Digital Citizenship Plan | 2026-2027

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Digital citizenship is about using technology and participating in digital environments. It is key to helping our students learn to use available technology responsibly in the classroom and beyond. This Digital Citizenship Plan addresses how we work to build a community where we live and work together as digital citizens.

Relevant contextual information about our school and School Development Plan:

- Grades 5-9 learning community
- Student voice, belonging, and connectedness are priorities within the School Development Plan
- Students regularly access technology to support learning, creativity, collaboration, and communication
- Many students use personal digital devices both inside and outside of school
- Increasing access to AI tools and digital platforms requires explicit instruction regarding responsible and ethical use
- Staff are committed to creating learning experiences that leverage technology to enhance engagement and make thinking visible

Relevant evidence and data that informs our Digital Citizenship Plan:

- Student survey data related to belonging, safety, and voice
- Classroom observations regarding technology use and digital learning
- Student discussions regarding social media, screen time, and online interactions
- School-based behaviour and restorative conversations involving digital communication
- Evidence of increasing student use of AI-supported tools for learning
- Student work demonstrating growing use of digital tools for creativity and communication

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
Long term goal #1 **Learners will demonstrate balanced, safe, and responsible participation in digital environments.**	I balance my online and offline activities to support my well-being. I understand when and how technology can positively support my learning.	Short term goal #1 Teachers and students will co-create classroom expectations for responsible technology use.	Students will demonstrate responsible use of technology by following co-created classroom expectations and making positive choices when using digital devices for learning.	Develop classroom technology agreements through collaborative discussions. Engage students in creating digital citizenship norms and classroom posters. Facilitate regular class meetings to revisit and revise expectations. School technology expectations and student code of conduct Digital citizenship lessons and discussion prompts Co-created classroom agreements and anchor charts Common Sense Education resources Alberta Education digital literacy resources	

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		Short term goal #2 Students will recognize safe, respectful, and responsible online behaviours.	Students will identify safe, respectful, and responsible online behaviours and apply these practices when communicating and collaborating in digital spaces.	Participate in lessons about digital footprints, online safety, privacy, and security. Explore respectful online communication through role-playing activities. Discuss cyberbullying prevention and strategies for responding to inappropriate online interactions. Examine examples of positive and negative online behaviours and their impact on individuals and communities. Teach students how to evaluate information sources and recognize misinformation. Online safety videos and interactive learning modules Digital citizenship case studies and scenarios Student-created media and presentations	Teacher and student feedback through discussions and pulse surveys.

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Long term goal #2 **Learners will use digital tools to enhance creativity, communication, collaboration, and visible thinking.**	I use digital tools to support learning and express my ideas creatively.	Short term goal #1 Students will use digital tools to demonstrate learning in multiple ways.	Students will select and use a variety of digital tools to communicate their learning, thinking, and understanding in creative and meaningful ways.	Create presentations, videos, podcasts, infographics, and digital portfolios. Use digital thinking routines to make learning and thinking visible. Provide student choice in how learning is demonstrated. Engage students in multimedia storytelling and creation projects. Microsoft Teams and OneNote PowerPoint, Canva, Adobe Visible Thinking routines and documentation tools School devices and learning platforms	Teacher and student feedback through discussions and pulse surveys.
		Short term goal #2 Students will leverage technology to collaborate and provide feedback.	Students will collaborate effectively using digital platforms, contributing ideas, sharing resources, and engaging in productive	Engage in collaborative projects using shared digital workspaces. Participate in peer-feedback protocols using digital tools.	Teacher and student feedback through discussions and pulse surveys.

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			learning experiences with peers. Students will provide, receive, and act upon feedback through digital tools to reflect on their learning, refine their work, and support the learning of others.	Co-create success criteria and provide feedback aligned to learning goals. Use discussion boards, shared documents, and collaborative presentations. Shared Microsoft Word, PowerPoint, and Whiteboard tools Peer-feedback templates and success criteria	
		Short term goal #3 Students will use technology to make their thinking visible and reflect on learning.	Students will make their thinking visible by sharing ideas, connections, questions, and evidence of learning with peers and teachers.	Visible Thinking routines Reflection and goal-setting tools	Teacher and student feedback through discussions and pulse surveys.