Project Summary
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Digital Stories for Change

Purpose

- The first purpose of my video is to address what digital citizenship is and how it should properly be attained.

- I also wanted to teach students that you should behave to the same way online as you do in person.

Relationship to FACS areas

- I have included the importance of National FCS Standard 2.0 (Consumer and Family Resources) and content Standard 2.4.2 and 2.4.3 into my video.

Research

- I conducted a survey to research the online behavior of students at my school and I mentioned these results in my video.

- I also researched statistics of online ages and behaviors to implement in my video.

- Sources
    - Fingal, Diana. "Infographic: Citizenship in the Digital Age." *ISTE*, 14 Dec. 2017, www.iste.org/explore/articleDetail?articleid=192

    - Richter, Felix. "Infographic: Teens' Social Media Usage Is Drastically Increasing." *Statista*, Statista, 9 Oct. 2018, www.statista.com/chart/15720/frequency-of-teenagers-social-media-use/.

    - "Pixabay · Stunning Free Images." *Sea Bottom Photocomposition · Free Image on Pixabay*, pixabay.com/.

- Sound clips
    - Courtesy of Apple iMovie. All sample sound clips included in Apple Software may be used royalty-free in video projects but may not be distributed on a standalone basis.

- Background Information
    - Students at my school use technology and social media everyday but have had issues with properly behaving online.

Goal of Project

- To create a video that educated people about how to properly behave online.
- To inform students that the actions you do online will be there forever.