



# K-12 STUDENTS AND THE FUTURE OF THE INTERNET

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# OUR FOCUS TODAY

- **Transforming Learning:** The future of the internet is reshaping how K-12 students learn and interact.
- **Evolving Trends:** I will explore current trends and their impact on students.
- **Improving Education:** I will highlight the need for stronger computing education to better prepare students.
- **ICANN's Role:** I will discuss how ICANN can support efforts to equip students to navigate digital risks and contribute to a secure internet ecosystem.





# K-12 COMPUTING EDUCATION TODAY

- **Lack of Engagement:** Many Kindergarten to Grade 12 (K-12) students find computing classes unengaging and repetitive.
- **Outdated Content:** Classes often focus on basic skills like Microsoft Office, which students already know. Research and reports highlight students' desire for more exciting topics like game design.
- **Widespread Boredom:** Surveys indicate over two-thirds of high school students feel bored, often due to irrelevant subject matter.
- **Missed Opportunities:** This disengagement prevents students from gaining essential computing skills, leaving them vulnerable to digital risks and unprepared for the future of the internet.





# WHAT DOES THE FUTURE LOOK LIKE

- **Evolving Internet:** Technologies like AI, VR, and IoT are transforming how we interact online.
- **Essential Skills:** Students need strong digital literacy, critical thinking, and problem-solving abilities.
- **Integration of AI in Education:** AI is increasingly being used to personalize learning experiences, allowing for adaptive teaching methods that cater to individual student needs.
- **Digital Responsibility:** Skills in source validation and responsible technology use are essential for success in the digital economy.
- **Cyber Awareness:** Preparing students to navigate a connected world, avoid cyber threats, and contribute to ethical digital interactions.





# THE WAY FORWARD

## 1. Computing Education must be more fun and realistic:

- Introduce **project-based learning**: Game/app design, cybersecurity simulations.
- **Real-world applications**: Coding for social media, VR experiences.
- It must be personalized to meet student's interest

## 2. Interactive Tools & Platforms:

- Use block-based coding (e.g., Scratch) to boost motivation (*EdTech Magazine*).
- Hardware and software must be accessible to K-12 students at no cost

## 3. Better Outcomes

- Increased participation, practical digital skills.
- Reduced vulnerability to hacks; fosters responsible online behavior.





# HOW CAN ICANN HELP HERE

- **Leverage Existing Programs:**
  - Expand ICANN Grant Program to fund curriculum development and teacher training.
  - Integrate K-12 topics into ICANN Fellowship Program (e.g., DNS basics).
- **Advocacy & Partnerships:**
  - Champion policies for digital literacy in schools.
  - Provide resources and development teacher training materials
  - Fund initiatives to address shortage of qualified CS teachers
- **THIS HELPS ADVANCE ICANN'S MISSION**
  - Educated users = Fewer systemic risks (e.g., DNS abuse).
  - Supports ICANN's goal of a **secure, interoperable internet**
  - Less need for content moderation debates



Let us connect!



Thank You!

Please join us as we shape the future of a more collaborative, safer and better internet.