

家長講座

# 培育數碼小公民

香港教育城 發展部主管

洪婉玲

2020年7月11日



# 內容

01

與我何干

02

數碼公民

03

擁抱挑戰

04

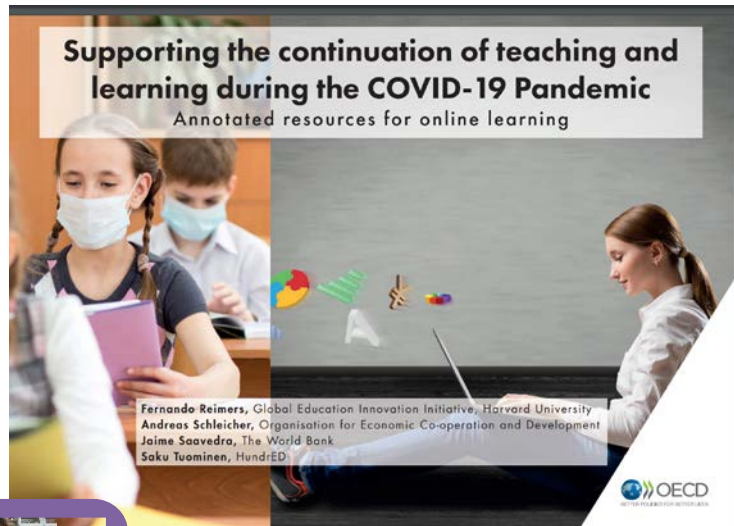
實用資源



# 疫情中，生活改變...

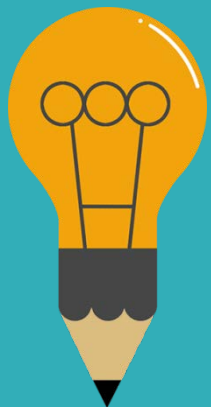


# 疫情中的學與教...



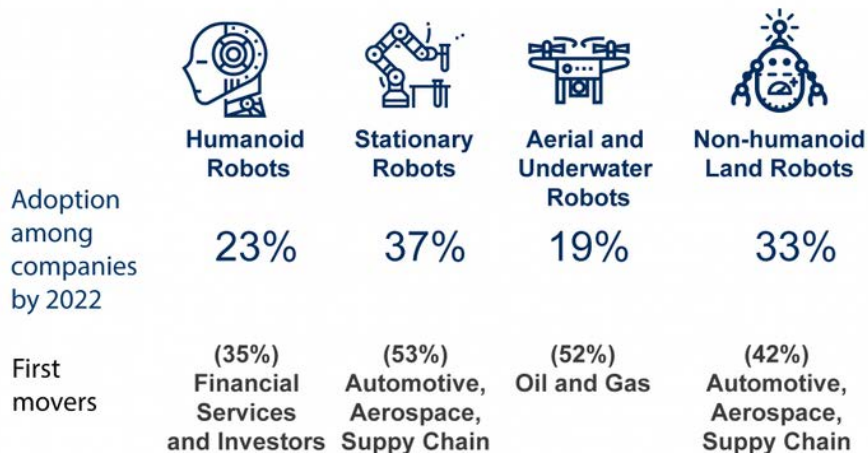
<http://www.oecd.org/education/Supporting-the-continuation-of-teaching-and-learning-during-the-COVID-19-pandemic.pdf>





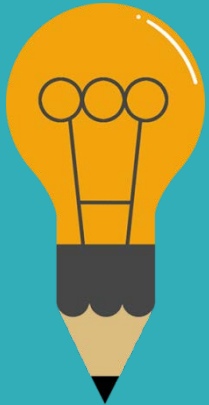
# The many faces of the robot revolution

1. 不同行業有不同  
程度的自動化、  
機械人化及數碼  
化



# Future of Jobs Report 2018 by World Economic Forum

## 5 Highlights



## The Jobs Landscape in 2022

emerging  
roles,  
global  
change  
by 2022



declining  
roles,  
global  
change  
by 2022



### Top 10 Emerging

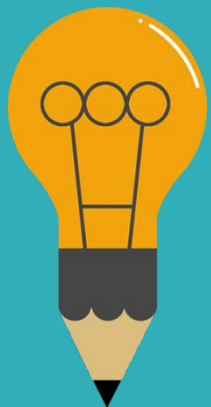
1. Data Analysts and Scientists
2. AI and Machine Learning Specialists
3. General and Operations Managers
4. Software and Applications Developers and Analysts
5. Sales and Marketing Professionals
6. Big Data Specialists
7. Digital Transformation Specialists
8. New Technology Specialists
9. Organisational Development Specialists
10. Information Technology Services

### Top 10 Declining

1. Data Entry Clerks
2. Accounting, Bookkeeping and Payroll Clerks
3. Administrative and Executive Secretaries
4. Assembly and Factory Workers
5. Client Information and Customer Service Workers
6. Business Services and Administration Managers
7. Accountants and Auditors
8. Material-Recording and Stock-Keeping Clerks
9. General and Operations Managers
10. Postal Service Clerks

