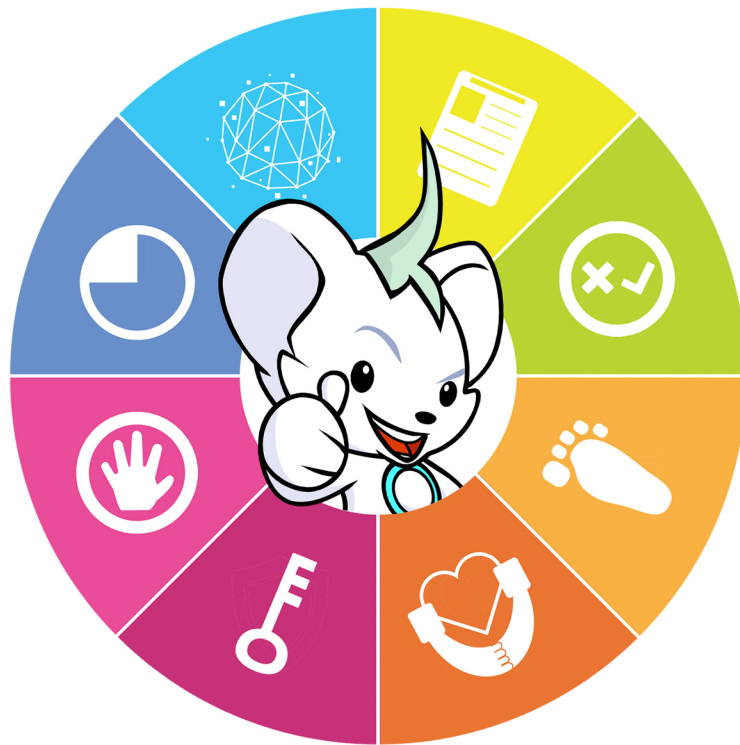


# DQ<sup>®</sup> Challenge

**Be a Master of Technology!**



**2018 School Package**

*Quick and Fun Way for your School to  
Learn the 8 Digital Citizenship Skills!*



The DQ Challenge is an annual primary school competition to promote digital citizenship education in Singapore.

This year's theme is: **“Be a Master of Technology!”**

Masters of Technology are students or teachers who understand digital citizenship skills and use them to improve the digital lives of themselves and others.

The 2018 DQ Challenge will identify Masters of Technology from around the nation and give them an opportunity to compete for the title of TOP DQ STUDENT and TOP DQ TEACHER.

Hurry, the DQ Challenge ends **November 30, 2018!**

**Apr. 2018**  
Launch  
DQ Challenge

**Nov. 30, 2018**  
Close  
DQ Challenge

**Jan. 2019**  
DQ Winners  
Announced



## TOP DQ STUDENT

### About:

You are a Master of Technology who thoroughly understands digital citizenship skills and who makes an outstanding effort to improve the digital lives of yourself and others.

### How to Participate

1. **Register:** Sign up for a DQWorld.net individual account (unless your teacher has assigned you one at school).
2. **Learn:** Complete the DQWorld.net programme and earn as many points as possible.
3. **Play:** Every now and then, there will be sudden missions on DQWorld.net to earn even more points. So keep an eye out for these special missions that may have you create stickers, answer a question, or even just review a mission.

### Eligibility

You must be between 8 and 12 years old when you complete the programme before November 30, 2018.

### Selection and Judging of Finalists

10 student finalists will be selected based on the highest number of points. From these 10, one student will be awarded the title of TOP DQ STUDENT with the highest point total.

### Awards and Prizes

**TOP 10 DQ STUDENTS:** Certificate, DQ trophy, DQ Gift Set

**TOP DQ STUDENT:** All of the above + DQ Award Ceremony for their school + \$500 cash prize for the school to purchase ICT equipment.

## TOP DQ TEACHER

### About:

You not only teach students about digital citizenship skills but bring DQ learning to life in your own innovative and personal way. You are committed to ensuring our children are Masters of Technology through holistic and insightful teaching.

### How to Participate

1. **Register:** Sign up for a DQWorld.net school account.
2. **Learn:** Have as many students as possible from your school complete the DQWorld.net programme.
3. **Innovate:** Create an innovative student learning activity or lesson that reinforces one or more digital citizenship skills learned on DQWorld.net showcasing how your students can be a Master of Technology. Whether it's a Powerpoint slide, a skit, a song, or anything creative, we want to see how you teach so that other teachers can be inspired by your methods!
4. **Share:** Join our **DQ Educators** Facebook group and upload your innovative lesson/activity and materials you used with hashtag **#DQEveryChild** and **#{your school's name}**.

### Eligibility

Teachers must instruct at an accredited primary school and must have a DQWorld.net school account verifying that students have completed DQWorld.net, and must submit at least one original learning activity that they carried out with students on our DQ Educators Facebook group.

