Digital citizenship skills all children need
Without DQ

Technology Overuse

Cyber Bullying

Cyber Crimes & Threats

False Information

Online Grooming

Violent & Inappropriate Materials

Privacy Invasion

19

With DQ

Digital Citizen Identity

Privacy Management

Critical Thinking

Screen Time Management

Cyberbullying Management

Cyber Security Management

Digital Footprints

Digital Empathy

Digital Empathy
A. Holistic value-based curriculum.

DQ World brings a new comprehensive digital citizenship curriculum specifically targeting children age 8-12 who are about to start actively engaging in the digital world.

Most national digital education programmes are campaign-based, restricting their focus to narrow topic areas like cyber bullying prevention, account security or scam awareness.

However, it is important to ensure that children’s digital citizenship education is comprehensive covering all the 8 digital skills necessary to not only be informed and discerning users of technology today but of the technology that will emerge tomorrow. Likewise, for digital citizenship education to be effective and adaptable, it needs to be rooted in concepts of identity, core values and social-emotional skills.
Just as one needs to learn to be a safe driver before taking the wheel, children need DQ education before they can safely navigate the digital world.
DQ National Implementation and Launch in 3 Simple Steps

STEP 1
Teacher Chooses the Class Model

15 Hours Digital Education

STEP 2
Children Self-Learn DQ

STEP 3
See the Improvement and Risk Exposure

DQ Impact Reports
1. Individual
2. School
3. National
4. Global
Tested and Proven Education Tools and Assessment

**DQWorld.net**, a FREE self-learning online platform, with comprehensive 8 digital citizenship skills using innovative tools and real-time assessment. The DQ curriculum of 20 lessons is effectively delivered through transmedia story-telling and gamified design, which makes learning interactive, fun, and encourages a positive attitudinal shift and behaviour.

**Holistic**
Value-Based DQ Digital Citizenship Curriculum

**Gamified**
Play & Learn Story-Telling Pedagogy

**Research-Based**
Real-Time DQ Assessment
DQ National
Implementation and Launch in 3 Simple Steps

STEP 3:
See the Improvement And Risk Exposure

Actionable insights and recommendations available via 4 reports:

1) DQ Individual Report
2) DQ School Report
3) DQ National Report
4) Global DQ Index

Example extracts:

1. DQ Individual Report
2. DQ School Report
3. DQ National Report
4. DQ Global Index
Singapore Case Study
National Roll-Out Strategy in Singapore: DQ Challenge

March
Launch Event
- Digital Leadership
- Assembly Programme

School-wide Roll-Out
- Home-based E-Learning
- Interactive Exhibition
- Parents' Seminar

October
DQ Challenge Announcement
- Certificate of Achievement
• 2012 The UNESCO King Hamad Bin Isa Al Khalifa Prize for the use of ICTs in Education
• 2013 Honourable Commendations - UNESCO Wenhui Award for Educational Innovation
> 90% of Singaporean public schools have used the DQ School Programme\(^1\) within the past three years since 2014.

Accelerated outreach to children in Singapore through a multi-stakeholder collaboration.

1. DQ School Programme includes the online portal (previously called iZHERO.net), the iZ HERO exhibition at Singapore Science Centre, the school assembly programme, and the mobile road show.
World’s first DQ to measure digital knowledge, skills and behaviors.

Awarded twice by UNESCO AWARD-WINNING PROGRAMME

Proven to be SCIENTIFICALLY EFFECTIVE

National Institute of Education, Singapore

Tried & Tested

With over 400,000 students in Singapore and Korea

Any child can FREELY, EASILY SELF-LEARN through interactive, play & learn online experiences.

Backed by ROBUST RESEARCH and constantly updated

Easily scalable! can be implemented in any school in any country

A holistic approach

Nurturing Identity & Values
What is DQ impact?
Key Impact Finding from 2016 Singapore DQ Study

Highlighted at the 2017 Davos Forum at World Economic Forum

2-10x reduction
Significantly lower risky behaviors

minimise +
MAXIMISE

Cyber Risks

DQ Score

120
110
100
90
80

Personal Strength

Positive correlation with higher personal strengths such as global citizenship, empathy and critical thinking (p-value=0.001)

Average DQ Score before DQ Education
Average DQ Score after DQ Education

How can we help kids protect themselves online?

