

Daniel Ruiz

Digital Citizenship Interactive Video – 3-Column Storyboard

High School Career Preparation | 21st Century Skills Unit

Scene 1 – Login / Introduction (REQUIRED FIRST FRAME)

Narration Script (VO)	On-Screen Text	Visuals & Production
“Every click leaves a footprint. Today, you’ll practice digital citizenship at school, at home, and on your phone. Being a digital citizen means protecting your reputation by being trustworthy, critical, and accurate in what you say and do.”	Digital Citizenship Your choices = your reputation	Classroom setting. Student (Alex) opens a school laptop and logs into the school learning platform. Close-up of login screen → dashboard. Subtle digital ‘glow’ effect.

Scene 2 – How the Game Works

Narration Script (VO)	On-Screen Text	Visuals & Production
“Today, you’ll face some real-life moments. Make choices, get instant feedback, and see how your decisions affect your digital reputation.”	Score • Badges • Footprint Alert	UI overlay introducing Digital Citizen Score (50), badge icons, and a footprint alert meter. Click-to-reveal tooltips.

Scene 3 – Respectful Communication (Class Discussion Board)

Narration Script (VO)	On-Screen Text	Visuals & Production
“Tone doesn’t always translate online. What you say to your friends or family in person may not come across the same way in written text. Respectful communication matters—especially at school.”	Keep it respectful online	LMS discussion board. A classmate asks for help. Another reply is rude. Three selectable response buttons appear (decision point). Correct choice highlighted after selection.

Scene 4 – Mini-Game: Rewrite for Respect

Narration Script (VO)	On-Screen Text	Visuals & Production
“Do you disagree with someone? Did someone say something that bothered or offended you? You can set boundaries and be clear in your dissent without being disrespectful. Try rewriting this message.”	Rewrite it to be respectful	Text-entry box with a harsh message prefilled. Learner edits it. Auto-feedback checks for respectful tone. Animation awards points.

Scene 5 – Cyberbullying in a Group Chat

Narration Script (VO)	On-Screen Text	Visuals & Production
“Speaking of disrespect: cyberbullying can look like jokes—but it can cause real harm. Cyberbullying is the use of digital devices to intentionally harass, threaten, embarrass, or target another person. It commonly occurs via social media, text messages, gaming, or forums, often involving the sharing of negative, harmful, or false content to cause humiliation. Not only is this hurtful to others, but it can have real consequences for you even if you meant it as a joke. Can you recognize when something has crossed the line into cyberbullying? Let’s see.”	Is this cyberbullying?	Smartphone screen shows group chat with an embarrassing screenshot and laughing emojis. Multiple-choice question overlays the phone UI.

Scene 6 – Clapback Temptation (Cyberbullying)

Narration Script (VO)	On-Screen Text	Visuals & Production
“Did someone make you mad online? Clapbacks can turn you into part of the problem and make you the cyberbully.”	Don’t escalate	Phone view with mean comments. Choices: clap back, vague post, or report and support. Red warning effect for wrong choice.

Scene 7 – Being an Upstander

Narration Script (VO)	On-Screen Text	Visuals & Production
“Do you see someone being cyberbullied? Stand up for them like you would hope they would do for you. Being an upstander means supporting others and using the right reporting tools to get harmful communication removed. Stop the bullying before it escalates.”	Support. Don’t escalate.	Split screen: supportive private message on one side, report menu on the other. Hotspot interaction to click the correct “Report” icon.

Scene 8 – Password Protection (Classroom)

Narration Script (VO)	On-Screen Text	Visuals & Production
“Another way to protect yourself online is to lock down what you don’t want to be seen or accessed. Passwords protect your identity. Even friends shouldn’t have them. Not all information should be public, and sharing passwords puts that information at risk.”	Never share passwords	Classroom desk view. Friend asks to borrow login. Three decision buttons appear. Padlock animation for correct choice.

Scene 9 – Personal Information at Home

Narration Script (VO)	On-Screen Text	Visuals & Production
“What you share online from home can also put you at risk. Personal information that you do not want shared can be hiding in the background of photos and posts. Be careful out there.”	Spot the personal info	Home bedroom setting. Student tablet shows a posted photo. Drag-and-drop blur tools over visible name, schedule, or ID.

Scene 10 – Phishing Text Message

Narration Script (VO)	On-Screen Text	Visuals & Production
“Being careful also means protecting yourself from others who may want to steal or misuse your information to take advantage of you or take things from you. Scammers use urgency and fake links to trick people. Know when you are being scammed.”	Watch for red flags	Phone buzzes with fake ‘School IT’ text. Click-to-reveal red flags (URL, urgency, password request). Checkmarks appear per correct click.

Scene 11 – Citing Sources (School Project)

Narration Script (VO)	On-Screen Text	Visuals & Production
“Let’s get back to online content that you put out there. Being a good digital citizen isn’t just about protecting you from harm, but it’s also about protecting your reputation. If you didn’t create it, you need to credit it. If you see something online, and you want to use it or reference it, give it a citation, which is just letting us know where the informaton came from, so we don’t assume it was your original thought or idea and can verify it for ourselves if we want to. Stealing other people’s ideas is just as bad as scammers that try to steal from you online.”	Cite what you use	Student building slides with an image and statistic. Decision pop-up: no citation vs proper citation. Correct option adds source text to slide.

Scene 12 – Mini-Game: Citation Match

Narration Script (VO)	On-Screen Text	Visuals & Production
“Most digital content needs credit to be seen as legitimate or trustworthy. You should build trust with your audience in almost everything you share to build and protect your reputation. Let’s practice to determine what needs a citation.”	What needs a citation?	Matching game: image, quote, statistic, original photo → ‘Cite’ or ‘No citation needed.’ Badge unlock animation.

Scene 13 – Messaging a Teacher Professionally

Narration Script (VO)	On-Screen Text	Visuals & Production
“Online professionalism isn’t just a way to protect your personal reputation. It is also a career skill that can protect your job. But that also doesn't mean you should strip yourself of your personality in order to stay professional. We are not robots, and our personality, even expressed through our words online, are essential to our digital citizenship”	Professional ≠ robotic	Email/message composer to teacher. Three message drafts appear. Correct one highlights structure and tone.

Scene 14 – Progress Check

Narration Script (VO)	On-Screen Text	Visuals & Production
“Your choices add up. Notice the patterns.”	Your Digital Citizen Score	Dashboard showing score, earned badges, and reviewed ‘Footprint Alert’ moments. Click badges for short examples.

Scene 15 – Lightning Round (Rapid Review)

Narration Script (VO)	On-Screen Text	Visuals & Production
“Let’s see what you’ve learned today about what it takes to be a responsible digital citizen.”	Lightning Round	Fast cuts between classroom laptop, home tablet, and phone. Timed multiple-choice questions (10 seconds each).

Scene 16 – Summary / Conclusion

Narration Script (VO)	On-Screen Text	Visuals & Production
"Being a responsible digital citizen means communicating with respect, protecting personal information, standing up to cyberbullying, and giving credit for others' work. These skills protect you—and your community. Practice them everyday."	Respect • Protect • Support • Credit Be a responsible digital citizen	Student closes laptop. Simple icon montage (speech bubble, lock, shield, quotation marks). Optional pledge button: "I choose to be a responsible digital citizen." Fade out.