### Selection and Judging of Finalists

10 teacher finalists will be selected based on their school's DQWorld.net completion and the teacher's learning activity. One teacher will be awarded the title of TOP DQ TEACHER based on:

#### 1. DQ World Completion (50%)

- a. Have as many students as possible from your school complete the DQWorld.net programme.

#### 2. Innovative Learning Activity - Open Voting (25%)

- a. The number of votes (likes) for your submission of a learning activity on the DQ Educator Facebook group.

#### 3. DQ Team Judging (25%)

- a. The quality of the learning activity based on
  - i. Reinforcement of DQ World principles, ideas, concepts, songs, vocabulary, or more
  - ii. Clear statement of learning objectives and outcomes
  - iii. Creativity

### Awards and Prizes

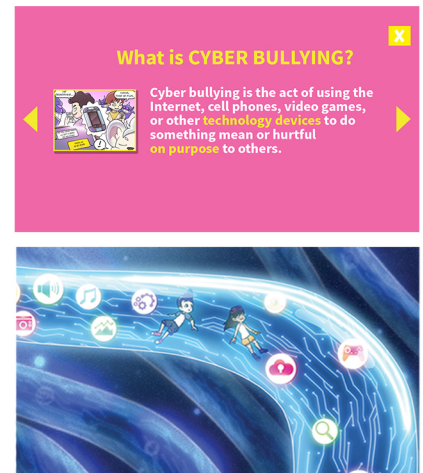
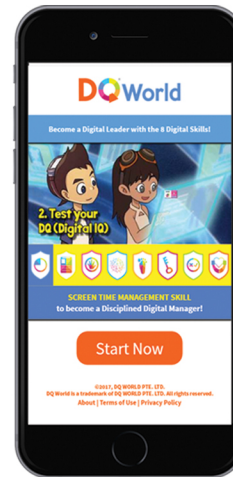
**TOP 10 DQ TEACHERS:** Certificate, DQ trophy, DQ Gift Set, and a free DQ School Report & Consultation for their school.

**TOP DQ TEACHER:** All of the above + DQ Award Ceremony for their school + \$5000 cash prize for the school to purchase ICT equipment.

# About DQWorld.net

DQ World is a world leading online education platform to teach children ages 8-12 the 8 Digital Citizenship Skills. It empowers them to become informed and discerning digital citizens.

- **Internationally Recognised:** By UNESCO, World Economic Forum, and OECD
- **Holistic:** High-quality, research-backed, and comprehensive digital intelligence education
- **Easy-to-Use:** Flipped-learning pedagogy that is student-directed with minimal supervision
- **Play & Learn:** Fun gamified learning for any child to self-learn DQ



## The 8 Digital Citizenship Skills



### Digital Citizen Identity

Ability to build and manage a healthy congruent identity online and offline with integrity



### Digital Empathy

Ability to be empathetic towards one's own and others' needs and feelings online



### Screen Time Management

Ability to manage one's screen time, multi-tasking, and one's engagement in online games and social media with self-control



### Critical Thinking

Ability to distinguish between true and false info, good and harmful content, and trustworthy and questionable contacts online



### Cyber-Bullying Management

Ability to detect cyber-bullying situations and handle them wisely



### Digital Footprint Management

Ability to understand the nature of digital footprints and their real-life consequences and to manage them responsibly



### Cyber Security Management

Ability to protect one's data by creating strong passwords and to manage various cyber attacks such as SPAM, SCAM and phishing



### Privacy Management

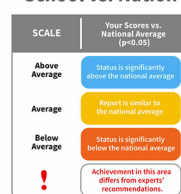
Ability to handle with discretion all personal information shared online to protect one's and others' privacy

## Find Out Your School's DQ Score

### World-First Assessment of Digital Citizenship Based on Research

After completion of DQ World, educators can receive a Premium DQ School Report that helps them understand their students' overall online risks and personal strengths compared to national and global averages.

#### Performance Snapshot: School vs. Nation





## DQ Challenge Implementation Steps

1

**Teacher Training**

Introduce teachers to the DQWorld.net programme and demonstrate how it works. Include an overview of resources and a Q&A session to ensure teachers are ready to participate. Teacher training can be led by your head ICT teacher or by our DQ Team through a live workshop at your school.

**3  
hours**

2

**Parent Workshop (Free in Singapore)**

Host a workshop at your school to help parents understand what their children will learn from the programme. Share your reasons for introducing digital citizenship education at school, and encourage them to support their children's DQ progress at home.

**1.5  
hours**

3

**Student Assembly (Free in Singapore)**

Have a student assembly to introduce DQ and have your entire school learn how to become a Master of Technology through the 8 digital citizenship skills. The assembly will also help launch the DQ Challenge in your school and get students excited about learning DQ.

