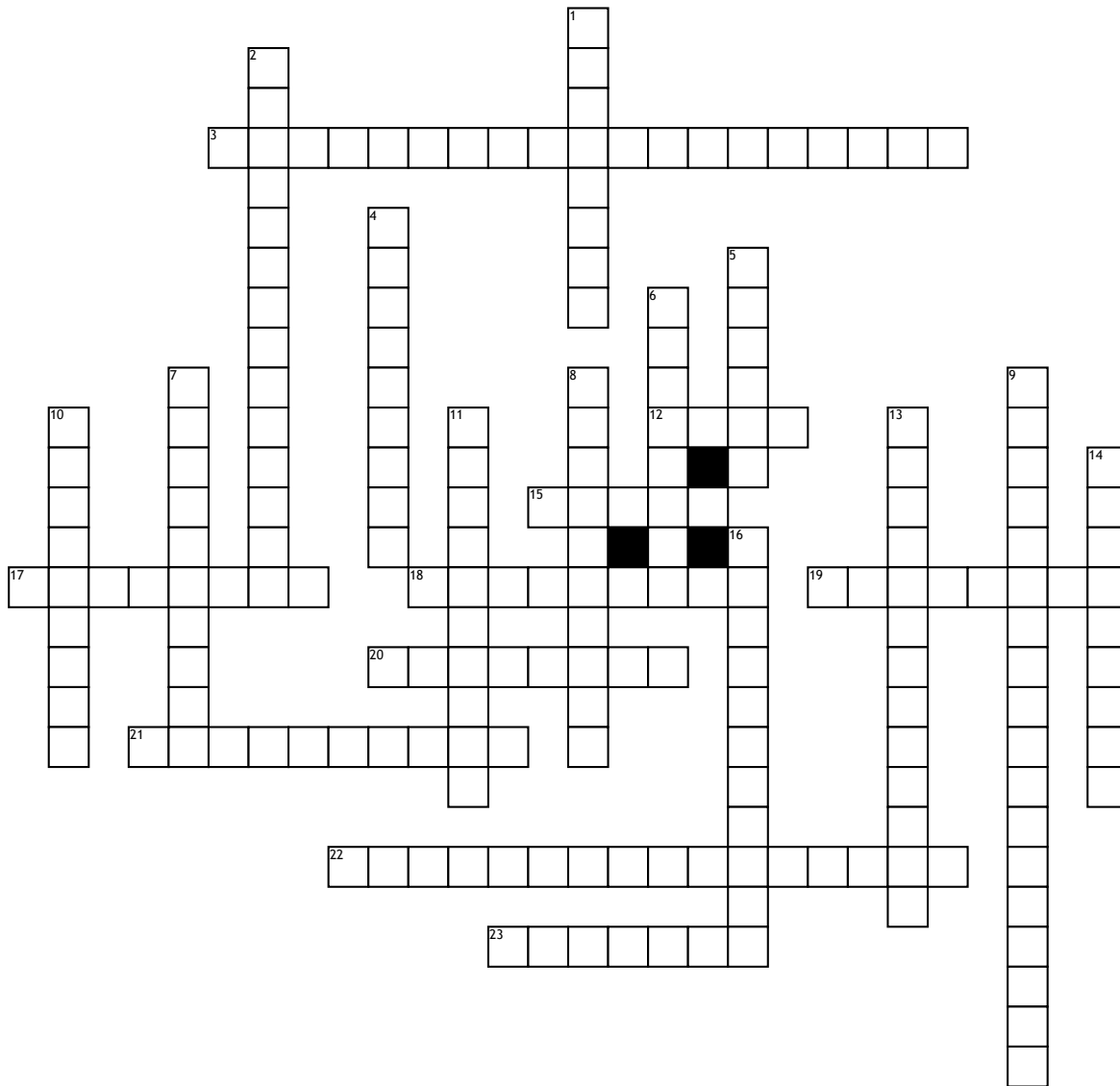


Introduction to Business Applications Digital Citizenship



Across

3. Information about a specific person.
 12. A dishonest attempt to make money or gain something else of value by tricking people
 15. Information or a story that is passed from person to person but has not been proven to be true
 17. The area in any digital product, app, website, etc., where you can define or adjust what you share and how your account is handled.
 18. Someone who intervenes to stop and/or report inappropriate behavior
 19. A program that shields your computer from most scams and tricks
 20. An illegal act of sending emails or messages that appear to come from authentic sources, but really come from spammers

21. Long sessions of typing may cause.
 22. All the information online about a person either posted by that person or others, intentionally or unintentionally.
 23. The state of being free from unwelcome or unauthorized intrusion.

Down

1. A point of limit that indicates where two things become different, or unofficial rules about what should not be done.
 2. A phishing scam where an attacker targets you more precisely by using pieces of your own personal information.
 4. Someone who has the power to intervene or report bad behavior but doesn't do anything to stop it.
 5. A two-or three dimensional icon that represents a computer user or a gamer.
 6. A secret combination used to access something

7. Something that can be proven or shown to be true or correct
 8. The general impression of a person held by others and the public.
 9. Using digital media safely, responsibly, and respectfully
 10. Real, genuine, true, or accurate; not fake or copied
 11. Intended to make someone believe something that isn't true
 13. The use of digital media tools such as the internet and cell phones to deliberately upset or harass someone.
 14. 82% of teens say that they own this type of technology
 16. Able to be relied on to do what is right or what is needed