

Digital Citizenship

*ARTificial intelligence

42422 BK
PI 2024 Charlesbridge
David Biedrzycki.
"Robot works in a warehouse, but he keeps making mistakes, so they kick him out—and in the big city he discovers what he was missing: art."
-OCLC.
Imagination—Fiction; Art appreciation—Fiction; Identity (Psychology)—Fiction; Robots—Fiction; English/Language Arts

Bad Kitty

For descriptions see individual titles:
Bad Kitty does not like video games [42380]

*Bad Kitty does not like video games

42380 BK
P 2016 Roaring Brook Press
Nick Bruel.
Bad Kitty Series - "Kitty wants to play her video game all day. Kitty is not allowed to play her video game all day. Kitty must play and draw and read. Can Kitty make it through these wretched tasks to get back to her favorite video game?"—Back cover.
Cats—Fiction; Humorous fiction; Video games—Fiction; Language arts (Primary)

*Blackout

42413 BK
PI 2011 Disney/Hyperion Books
by John Rocco.
Neighbors gather on the roof after the power goes out on a hot night in the city and start having so much fun that not everyone is happy when the lights go back on.
Family life—Fiction; Cities and towns—Fiction; Electric power failures—Fiction; Summer—Fiction; Language arts (Primary)

*But it's just a game

42415 BK
PI 30 p. 2013 National Center for Youth Issues
written by Julia Cook ; illustrated by Michelle Hazelwood Hyde.
Jasper learns to recognize and overcome his video game addiction.
Video games—Fiction; Hyde, Michelle Hazelwood,—illustrator; Language arts (Primary)

Communicate with confidence

For descriptions see individual titles:
The technology tail : a digital footprint story [42420]

*Digital Citizenship Survival Kit

41373 KT
PIJ 2023
This is a Digital Survival Kit for SD73. Here are some links: Digital Citizenship Survival link: <http://bit.ly/2gtmcok> Primary Digital Citizenship Slideshow link: <http://bit.ly/2gmleq0> Intermediate Digital Citizenship Slideshow link: <http://bit.ly/2wqLHKA>
Career Education; Technology

Digital world [16 books]

38435 KT
IJS 40 pce 2014 Scholastic Canada
Glen Downey ; Series editor, Jeffrey David Wilhelm ; Culture and Media consultant, Barry Wellman
Issues 21 Series - "In recent years, technology has impacted every aspect of our lives from the way we work to how we socialize to how we consume media. How has digital technology helped and hurt society? Each book in ISSUES 21 is built upon an inquiry framework with three main components: an essential question; a sequence of instruction that provides modeling, mentoring, and monitoring; and a culminating writing activity. Students are introduced to the topic via an open-ended inquiry question. The necessary material that presents students with a starting reference point is then front-loaded before they are challenged to investigate, analyze, and demonstrate knowledge of the underlying concepts of real world issues through research assignments, persuasive essays, argumentative writing, and debates. Specifically, through guided questioning, each ISSUES 21 book helps students: Connect ideas within a selection, Connect personal experience with the selection, Connect ideas from one unit to another, Connect ideas from the text to the world at large" From publisher's website.
Digital media; Information society; Inquiry-based learning; Internet—Social aspects; Mass media; Social networking

Dot.

36054 BK
P 32 p. 2014
Randi Zuckerberg ; illustrated by Joe Berger.
In her fascination with technology, a confident and spunky little girl pays little attention to the outside world before learning how to make room for real things in ways that help her make the most of her savvy technical expertise.

Adventure fiction; Girls—Fiction; Play—Fiction; Technology—Fiction; Berger, Joe,—1970—illustrator

*Doug unplugged

42419 BK
PI 2013 Dragonfly Books
Dan Yaccarino.
Doug the robot discovers that cities are much more than downloaded facts when he unplugs from the computer feed and explores one first-hand.
City and town life—Fiction; Robots—Fiction; Physical and health education; Language arts (Primary)

The fabulous friend machine

39607 BK
2016
written and illustrated by Nick Bland.
"When Popcorn, the friendliest chicken at Fiddlesticks Farm, finds a forgotten smartphone in the barn, she sets about making some brand new friends. Soon she is so busy sending messages to them that she begins to forget her old friends. When a meet-up with her new friends is about to end in disaster, the quick-thinking animals of Fiddlesticks Farm save the day ... and one relieved chicken learns a lesson."—OCLC.
Cellular telephones—Fiction; Communication; Communication—Fiction; Domestic animals—Fiction; Friendship—Fiction; Social skills—Fiction; Wolves—Fiction

Fact vs. Fiction - Teaching Critical Thinking Skills

39210 KT
IJ
Explores headlines and the news, propaganda, media and the impact misinformation on society.
Deception; Digital Literacy; English; Journalism; Mass media; Media literacy; Online journalism—Corrupt practices; Public opinion; Social Studies; Truthfulness and falsehood

*Goodnight iPad : a parody for the next generation

42414 BK
PI 2011 Blue Rider Press/Penguin Group (USA)
by Ann Droyd.
A parody of Margaret Brown's "Goodnight Moon" in which a family bids goodnight to their electronic gadgets before going to bed.
Family life—Fiction; Bedtime—Fiction; Electronics—Fiction; Language arts (Primary)

*Hello! hello!