From privacy to predictions, kids need to learn how to navigate the digital world.
The study was conducted from 16 August, 2016 to 30 November, 2016 in Singapore.
TOP 8 EMPOWERMENTS THROUGH DQ EDUCATION

Greater DQ Skills can enhance psychological strength, cognitive and social development and safe and responsible online behavior

The Study revealed a highly significant positive correlation between DQ skills with the following psychological strengths, cognitive and social development as well as safe and responsible online behaviors.

Figure: Thickness of line represents strength of correlation
Higher empathy and global citizenship
Active parental mediation and school intervention
Social, emotional and physical well-being
Academic performance and future opportunity
Safe and responsible online behavior and attitude
Balanced screen time and self-control
Better understanding on online presence, privacy and data protection
Enhanced media and information literacies

1. Literacy is assumed to be improved, but not explicitly stated.
#DQEveryChild

**DQ Mission:**
Our mission is to ensure every child aged 8 – 12 acquires the technical, social and mental skills to be informed and discerning users of digital media and good digital citizens.

**Our 20/20 Ambition:**
Empower 20 million children worldwide with DQ by 2020.

To realise this ambition, we are seeking to work with future forward Governments and Educators to implement the free DQ World curriculum to the children of their nation.
Raise your National DQ Index by 10%
National and Global DQ Index

![Graph showing National and Global DQ Index with metrics such as Digital Citizen Identity, Privacy Management, Cyberbullying Management, Critical Thinking, Cyber Security, Digital Footprint Management, Digital Empathy, and Screen Time Management.]
# 2017 Timeline for #DQEveryChild

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“I wish everyday I can do this. – Faith”

Cool stuff! Really enjoyed the program and videos!! Keep it up!! – Ivan

It is fun playing DQ World. It is the best thing. – Jaydon

The missions are exciting and interesting. We get to learn from them. – Louise

This is the best!!!!!! I love this!!!!!! – Jamie

MY SISTER AND I HAD A LOT OF FUN DOING THE MISSIONS AND GAME!! I LIKE IT!!” – Jia Qian

This game is very fun to play, I hope that more things will be unlocked for us to play :”) – Thanh Lam

Overall, the DQ World has provided good support for the teachers and have updated us promptly. Great job! – Ms Alison, Da Qiao Primary School

The pupils definitely learnt useful cyber wellness tips from this programme. – Ms Eugenia, Greendale Primary School
**Cyber Risk Monitoring and Detection**

The DQ World detects children at risks of:
- Cyber-victimization
- Risky sexual behaviors
- Online grooming
- Radicalization

**Help-Line**

Children at risks are encouraged to seek help from designated counsellors and law enforcement through online texting report function.

**DQ Self-Learning Education**

- Awareness of 8 core digital life skills
- Motivation and recognition through Digital Badge awards

**Incidence Response**

The platform enables school administrators to have a customized incidence report system
DQW: Children at risks identified

School: Students' strengths and weaknesses of digital competency can be identified to enable schools to plan for better DQ education.

E-Counselling: Enable schools to intervene timely and connect students with e-counsellors.

Parents: Understand their children's weaknesses through parental mediation and help improve their parenting.

Enhanced DQ: Improved digital competency.

Higher Emotional Strength to deal with cyber-risks: Increased resilience to cyber threats.

Lower Cyber Risks: Reduced exposure to digital risks.

Help 123: Support system for children and parents.
Empower Every Child with DQ

- Evidence-Based Policy
- Value-Based Digital Education
- Active Parental Mediation
- Engaged Community Support
- Safe Connection

- Government
- School
- Home
- Community
- ICT Company

World Economic Forum
Inter-Ministry Cyberwellness Steering Committee
DQ
TOUCH
NCSS
imda
#DQEveryChild
Singtel
DQ Education can empower children to use digital media safely and responsibly, thereby reducing risky online behaviors.

Academic research found that the DQ curriculum is statistically effective (p-value < 0.05) at achieving the following objectives:

- Cultivating safer attitudes toward cyber-risks including cyberbullying, game addictions, and offline meetings with online strangers.¹
- Increased empathy among female students.²

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