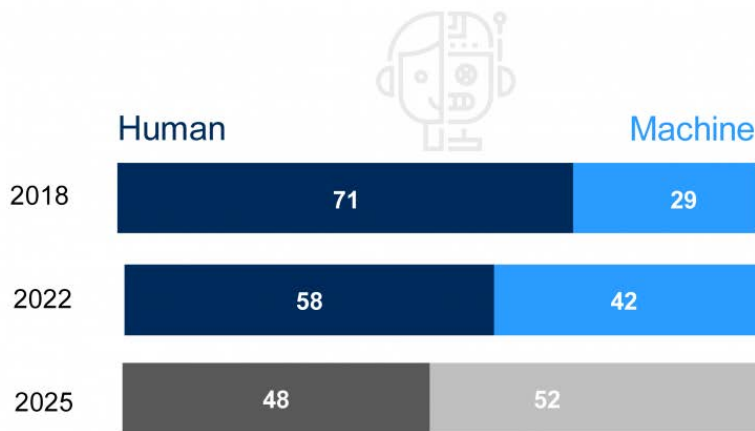
## 2. 工種大不同





## Rate of automation

Division of labour as share of hours spent (%)



3. 人、機器及電腦的運算法比例轉移

<https://www.weforum.org/agenda/2018/09/future-of-jobs-2018-things-to-know/>

# Future of Job Report 2018 by World Economic Forum

## 5 Highlights



## 2022 Skills Outlook

### Growing

- 1 Analytical thinking and innovation
- 2 Active learning and learning strategies
- 3 Creativity, originality and initiative
- 4 Technology design and programming
- 5 Critical thinking and analysis
- 6 Complex problem-solving
- 7 Leadership and social influence
- 8 Emotional intelligence
- 9 Reasoning, problem-solving and ideation
- 10 Systems analysis and evaluation

### Declining

- 1 Manual dexterity, endurance and precision
- 2 Memory, verbal, auditory and spatial abilities
- 3 Management of financial, material resources
- 4 Technology installation and maintenance
- 5 Reading, writing, math and active listening
- 6 Management of personnel
- 7 Quality control and safety awareness
- 8 Coordination and time management
- 9 Visual, auditory and speech abilities
- 10 Technology use, monitoring and control