**30  
minutes**

4

**Flipped-Learning Classes**

Have your students progress through DQWorld.net to learn the 8 digital citizenship skills. You can choose to have them learn all 8 skills or pick just one. Each skill takes 1-2 hours to complete. As students need only a computer with Internet connection, this can be done flexibly in-class or at-home depending on school schedule.

**1-8  
weeks**

5

**DQ School Report Consultation (optional)**

If your school purchased a Premium DQ School Report, you can request a report consultation with our DQ Team. Consultations are provided through a 1-hour face-to-face meeting and provide a deeper understanding of your school's results along with actionable recommendations to help you further improve your students' DQ.

**1  
hour**

6

**DQ Challenge Awards Ceremony (optional)**

Once your school has completed, host an awards ceremony to honour your school's TOP DQ class and students. This is also a great opportunity to celebrate all students' DQ growth and to remind them of the importance of good digital citizenship.

**30  
minutes**

## Flipped Learning Model with DQ World

The following is a typical flipped-learning model that is utilised by schools around the world. You can follow this or create your own model as the programme can be flexibly adapted to any school schedule.

### Pre-Exploration

**Parents** are informed of students' involvement through either a parents' workshop or letter from the school.



**Students** engage in self-directed e-learning to learn the 8 Digital Citizenship Skills at home. Each zone takes about 1-2 hours to complete depending on students' reading ability. Based on schedule, students can also complete the programme in school using class computers.

### Exploration of DQ World

**Teacher and Parents** provide guidance if necessary.

**Teachers** monitor progress to ensure students are learning on schedule.

After completion of a zone, **teachers** facilitate 15-minute in-class or small group discussions to check for understanding and consolidate learning.



### Post-Exploration

**Students** reflect on their learning experience through small group discussions.

**Teachers** facilitate discussions, noting changes in students' knowledge, skills, and attitudes due to the DQ World programme.

## FAQ

### How long does it take to complete the entire programme?

Students need around 8-10 hours of focused online participation to complete the programme. Schools can arrange for students to progress in-class or at-home over the course of a semester. If teachers choose to enrich learning with group discussions or activities, more time may be needed. However, if a school's schedule is tight, teachers can also choose just one or a few DQ Skills to learn. On average it takes about 1-1.5 hours to complete learning of one DQ Skill.

### How much work do teachers have to do?

While we believe teachers are one of the most important factors of children learning, DQWorld.net requires minimal supervision. Self-directed online lessons guide students to completion and free up teachers to support learning as-needed.

### What resources are available for teachers and students?

The teacher's admin panel in DQWorld.net lets teachers track student progress and view total points by class. It also includes 8 class lessons (one for each digital citizenship skill), student activity sheets, quizzes, and answer keys to support teachers at any stage of instruction.

### Must students learn the 8 Digital Citizenship Skills in a particular order?

We recommend that students follow the order shown in DQWorld.net, starting with Screen Time Management. However, schools are free to follow a different sequence to better suit their teaching needs. If schools are limited in time and cannot complete all 8, they can choose 1 or 2 skills for students to focus on first.

### I thought the DQ programme was free. Why are there paid packages?

Our award-winning online DQ education and teacher resources are, and always will be, free. Additional workshops, reports, and materials serve only to enhance your school's DQ learning experience and are completely optional. In addition to covering the costs of providing these services, your purchase directly supports the #DQEveryChild educational movement to empower every child with digital intelligence through free DQ education worldwide.

### How do I get a Premium DQ School Report?

You can purchase a Premium DQ School Report as part of a school package or as a standalone item. When ordering, specify a future date on which to receive the report. When that date arrives, you will receive an email to view and download your report online. We recommend that your school have 100 or more students complete the entire DQWorld.net programme before downloading the report. DQ School Reports only include students who have completed the entire programme.

### Can I see the contents of individual DQ Student Reports?

Unfortunately, no. Data privacy is important to us, and we believe that only students and their parents should be able to see student report contents.

### Why do you provide parental consent forms?

The DQ World programme is part of a multinational accredited research initiative to measure and improve digital intelligence (DQ). Students complete survey questions as part of their online learning, and insights from this data is used to enhance their digital citizenship skills. The consent form explains in greater detail and lets parents opt-out on behalf of their children if needed.

### What are the technical specifications for DQWorld.net?

Because the online programme includes HD animated videos, schools should have a broadband Internet connection of 10mbps + and allow student access to both YouTube and Vimeo. We also recommend that schools use the latest updated versions of Google Chrome or Firefox Internet browsers.

### If I have trouble using the platform, who do I contact?

Please read our technical FAQs in our Getting Started Guide. If you still have trouble, email us at [contact@dqworld.net](mailto:contact@dqworld.net) and we will respond as soon as possible.