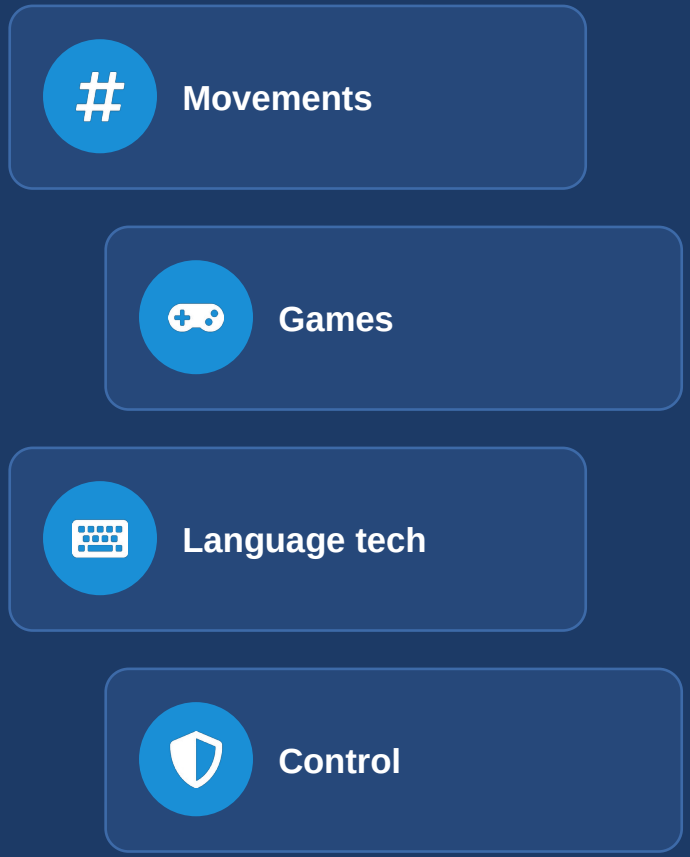
NBE3U Signal and Story, Lesson 8

Digital Ground

Movements, games and language technology



Today's goals

We are learning…

- How Indigenous-led initiatives use digital technology.
- To weigh the benefits and risks of putting cultural knowledge online.

I can…

- Describe three digital initiatives and who leads them.
- Analyse how access and media literacy help creators reach audiences.
- Explain why communities control some knowledge online.
- Evaluate an initiative's effect on society with evidence.

Today's plan

Time	What we're doing	You will…
0–8 min	**Hook**	Discuss
8–40 min	**Three initiatives**	Read and analyse
40–55 min	**Literacy and access**	Analyse
55–70 min	**Benefits and risks**	Analyse
70–75 min	**Exit**	Write

Warm-up



Is everything that can go online something that should go online? Who decides?

Sentence starters

“It should go online if…”

“Some things belong…”

“The people who should decide are…”

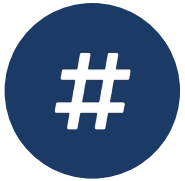
How it works

- Pairs: 3 minutes.

Big idea

Digital tools can carry a hashtag across a continent, put an Elder's voice into a video game or give a community a keyboard in its own language. They can also spread misinformation and expose knowledge that communities want to protect. Indigenous-led initiatives show how to use technology on a community's own terms.

Station 1: Idle No More



In November 2012, four women in Saskatchewan (Jessica Gordon, Sylvia McAdam, Sheelah McLean and Nina Wilson) began organizing against Bill C-45.

A Facebook page and the #IdleNoMore hashtag spread teach-ins, rallies and round dances in shopping malls across Canada and beyond.

Station 2: Never Alone



Never Alone (Kisima Ingitchuna, 2014) was made by Upper One Games, created by the Cook Inlet Tribal Council in Alaska, with about 40 Alaska Native elders, storytellers and community members.

It is narrated in Iñupiaq and won a BAFTA for Best Debut Game (2015). Iñupiat are Inuit of Alaska.

Station 3: FirstVoices



Launched in 2003 by the First Peoples' Cultural Council in British Columbia, FirstVoices lets communities build their own language sites with words, audio and stories.

Communities control what is public and what stays private. It offers keyboards for over 100 languages.

Compare the three

	Idle No More	Never Alone	FirstVoices
Led by	Four women, grassroots	A tribal council's company	A First Nations-led council
Tool	Social media	Video game	Websites, apps, keyboards
Purpose	Rights, land, water	Story, language, culture	Language revitalization

Literacy and access

Helps creators be heard

- Hashtags and shares.
- Free apps and keyboards.
- Audiences who search for Indigenous creators.

Gets in the way

- Misinformation and trolls.
- Slow or costly internet.
- Algorithms that bury small creators.

Media literacy is a responsibility of audiences, not just creators.

Analyse

On page 2:

1. How do access and media literacy affect which creators reach audiences?
2. Use one initiative as evidence.
3. Four to six sentences.

Four corners

In today's three initiatives, which did the creators protect or achieve best? Move to a corner.



Community control

Who decides what is shared



New audiences

Who can now find it



Privacy

What stays offline or restricted



Access

Reaching remote communities

Use evidence from today's three initiatives.

Benefits and risks

On page 2:

1. List benefits from today's evidence.
2. List risks.
3. Star the one that matters most.
4. Who should decide?

Exit ticket

1. One initiative and who leads it.

2. One benefit and one risk of putting knowledge online.

3. Who should decide, and why?

Next class: Plan Your Spotlight.

Teacher reveal

Digital ground: key points

Idle No More: Began November 2012 with four women in Saskatchewan; social media spread teach-ins and rallies across Canada and beyond.

Never Alone: A 2014 game by Upper One Games (created by the Cook Inlet Tribal Council, Alaska) with about 40 Alaska Native elders and storytellers; narrated in Iñupiaq.

FirstVoices: Launched 2003 by the First Peoples' Cultural Council; communities control their language sites; keyboards for over 100 languages.

Literacy and access: Hashtags, app stores and platforms help audiences find creators; misinformation and poor connectivity get in the way.

Control: Communities may keep sacred or restricted knowledge private; digital sovereignty means deciding what goes online.

Effect on society: New audiences, language learners and policy debates; judge with evidence.