COMMITTED TO  
IMPROVING THE STATE  
OF THE WORLD

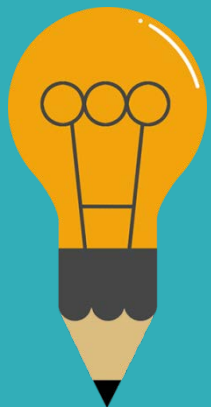
## 4. 新的工種需求 新的技能





# Future of Job Report 2018 by World Economic Forum

## 5 Highlights



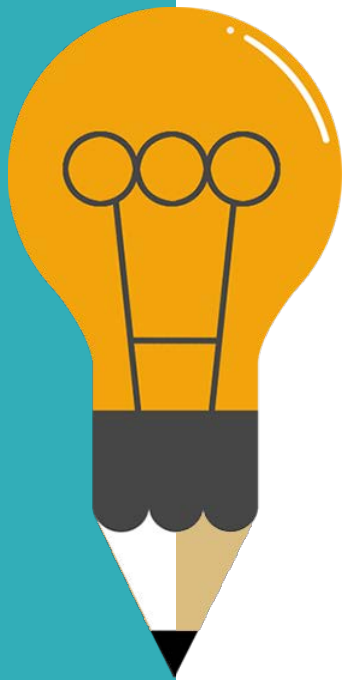
WORLD  
ECONOMIC  
FORUM

COMMITTED TO  
IMPROVING THE STATE  
OF THE WORLD

By 2022 everyone will need  
an extra

101  
days of  
learning

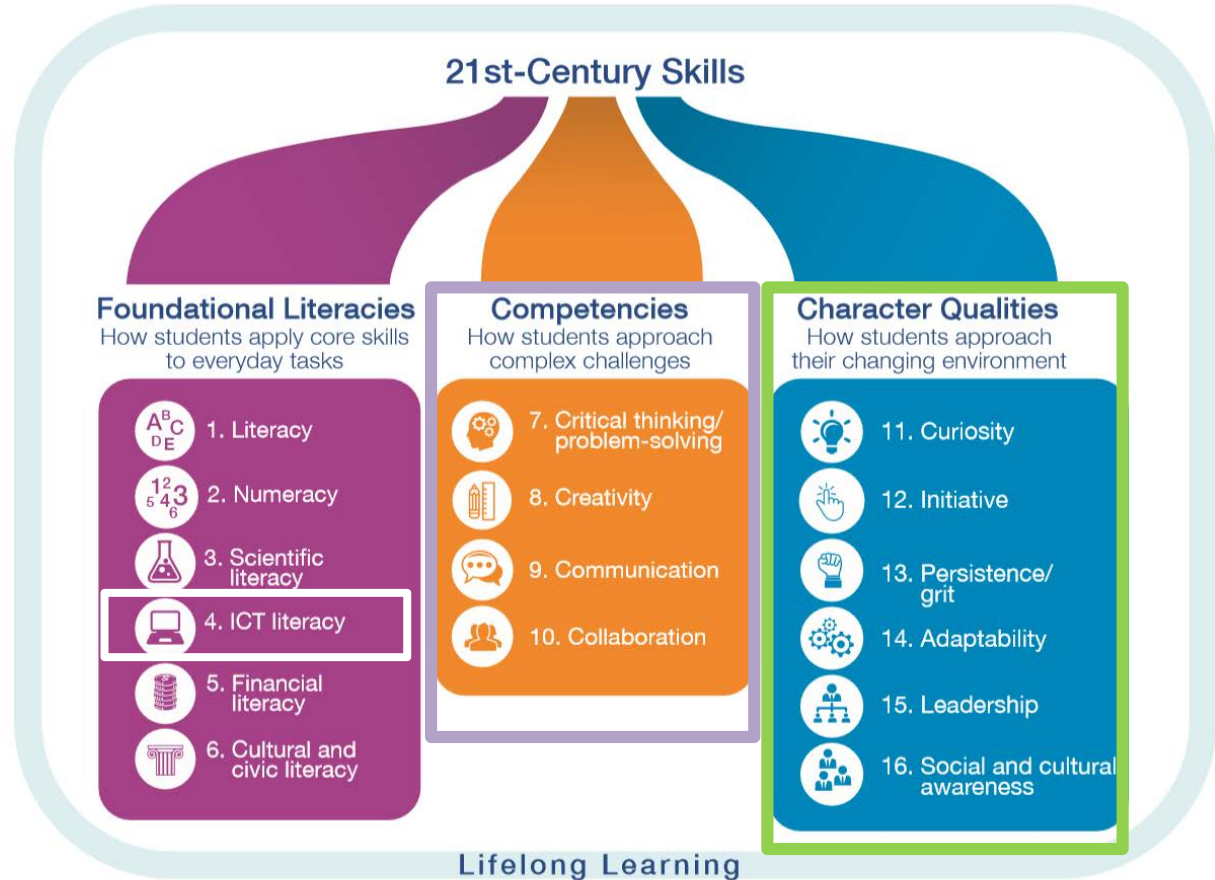
5. 成為終生  
學習者



立足未來

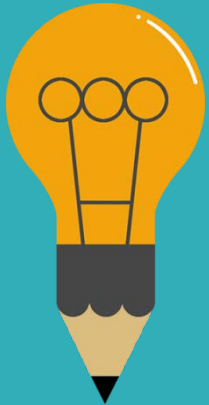
教育當下

Exhibit 1: Students require 16 skills for the 21st century



Note: ICT stands for information and communications technology.

Source: 'New Vision for Education: Fostering Social and Emotional Learning through Technology' by World Economic Forum March 2016



# BYOD - 學生眼中的電子學習



## 課室內適用的 應用程式

學生回應系統:

-  Nearpod
-  Edmodo
-  Kahoot!