42426 BK
P 2012 Disney/Hyperion Books
Matthew Cordell.
A child seeks a way to communicate with parents and a brother who are busy with their electronic devices.
Family life—Fiction; Communication—Fiction; Technology—Social aspects—Fiction; Language arts (Primary)

Digital Citizenship

- * **If you give a mouse an iPhone**
42416 BK
PI 2014 Blue Rider Press, a member of Pengu
Ann Droyd.
Relates the events that will happen if you give a bored little mouse an iPhone.
Mice—Fiction; Smartphones—Fiction; Language arts (Primary)

Issues 21

For descriptions see individual titles:
Digital world [16 books] [38435]

It's a book

- 33851 BK
P 32 p. 2010 Roaring Book Press
Lane Smith.
Two readers and a friend -a jackass, monkey, and mouse -compare print to digital media, and learn that books are still valuable.
Books and reading—Fiction

* On a magical do-nothing day

- 42382 BK
PI 2017 Harper, an imprint of HarperCollins
Beatrice Alemagna ; translation by Jill Davis.
"All I want to do on a rainy day like today is stay inside and play my game. The game drives Mum mad, and she takes it away. I take it back and dash outside—but splash! Disaster strikes. Without my game, nothing is fun. Well, let's see. Maybe I'm wrong about that..."—OCLC.
Imagination—Fiction; Play—Fiction; Language arts (Primary)

* Selfie

- 42421 BK
PI 2020 Capstone Editions, a Capstone impri
Sandy Horsley.
"Sylvie, a squirrel who loves taking pictures of herself so much that she misses what is going on around her, is rescued from a frightening situation by the friends she has been ignoring."
-OCLC.
Friendship—Fiction; Animals—Fiction; Squirrels—Fiction; Photography—Fiction; Social media—Fiction; Self-portraits—Fiction; Language arts (Primary)

* The technology tail : a digital footprint story

- 42420 BK
PI 31 p. 2017 Boys Town Press
written by Julia Cook ; illustrated by Anita DuFalla.
Communicate with confidence Series -
"Rhymes and colorful illustrations offer a timeless message to a new generation learning to navigate the fast-changing digital age. Whether sending a photo or making a comment, "Screen" wants kids to know their posts -the kind and the cruel -will follow them for a very long time and will influence their friendships.—Publisher.

Interpersonal relations—Fiction; Life skills—Fiction; Bullies—Fiction; DuFalla, Anita,—illustrator; Social media—Fiction; Online etiquette—Fiction; Cyberbullying—Prevention—Fiction; Internet and children—Fiction; Internet—Social aspects—Fiction; Language arts (Primary)

* Tek : the modern cave boy

- 42417 BK
PJ 2016 Little, Brown and Company, a divisi
Patrick McDonnell.
Caveboy Tek is obsessed with his electronic devices and ignores the world around him, until his family and friends hatch a plan to get him to unplug.
Prehistoric peoples—Fiction; Electronic apparatus and appliances—Fiction; Language arts (Primary)

* Unplugged

- 42383 BK
PI 314 p. 2021 Scholastic Canada
Gordon Korman.
As the son of the world's most famous tech billionaire, spoiled Jett Baranov has always gotten what he wanted. So when his father's private jet drops him in the middle of a place called the Oasis, Jett can't believe it. He's forced to hand over his cell phone, eat grainy veggie patties, and participate in wholesome activities with the other kids whom he has absolutely no interest in hanging out with. As the weeks go on, Jett starts to get used to the unplugged life and even bonds with the other kids over their discovery of a baby-lizard-turned-pet, Needles. But he can't help noticing that the adults at the Oasis are acting really strange. Could it be all those suspicious "meditation" sessions? Jett is determined to get to the bottom of things, but can he convince the other kids that he is no longer just a spoiled brat making trouble?
Friendship—Fiction; Mystery fiction; Adventure fiction; Conduct of life—Fiction; Camps—Fiction; Swindlers and swindling—Fiction; English/Language Arts

* When Charlie McButton lost power

- 42418 BK
P 2007 Puffin Books
Suzanne Collins ; illustrated by Mike Lester.
A boy who likes nothing but playing computer games is in trouble when the power goes out and his little sister has all of the batteries in the house.
Siblings—Fiction; Stories in rhyme; Electricity—Fiction; Computer games—Fiction; Lester, Mike,—illustrator; Language arts (Primary)

The world around us

* On the Internet : our first talk about online safety

- 42381 BK
PI 2019 Orca Book Publishers
Dr. Jillian Roberts ; illustrations by Jane Heinrichs.
". . . introduces children to the basics of online safety in a story-based, conversational style. Using real-world examples set within the context of a child who is using the Internet for the first time and watching an older sibling interact with social media, Dr. Roberts takes readers through several . . . scenarios around parental supervision, online bullying and anonymity"—
Provided by publisher. Provides factual information and photographs along with questions in large-type fonts and illustrations -all in a picture book format.
Internet; Internet—Safety measures; Heinrichs, Jane,—1982—illustrator; Language arts (Primary)