



Social Media Me – Series 2

What is Digital Citizenship?

Performing Digital Citizenship

In small groups, choose one of the following scenarios about responsible online activity. Write a script for a short 1–2 minute play that outlines and extends the scenario to explore the consequences of the positive or negative decisions made by the character(s). Perform these plays for your class.

Scenario 1:

Paul is on the bus home from school when he sees the class 'mean girl', Kim, coming out of a doctor's clinic, looking very upset. The bus is stopped at traffic lights, giving Paul a few seconds to take a picture of Kim. As a private harmless joke, he sends it as a Snapchat to his friend, Phoebe, with the caption "Just diagnosed with a poison attitude... #nocure" Phoebe has had trouble with Kim in the past and saves the picture to her phone...

Scenario 2:

Ethical fashion is the new big thing amongst Mason's friends. It's a positive change from them wearing cheap, mass-produced clothes like some of the other kids at school do. However, ethical fashion comes with a price tag that Mason just can't afford. But Mason's cousin, Alex, comes to him with a brilliant idea: spend \$10 on getting heaps of new social media followers (they're just 'bots' but, as Alex says, it's the number that counts) and contact ethical manufacturers with the offer to promote their brand to his huge following in return for free clothes...

Scenario 3:

Meg is in the change-room after P.E. class. In the middle of getting dressed, she hears the shutter sound of a phone taking a photo. She pulls her t-shirt down over her face and spins around, noticing that the only other person in the change-room – Harriet – has left. Meg confronts Harriet about the photo, but Harriet denies it. Meg is furious, but the picture hasn't appeared online. Yet...

Scenario 4:

In the online game world, Sam has struck up a friendship with gamergirl456. gamergirl456 asks Sam about where he lives and goes to school, and Sam is surprised when gamergirl456 says that she lives only a few suburbs away. gamergirl456 says that she has just upgraded her Xbox and that Sam can have her old one (which is still the model above his) for just \$50 via online transfer. They can even meet up for Sam to collect the Xbox...

After each play is performed, discuss as a class how the scenario could have been altered to change it from being an example of bad to good digital citizenship, or vice versa.