## 學習管理系統 / 平台

-  LMS/ VLE
-  習作
-  電子評估
-  翻轉課堂

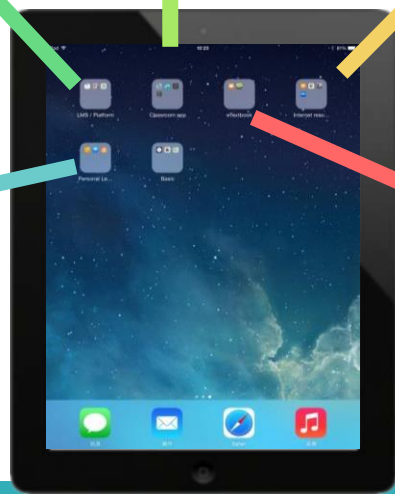
## 網上資源

-  教城資源
-  教育局一站式平台
-  Khan Academy

## 電子書

內容

多媒體



## 個人學習工具

-  字典
-  相機
-  Explain Everything
-  PowerPoint

# 香港教育城 支援 BYOD



## 課室內適用的 應用程式

seppo  
MIGHTIFIER

## 學習管理系統 / 平台

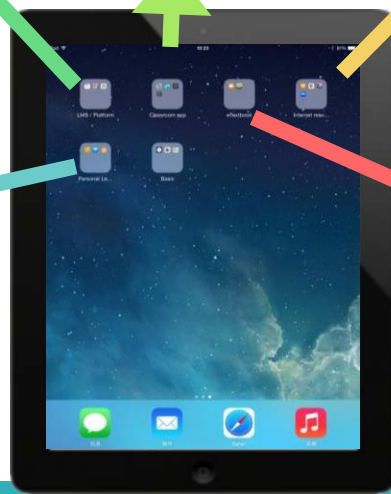
VLE 全校 / 翻轉課堂   
電子評估    
學與教      
自學     

## 網上資源

教學資源  教學資源庫  
教育局一站式平台   
教育電視 

## 電子書 / 閱讀

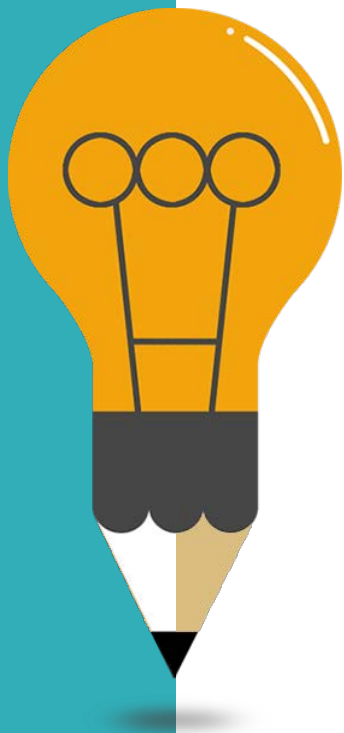
e悦讀 學校計劃   
教城書櫃 EdBOOKShelf 



## 個人學習工具

-  字典
-  相機
-  Explain Everything
-  PowerPoint

# 數碼公民 02

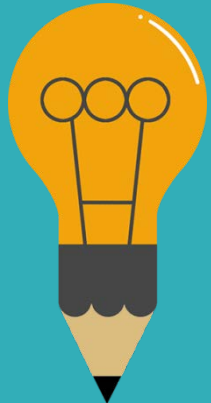


Source: <https://www.digitalunite.com/technology-guides/using-internet/connecting-internet/how-connect-internet>



## 數碼身份 – 小測試

1. 科技對你來說是
  - a. 學習使用科技
  - b. 與生俱來就與科技連結
2. 你喜歡怎樣與別人溝通
  - a. 喜愛面對面傾談
  - b. 以流動裝備為依歸
3. 你較多用以下那一方式
  - a. 邏輯性學習
  - b. 直觀地學習
4. 你多數以什麼方式搜集資料
  - a. 從傳統媒體
  - b. 依賴多媒體
5. 同一時間你習慣處理多少項工作
  - a. 單項工作
  - b. 多項工作
6. 同一時間你喜愛與多少溝通
  - a. 與一個或少數人互動
  - b. 與多人同時交流



## Digital Immigrants



- Adopters of the web technologies
- Prefer to talk in person
- Logical learners
- Focusing on one task at a time
- Prefer to have interaction with one or few people rather than many
- Get info from traditional news sites

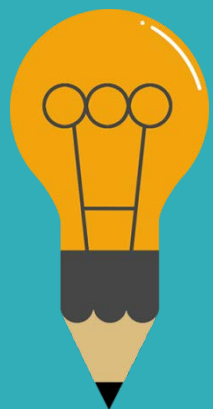
## Digital Natives



- Born during or after the digital age
- Always on, attached to a phone or other device
- Intuitive learners
- Multitask and rapidly task-switch
- Extremely social
- Multimedia oriented







<https://id.iste.org/my-profile/standards-download>

[iste.org/standards](https://iste.org/standards)

# Digital Citizenship Elements

## RESPECT 尊重

Digital Etiquette 數碼禮儀

Digital Access 數碼讀取

Digital Law 數碼法律

## EDUCATE 教育

Digital Literacy 數碼素養

Digital Communication 數碼溝通

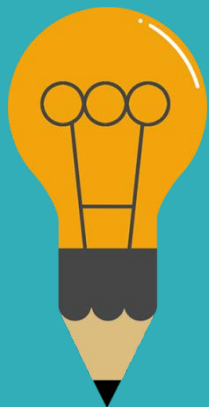
Digital Commerce 數碼營商

## PROTECT 保護

Digital Rights & Responsibilities 數碼權責

Digital Safety & Security 數碼保安

Digital Health & Wellness 數碼健康



# 良好數碼公民

1. 倡議平等的數碼權利，任何人都可享自由使用網絡的權利
2. 應透過不同數碼渠道，提倡各類基本人權包括言論自由
3. 不可剽竊其他人的作品、身份、財產，包括非法下載及分享歌曲
4. 應體諒及永不網絡欺凌其他人
5. 在數碼世界溝通時能作出合適的決定，拒絕不合適的資訊
6. 懂得善用數碼工具提高學習力、緊貼科技變化
7. 應負責任及精明地進行網上交易，並懂得保護付款相關的個人資料
8. 保護個人資料免遭傷害同樣重要，與陌生人在網絡上溝通時，尤其需多加注意
9. 積極減少科技對身心健康的傷害，包括不要沉迷電子遊戲



Source: [www.iste.org/explore/articleDetail?articleid=192](http://www.iste.org/explore/articleDetail?articleid=192)

## CITIZENSHIP IN THE DIGITAL AGE

What do the behaviors of a good citizen do that being respectful and responsible in the digital world are responsible for? Being a good digital citizen is not just about being a good citizen in the digital age.

