

# Ernest Morrow School

## School Digital Citizenship Plan 2024-2025

### Relevant contextual information about your school and School Development Plan:

- Our school has a diverse learning population that benefits from using technology to demonstrate learning
- Many students have access to personal devices excluding home computers
- Our school is working on building self-awareness, self- management and regulation strategies

### Relevant evidence and data that informs your Digital Citizenship Plan:

- CBE Student Survey Data indicates:
- More opportunity to use technology for learning is an area of growth (Questions: “I have enough opportunity to use technology in my learning.” and “I have the skills I need to use technology at school to help me in my learning.”)
- 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.”) (Screen time can include TV, computer, tablet, smart phone and more”)

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 Learners will self monitor technology use considering respect of others and personal wellbeing	<b>RESPECTFUL</b>  I am respectful and inclusive in my words and actions  I am open to multiple viewpoints and perspectives  I am empathetic towards others	Short term goal 1  Students will outline acceptable use of technology in the school and community.	Students will follow the norms they have created.  Students will reflect on the effectiveness of these norms	Teachers will reflect on the norms created by the student and discuss the reasonableness of the norms and use resources from <i>Screenagers</i> to help students reflect on their norms.	School and classroom norms are co-created and valued by students as they feel a sense of ownership and a deeper understanding of the impact of technology on wellbeing.			

		Short term goal 2  Students will determine how improper use of technology can impact others.	Through resource found in the <i>Screenager</i> series, students will begin to understand the possible negative impact of technology on peers					
Long term goal #2  Learners will select and utilize digital tools that enhance creativity, problem-solving and collaboration	<b>SAFE</b> 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 understand and determine safety protocols to keep themselves and others safe online	Students will identify possible ways to keep safe online including protecting personal information.	Teachers will provide direct teaching lessons related to online safety.  Review resources on <a href="#">Digital Citizenship Insite Page</a>  <i>Screenagers 2</i>	Students are able to articulate ways to keep themselves and others safe online  Role play positive actions			
		Short term goal 2  Student will determine how to protect their online information and online presence (reputation)		Teachers will provide direct teaching lessons related to protecting personal information	Students are able to articulate ways to protect their personal information			

#### Next Steps & Focuses for the Coming School Year

- Use the Screenager Resource
- Referring to digital competencies [Digital competencies](#)
- Continued understanding of AR 6008 [Student Personal Mobile Devices](#)