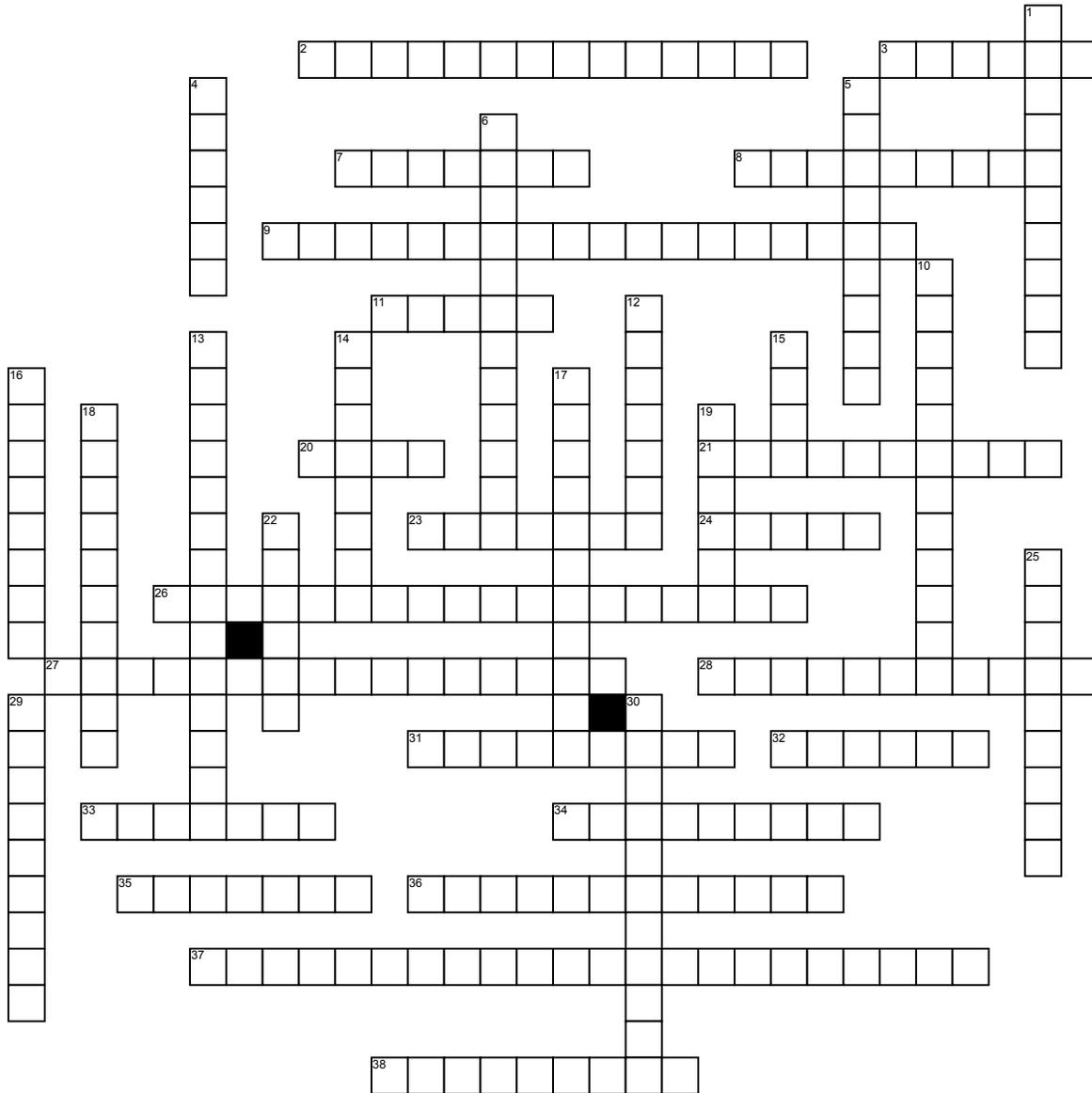


Digital Literacy



Across

- 2. a rule that is unfairly applied to different people or groups of people
- 3. when companies tailor content to you based on the information they have collected about you
- 7. the ability to use a small amount of someone's creative work without permission, but only in certain ways
- 8. without a name or other information that identifies who you are
- 9. navigating the digital world safely, responsibly, and ethically
- 11. when companies collect information about you based on your online behavior
- 20. an idea—whether a phrase, expression, image, or video—that gains widespread recognition online viral: the rapid spread of information, particularly
- 21. a person or company other than you and the owner of the website you visit
- 23. different factors that surround a piece of information that help determine its meaning
- 24. a representation of someone or something, such as a photograph or drawing; the way someone or something is perceived by others
- 26. a use in connection with a business, usually for profit
- 27. all of the information about a person that can be found online

- 28. common categories of the population, such as age, gender, and race
 - 31. to depict yourself to others as being a certain way or having particular characteristics
 - 32. a graphic image that represents a person online
 - 33. an image and personality that you show to others
 - 34. a person who supports and stands up for someone else
 - 35. data files that are stored on your computer when you visit certain sites, often used by companies to identify repeat customers and personalize visitors' experiences
 - 36. a set of principles and morals governing people's behavior as it relates to the Internet and digital devices
 - 37. knowledge collected from many people towards a common goal
 - 38. a person who passively stands by and observes without getting involved
- Down**
- 1. to decrease or make less intense
 - 4. a person who is the object of an intentional action
 - 5. someone seeking entrance to a school or placement in a job, usually competing with others for the position
 - 6. creative work that's not protected by copyright and is therefore free for one to use however one wants
 - 10. electronic devices and media platforms such as computers, cell phones, video, the Internet, and video games that allow users to create, communicate, and interact with one another or with the device or application itself

- 12. to continue and endure
- 13. choices a website might give you about what it does with your information
- 14. a person who intentionally commits acts to hurt or damage someone
- 15. a website created by a group that allows all users in a group to add or edit content
- 16. to increase or make more intense
- 17. the effect of something that happened earlier
- 18. the general impression of a person held by others and the public
- 19. a set of principles and morals governing people's behavior, including honesty and respect toward others
- 22. a figure of speech in which a comparison is made between two different things using the word like or as
- 25. to let in or to be given entrance
- 29. a law that protects a creator's ownership of and control over the work he or she creates, requiring other people to get the creator's permission before they copy, share, or perform that work
- 30. the view or outlook of someone, based on their thoughts, feelings, experiences, and background