A GOOD CITIZEN...	A GOOD DIGITAL CITIZEN...
<b>1</b> Advocates for equal human rights for all.	Advocates for equal digital rights and access for all. U.S. citizens with limited access to broadband: African Americans 50% Hispanics 54% Women 57%
<b>2</b> Treats others courteously and never bullies.	Treats others with respect in online spaces and never cyberbullies. 88% of social media-using teens have witnessed someone being mean or cruel.
<b>3</b> Does not steal or damage others' property or persons.	Does not steal or damage others' digital work, identity or property. The average teen's media library contains: 1800+ illegally downloaded or copied songs.
<b>4</b> Communicates clearly, respectfully and with empathy.	Makes appropriate decisions when communicating through a variety of digital channels. SIX MILLION teens report that they have received sexually suggestive images from someone they know.
<b>5</b> Actively pursues an education and develops habits for lifelong learning.	Uses digital tools to advance their learning and keeps up with changing technologies. Working Americans who use digital tools on the job: Interest 62% Technology 96%
<b>6</b> Spends and manages money responsibly.	Makes responsible online purchasing decisions and protects their personal information. A typical teen reports having had an average of 5400+ cyberstares.
<b>7</b> Upholds basic human rights of privacy, freedom of speech, etc.	Upholds basic human rights in all digital forums. 26% of U.S. high school teachers believe students should not publish posts without "government approval." <b>SENSORED</b>
<b>8</b> Protects self and others from harm.	Protects personal information from outside forces that might cause harm. 54% of teens frequently flirt or get into awkward conversations with strangers. 10% of teens
<b>9</b> Proactively promotes their own physical and mental health.	Proactively limits health risks of technology, from physical to psychological. 8% of youth ages 6-18 are addicted to video games.

**ISTE** iste.org Connected learning. Connected world.



# 家長的挑戰

“「低頭一族」”

“眼睛、骨骼健康”

“網絡沉溺”

“選擇電腦裝置”

“家長保護控制”

“資訊真偽”

“數碼鴻溝”

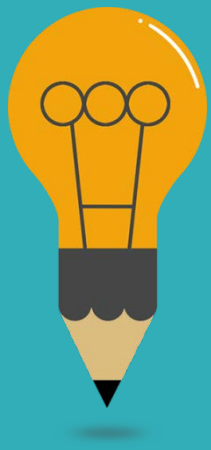


## 什麼時候可以給孩子智能裝置？

1. 共同家庭價值觀
2. 可以和孩子清晰及恆常地傾談科技事宜
3. 及早開始灌輸概念
4. 掌握選擇，善用家長監護功能
5. 了解適當使用裝置，包括責任及道德地使用
6. 了解學校如何使用科技及裝置
7. 與孩子一起「立法三章」
8. 成為孩子的典範
9. 與孩子建立優質的「真身」溝通
10. 隨需要及孩子的成長，變動共識的使用法則

**NOT** about **AGE**  
Is about  
**READINESS**

<https://www.gse.harvard.edu/news/uk/18/02/when-give-your-child-smartphone>





## 電腦裝置 = 學習工具

- 教育科技只是一項工具，目的是要達到學習果效
- 不是每一個科技產物都自動成為學習工具



小校園



PUBG



Overcooked



抖音



YouTube



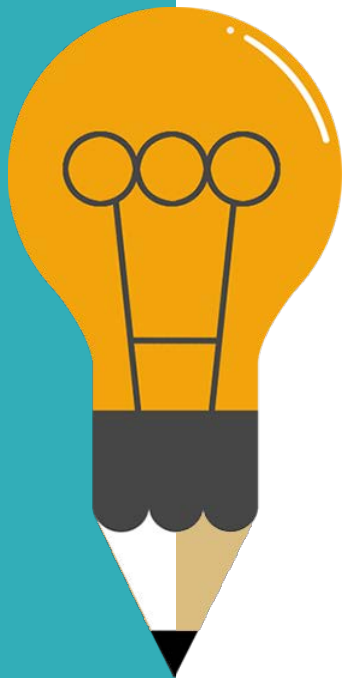
Snapchat

- 個人化學習，個人化裝置

## 資訊素養

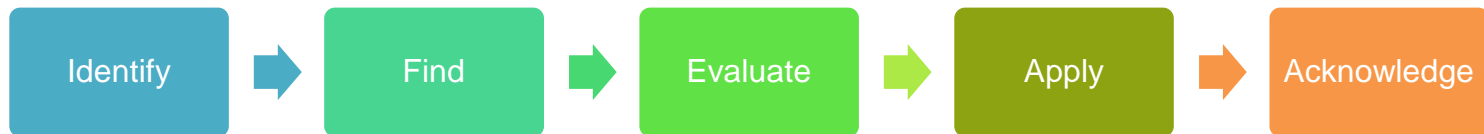
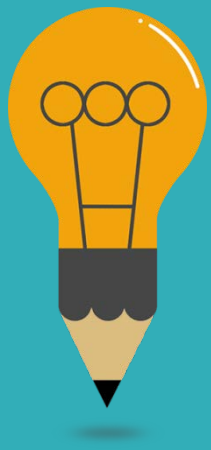
根據總統委任美國圖書館協會資訊素養委員會(1989) 的定義，且於21世紀興起的名詞，是指「個人知道何時需要資訊，並能有效找尋、評估、和利用資訊的能力。」

資訊素養能夠提升我們解決困難的方式和思考能力，過程中我們要抱懷疑的態度、尋求答案、收集資訊、建立意見、分析來源和作出決定，這些均能夠培養出一個成功的學習者，且對社會有貢獻、擁有自信和負責任的公民。



