

Crossing Park

School Digital Citizenship Plan 2024-2025

Relevant contextual information about your school and School Development Plan:

- Kindergarten – Grade 9 School (1085 students) with a large EAL population (75%) that strongly benefits from using technology in varied ways to demonstrate learning
- Social media has become an increased cause of peer conflict in grades 5-9
- Many students have access to personal devices and are adjusting to the new CBE “Away for the Day” guidelines.
- New issues in the community pertaining to policy initiatives have been constructively resolved with mutual agreed upon parameters to support safety and learning.

Relevant evidence and data that informs your Digital Citizenship Plan:

- As early learners, students are new to using digital tools for school based purposes
- CBE Student Survey Data indicates:
- Students need support in balancing their screen time (Question: “I take care of myself by making sure I don’t have too much screen time” – 47% of students disagree or strongly disagree with this statement)
- Grade 9’s need support understanding what digital citizenship means, 64% strongly agreed or agreed with the above question compared to the overall average of 79%.

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
(Gr 1-4) Learners will understand the importance of protecting personal information online and apply appropriate strategies	<u>Safe</u> I know how to protect my personal information online	<u>Short term goal 1</u> Students will understand the characteristics of a strong password and why it is important to have one	Students will create an age appropriate unique password to access CBE network/technology	Review resources on Digital Citizenship Insite Pages Targeted lessons on how to create strong passwords	All students in the school will have a unique, secure password to access CBE network/technology			

		<u>Short term goal 2</u> Students will understand the importance of keeping their passwords secure and private	Students will keep their passwords private and keep password hints in a secure location	Review resources on Digital Citizenship Insite Pages Targeted lessons on the importance of not sharing your password with others	All students will keep their passwords private and know how to access supports to reset their passwords, as needed			
(Gr 5-9) Learners will self-monitor technology use considering respect of others and personal wellbeing	<u>Balanced</u> I balance time online and offline to promote positive mental, emotional and physical well-being. I understand appropriate times and situations to use technology	<u>Short term goal 1</u> Students will establish classroom routines that allocates specific times for online activities and offline activities	Students will follow school and classroom norms outlining proper technology use etiquette, including “Away for the Day” guidelines. Students will experience increased engagement in off-line activities	Direct and on-going teaching of “Away for the Day” and other school and classroom norms regarding technology etiquette at school Review resources on Digital Citizenship Insite Pages Review CBE Away for the Day Guideline K - 9 Students	Students will value and follow school and classroom norms regarding proper technology use Students are able to reflect and articulate their well-being related to technology use (OurSchool Survey pre/post)			
		<u>Short term goal 2</u> Students will understand the physical and emotional effects of long - term technology overuse	Students will identify physical and mental signs/symptoms that necessitate a break from technology	Review resources on Digital Citizenship Insite Pages Direct teaching of lessons related to technology and health	Students are able to reflect and articulate their well - being related to their technology use. The percentage of student who report “I take care of myself by making sure I don’t have too much screen time” will increase			

