

Digital Citizenship Plan
2024-2025

School Digital Citizenship Plan						Progress		
Long Term Goal (e.g. spanning 8-10 months)	Competency (may be chosen from the CBE DC Competencies)	Short Term Goals (in support of the long term goal)	Outcomes	Activities & Resources	Measures	November	January	June
Long term goal #1 Students will understand that their needs to be parameters on technology use to promote	<ul style="list-style-type: none">I balance time online and offline to promote positive mental, emotional and physical well-beingI understand appropriate	Short term goal 1 Students will understand the effects screen time can have on your well-being.	Students will be able to explain the effects screen time can have on their well-being.	Classroom discussions – many Wellness units can apply to this topic Children’s books about technology and no technology use.	Div 1 students can explain the effects verbally or through drawings. Div 2 students can create short presentations to share with the Div 1 students to help further develop their understanding.			

positive mental health.	times and situations to use technology	Short term goal 2 Students will understand how to create a healthy routine for their technology use.	Students will create their own healthy routine for their technology use.	Classroom discussions – many Wellness units can apply to this topic. AHS recommended resources: https://www.albertahealthservices.ca/assets/info/amh/if-amh-ydt-digital-technology-recommended-educational-resources.pdf	All students can create their routines through an age-appropriate representation. These representations of their routines can be displayed in the school.			
		Short term goal 3						
Long term goal #2 Students will understand and implement positive choices online.	- I know how to be safe online and create safe spaces for others in online communities - I know how to protect my personal information online	Short term goal 1 Students will distinguish between positive and negative choices online.	Students will list positive and negative choices that can be made online.	Classroom discussions during digital citizenship unit in Wellness. Review the Student Code of Conduct.	Students will make positive choices when using technology during class time.			

		Short term goal 2 Students will understand the negative consequences that come from making negative choices online.	Students will examine age-appropriate negative online behaviors and discuss the consequences of these behaviors for everyone involved.	Classroom discussions during digital citizenship unit in Wellness. Review the Student Code of Conduct.	Students will engage in respectful online behaviors while interacting with their classmates and teachers on online platforms (I.e. Google Classroom).			
		Short term goal 3						
Long term goal #3 Students will learn how to properly care for technology.	<ul style="list-style-type: none">I know how to properly take out and put away technology.I know how to properly use the school technology.	Short term goal 1 Students will understand the proper ways to take out and put away technology in the technology carts.	Students will be able to take out and put away school technology properly.	Class discussions Teacher modeling Visuals posted on technology carts	Students will become independent at correctly putting away school technology.			
		Short term goal 2 Students will understand how to properly and safely use school technology (ie. Put away water bottles, no food near technology, gently typing and touching the screens).	Students will safely and respectful use school technology.	Class discussions Teacher modeling Listed expectations in classrooms	Students will put away water and food before using technology. Students will use technology gently.			