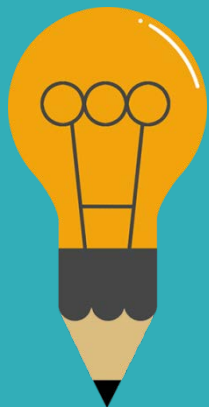
# 資訊素養能力

- 能夠**決定**所需要**資訊的性質和範圍**
- 能夠有效且**快捷地獲得**所需要的資訊
- **批判性地評估**獲取的資訊和其來源，並將揀選所得資訊與自己的知識和價值觀結合起來
- **有效地運用**資訊，以達成不同的目標
- 多從經濟、法律和社會議題層面，了解有關資訊運用，**學會以合法、合乎道德地獲取及使用資訊**





合法、  
合乎道德



大馬少女IG投票定生死 逾八成人投「生」 可惜她已看不到



熱爆話題

讚好 1,398

撰文：李耀輝 2019-05-16 08:07 最後更新日期：2019-05-16 08:19

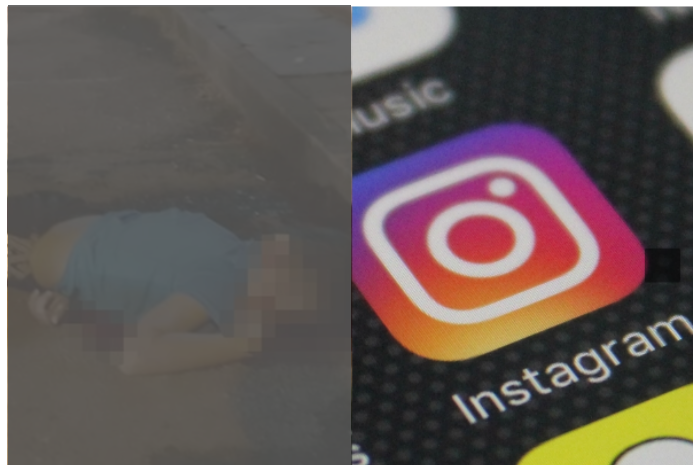


馬來西亞一名16歲少女周一（13日）在Instagram上要求她隨者投票決定其生死，結果一度顯示69%人投「死亡」，數小時後她跳樓身亡；事後Instagram調查少女的賬戶，發現其實投票在24小時後所得出的結果是88%人投「生存」。當地警方沒有公佈女死者身份，但就透露其有抑鬱病歷，現正等待驗屍報告確認死因；英國國會亦關注事件，藉下一個委員會周三（15日）向Instagram的負責人進行問話。

<https://www.hk01.com/熱爆話題/329460/大馬少女ig投票定生死-逾八成人投-生-可惜她已看不到>

大馬少女IG搞投票定生死 竟「順應民意」跳樓亡

2019-05-15 22:06



馬來西亞一名少女在Instagram發起一項投票活動，要求網友投票決定生死。網上圖片

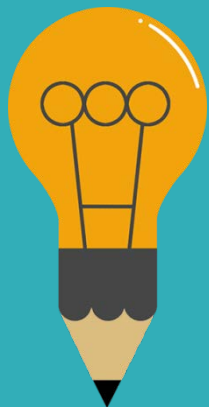
馬來西亞一名16歲少女在社交媒體Instagram發起一項投票活動，要求網友投票決定她應該選擇繼續活着，還是去尋死；結果有69%網友投票要她「去尋死」，她竟然真的跳樓自殺。

東馬沙撈越州警方表示，這名少女在Instagram貼出她稱「非常重要，幫我選擇生/死」的投票活動；結果有六成九網友投票要她「去尋死」。此外，她也在facebook貼文表示「想要離開這讓我疲累的XX生活（WANNA QUIT F\*\*KING LIFE I'M TIRED）」，還透過其手機微信以中文向她的朋友致意。大馬媒體報道，這名少女周一下午3時許從石角新市鎮店屋3樓跳樓自殺。

檳城下議院議員、律師藍卡巴星認為，投票要她死的網友，可能犯了教唆自殺罪。他說：「若她的Instagram帳號的多數網友勸阻她自殺，她今天不是還活着嗎？」並說：

<http://hd.stheadline.com/amp/news/realtime/wo/1501248/>

合法、  
合乎道德

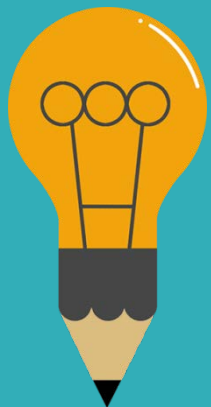


不可剽竊

保護個人資料

數碼公民的品格培育

# 使孩子成為一個負責任、且有智慧的數碼公民，家長的教導及以身作則是不可或缺的



Source: [www.iste.org/explore/articleDetail?articleid=192](http://www.iste.org/explore/articleDetail?articleid=192)

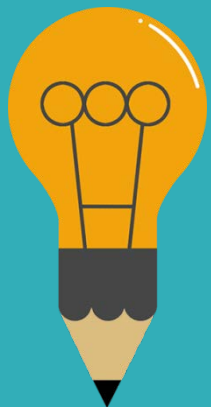
## CITIZENSHIP IN THE DIGITAL AGE

Most of the behaviors of our good citizens are being measured, and researchers are trying to figure out why — and how to make it better. Here's what we know. But adults must lead by example, and we must all be good citizens in the digital age.

