



DEPARTMENT OF DEFENSE EDUCATION ACTIVITY

Minecraft and Digital Citizenship

In an innovative approach to education, LEMS is teaching digital citizenship to its 3rd-5th grade students using the popular game Minecraft. The curriculum covers essential topics such as media literacy, digital theft, and online harassment. Through interactive lessons, students are learning how to be kind and safe internet users.

Media literacy lessons help students critically evaluate the information they encounter online, teaching them to distinguish between credible sources and misinformation. **Digital theft** education focuses on the importance of respecting intellectual property and understanding the consequences of piracy and plagiarism. **Online harassment** modules address the impact of cyberbullying and provide strategies for students to protect themselves and others from harmful online behavior.

The program aims to equip students with the knowledge and skills necessary to navigate the digital world responsibly. "We want to ensure that our students learn the best way to behave online for their own safety and the safety of others," said a school representative.

By integrating Minecraft into their lessons, LEMS is making digital literacy engaging and accessible, preparing students to be conscientious digital citizens.

Printed on Tuesday, April 8, 2025 - 05:09. For the latest version of this content please visit <https://livornoems.dodea.edu/print/pdf/node/15996>.