society, Grade 12</i> | Students navigate the web and become aware of the various social media available. | Students do searches on standards of digital ethics regarding the use of social media, choose one of the social media studied, and share their thoughts, taking the standards identified into account. | Students take a critical look at their digital identities (e.g., with the help of questionnaires, self-evaluations). | Students review the posts that they have shared on their social media accounts and undertake reviews of their security settings. | Students take part in the awareness-raising activity Introduce your virtual friend to me to make their peers more aware of their digital footprints, and help them develop a greater sense of responsibility. |
| Example 2 | | | | | |