A GOOD CITIZEN...	A GOOD DIGITAL CITIZEN...
<p><b>1</b> Advocates for equal human rights for all.</p>	<p>Advocates for equal digital rights and access for all.</p> <p>U.S. citizens with internet access at home:</p> <p>85% African Americans</p> <p>82% Hispanics</p> <p>79% Whites</p>
<p><b>2</b> Treats others courteously and never bullies.</p>	<p>Treats others with respect in online spaces and never cyberbullies.</p> <p>88% of social media-using teens have witnessed someone being mean or cruel</p>
<p><b>3</b> Does not steal or damage others' property or persons.</p>	<p>Does not steal or damage others' digital work, identity or property.</p> <p>The average teen's media share contains 800 illegally downloaded or copied songs.</p>
<p><b>4</b> Communicates clearly, respectfully and with empathy.</p>	<p>Makes appropriate decisions when communicating through a variety of digital channels.</p> <p>SIX MILLION teens report that they have received socially suggestive images from someone they know.</p>
<p><b>5</b> Actively pursues an education and develops habits for lifelong learning.</p>	<p>Uses digital tools to advance their learning and keeps up with changing technologies.</p> <p>Working Americans who use digital tools on the job:</p> <p>62% Internet</p> <p>96% Technology</p>
<p><b>6</b> Spends and manages money responsibly.</p>	<p>Makes responsible online purchasing decisions and protects their payment information.</p> <p>A typical teen reports having lost an average of \$400 to cybercrime.</p>
<p><b>7</b> Upholds basic human rights of privacy, freedom of speech, etc.</p>	<p>Upholds basic human rights in all digital forums.</p> <p>26% of U.S. high school teachers believe students should not publish freely without "government approval."</p>
<p><b>8</b> Protects self and others from harm.</p>	<p>Protects personal information from outside forces that might cause harm.</p> <p>54% of teens frequently flirt, private and/or conversations with strangers</p>
<p><b>9</b> Proactively promotes their own physical and mental health.</p>	<p>Proactively limits health risks of technology, from physical to psychological.</p> <p>10% of teens</p> <p>8% of youth ages 8-18 are addicted to video games</p>

ISTE.org  
Connected learning. Connected world.

# 「聰明e主人」 電子學習資源套



## 1. 故事動畫

[請按此觀看共十套故事動畫](#)

## 2. 學生小冊子



## 3. 建議學與教活動

[請按此下載建議學與教活動](#)

## 4. 網上問答題

請按以下連結，以教城學生帳戶登入完成問答題。

[▶ 網上問答題](#)

教師可以教城帳戶登入以下連結，瀏覽學生報告。

[📄 學生報告](#)

## 故事4 網絡欺凌零容忍



## 故事5 轉發？不轉發？





學童使用電子產品進行學生進行電子學習，而部分的學習更個人化，由此可供對電子學習的認識、子豐富資料。

按子女學習階段瀏覽：

學前 小學 中

[https://www.hkedcity.net/parent/s\\_elearningseries/](https://www.hkedcity.net/parent/s_elearningseries/)

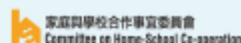
精選系列

## 「e學習·伴同行」 家長講座 (七) 不再迷「網」

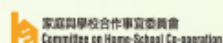
'Supporting Children on e-Learning'  
Parent Seminar (7):  
Say No to Internet Addiction



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## 「e學習·伴同行」 家長講座 (八) 智用網絡—英語學習與交友

'Supporting Children on e-Learning'  
Parent Seminar (8):  
Wise Use of Internet: English Learning and Social Networking

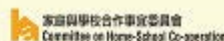


## 網「樂」同行家長講座 (三): e世代的學習與管教

'Net Surfing with Fun Together' Parent Seminar (3):  
Learning of eGeneration and Parenting Skills



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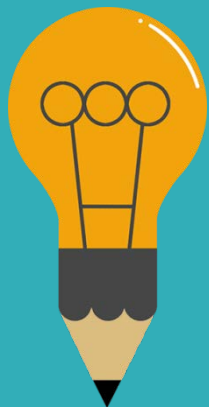
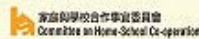


## 網「樂」同行家長講座 (四): 護骨E世代及認識資訊素養

'Net Surfing with Fun Together' Parent Seminar (4):  
Bone Health of e-Generation and  
Understanding Information Literacy



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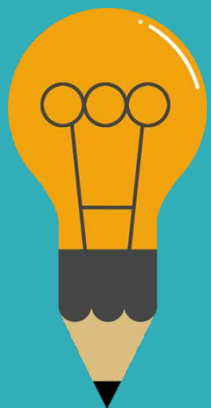




[www.hkedcity.net/parent/](http://www.hkedcity.net/parent/)



[www.hkedcity.net/parent/s\\_elearningseries/](http://www.hkedcity.net/parent/s_elearningseries/)



