



THANK YOU!

TO ALL OF THE TEACHERS AND STUDENTS WHO SUBMITTED ART FOR OUR CALENDAR. WE HAVE CHOSEN 12 WINNERS WHOSE ART WILL BE FEATURED IN OUR FIRST CALENDAR. WE ARE GETTING IT READY TO BE DISTRIBUTED IN JUNE!

CONGRATULATIONS TO OUR 12 WINNERS!

- "Digital Citizenship" by Jackie, Grade 5, Horseheads Intermediate School
- "The Truth Behind the Screen" by Heidi, Grade 9, Spencer-Van Etten High School
- "You Don't Always Know Who You Are Talking To" by Hailey, Grade 10, Spencer-Van Etten High School
- "Think Before You Speak" by Lydia, Grade 10, Spencer-Van Etten High School
- "The Fire of Cyberbullying" by Ezraela, Grade 10, Spencer-Van Etten High School
- "Is He Your Friend?" by Paige, Grade 10, Spencer-Van Etten High School
- "Maybe They Are Right" by Mark, Grade 12, Spencer-Van Etten High School
- "Problems of the Web" by Avery, Grade 12, Spencer-Van Etten High School
- "Unplug the Hate" by Lindsey, Grade 12, Spencer-Van Etten High School
- "Toxicity Online" by Gabrielle, Grade 12, Spencer-Van Etten High School
- "Digital Citizenship" by Abbigail, Grade 12, Spencer-Van Etten High School
- "Protect Yourself" by Kat, Grade 12, Spencer-Van Etten High School



And Honorable Mentions to: Andrew Grade 9 SVEHS, Darren Grade 9 SVEHS, Harley Grade 9 SVEHS, Konnor Grade 9 SVEHS, Lauren Grade 9 SVEHS, Miguel Grade 9 SVEHS, Vivida Grade 9 SVEHS, Matthew Grade 10 SVEHS, Nate Grade 11 SVEHS, Trista Grade 11 SVEHS, Briann Grade 12,

Diarmind Grade 12 SVEHS, Dominic Grade 12 SVEHS, James Grade 12 SVEHS, and Mikey Grade 12 SVEHS



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Waverly Central Schools High School eSports Team



If you would like to see an example of Digital Citizenship in action, look no further than Waverly's eSports team. This group of approximately 30 students was formed after district technology director, Kyle Ackland, presented a white paper to the Board of Education that outlined the opportunities and outcomes of eSports with a plan for their implementation. Ackland explains, "We started the club in an effort to help include students who may not be interested in traditional sports." The club is affiliated with HSEL (the High School Esports League).

GAMES THAT WAVERLY ESPORTS ATHLETES ARE PLAYING



FROM BLIZZARD ENTERTAINMENT



FROM EPIC GAMES



FROM RIOT GAMES



FROM HIDDEN PATH ENTERTAINMENT

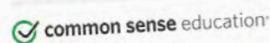


FROM UBISOFT ENTERTAINMENT



DIGITAL CITIZENSHIP | Waverly Esports Team

Keeping Competitions Friendly & Non-Toxic



Don't Be a Toxic Teammate



1. Although the Esports team is about competition, remember that you are not competing against each other.
2. Positive interactions are key--win or lose! Support your teammates rather than tear them down...especially after a loss. Teach each other and learn from losses.
3. Keep any communication with your competitors positive....remember you are representing Waverly.

Heather Ellis, an instructional support teacher for the district, researched and downloaded materials from Common Sense Media about keeping games fun and friendly and modified them to present the information to the team (see slides above). The students had the following comments after the presentation.

"Being toxic in a competitive gaming match is almost a guaranteed loss. Your words can have a strong effect on your teammates. It's best to always stay positive."

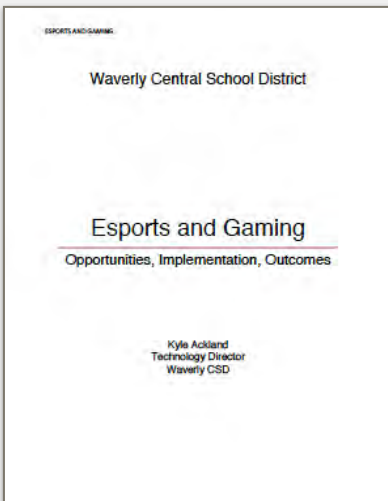
- Matt Atanasoff, Overwatch Team

"Rainbow Six is all about communication and strategy, so having a positive relationship with your teammates is a must. It's also important to be able to discuss what went wrong after a loss, so not flaming your teammates is the only way to win".

- Max Pan, Rainbow Six Team

(this article continues on the next page)





The white paper that was presented to the Board of Education outlined some of the positive outcomes of an eSports Program like increased attendance and participation in school as well as increased academic performance, and enhanced teamwork and digital citizenship skills. Tech director Ackland has given us permission to share the white paper (see link below).

“Gaming is a great opportunity to reach kids in a space where they are comfortable and teach them practical applications for digital citizenship”

– Frank Brown, Coach

Links to More Information

Waverly’s eSports Whitepaper - <http://go.gstric.org/209-esports-paper>

High School eSports League website - <http://go.gstric.org/209-esports-HSEL>

Common Sense Media article - Keeping Games Fun and Friendly

- <http://go.gstric.org/209-esports-fun>

EDTECH article - eSports Programs Start to Pop Up in K–12 Schools

- <http://go.gstric.org/209-esports-edtech>

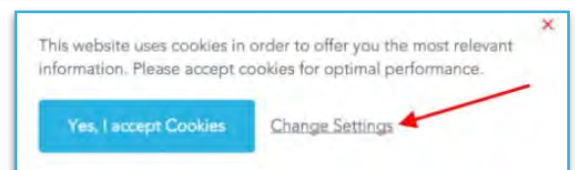
ViewSonic article - How to Start A High School eSports Team

- <http://go.gstric.org/209-esports-start>



What’s The Fuss About Cookies?

I have noticed a lot of websites with messages about using cookies? What is a cookie? And why have they become so popular lately?



A “**cookie**” is a small piece of information that is saved to your browser by a website. It lets the website identify you so that it can customize its content for you. Cookies are nothing new - it is just with the development of privacy laws that they have come into sharper focus. The European Union recently passed a law called the **GDPR** (General Data Protection Regulation) which mandates that a company must let you know whenever they collect personal data about you. Companies that use cookies must let you know what they collect and how the data is used because they can be used to identify you, your computer, and your location.

The GDPR is only enforceable in Europe but the US may adopt similar laws in the future.



DIGITAL CITIZENSHIP

I will communicate respectfully.

I will keep myself safe on the Internet

I will keep my information private and secure.

I am digitally and technologically literate.

I value my identity.

I will develop a good reputation online.

Lead It!

I will give credit to others for their work.

Literate It!

I am not a cyberbully.
#I_am_a_digital_citizen

<http://dc.gstbooces.org>

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