# 訂閱教城資訊 · 成為會員



查詢  
電話  
2624 1000  
電郵  
info@hkedcity.net

香港教育城  
hkedCity

認識教城 教師 中學生 小學生 家長 企業

訂閱教城資訊

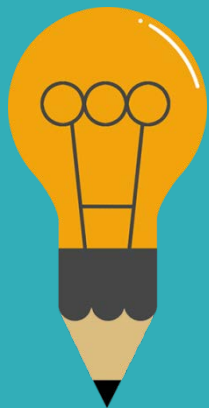
發掘多元能力 邁向自學 新里程

學生暑期獎勵計劃 2019-2020 Summer Schemes

暑期網上任務經已啟動！立刻投入

賞新力 Appreciate 創作力 Create 理解力 Comprehend 閱讀力 Read 洞察力 Discern 探索力 Explore

EdCity 20th Anniversary  
教育當下 · 立足未來  
Actualising Future Ready Education



## 焦點



暑假持續網上學習 (學生暑期獎勵計劃進行中)



香港書展2020 — 教城展位不一樣的閱讀體驗

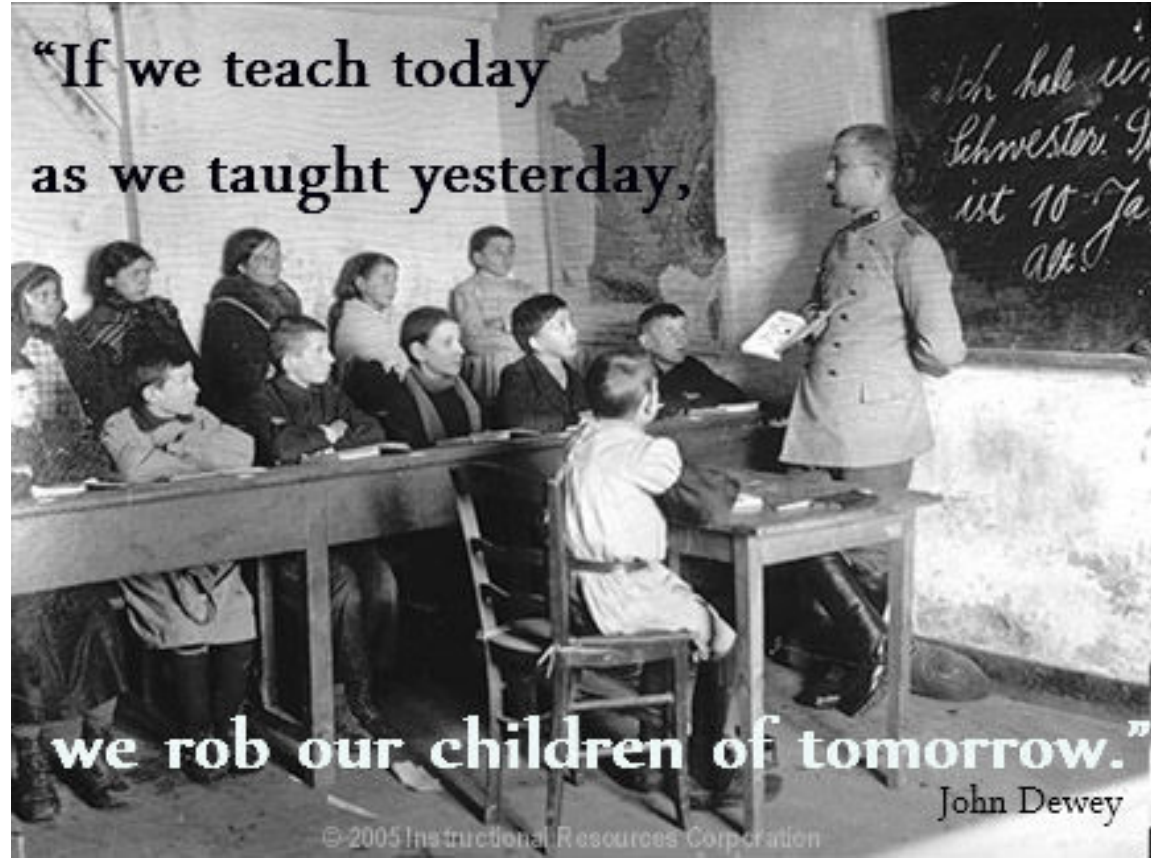
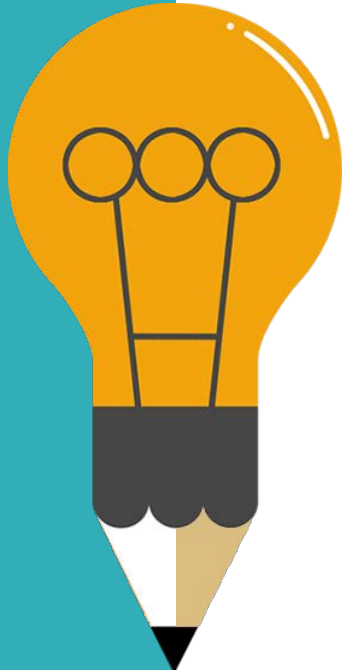


21世紀教育網上研討會：擁抱學習新常态

## 活動 | 更多活動

- 11 Jul 網「樂」| E世代及社會)  
11/07/2020
- 13 Jul 「閱讀策略」網上:  
13/07/2020









孩子的同行者，學校的合作夥伴