

Relevant contextual information about the school and School Development Plan:

- K-6 Spanish bilingual STEM school with diverse backgrounds and learning styles that benefits from using technology for varied ways to demonstrate learning.
- The school is actively involved in using technology to intellectually engage students in literacy, numeracy, Spanish and wellness.
- Technology is regularly used by students for collaboration and demonstrating understanding in different forms.
- SDP Literacy Goal-Students will improve their ability to generate ideas and organize their writing
- Well-being goal-Students will respect themselves and others.
- Teachers integrate Digital Citizenship to continue to strengthen their teaching and assessment practices.

Relevant evidence and data that informs our Digital Citizenship Plan:

- As our learners are becoming more complex, it becomes important to leverage technology to facilitate learning experiences that are personalized to the unique needs, strengths, interests and identities of our students.
- As young learners, students are developing skills to effectively use digital tools to enhance learning
- It has been noted, through classroom observations and conversations with students, that students need to acquire tools to demonstrate a responsible and respectful with digital tools.
- Students are becoming familiar with digital tools such as speech-to-text and read and write Google extension to support equity.

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 develop skills to use digital tools to enhance creativity, critical thinking, problem-solving and collaboration.	Involved -I leverage digital tools to learn, express my creativity and collaborate with others -I use digital tools to identify	Short Term Goal #1: Students will use Google tools and educational software such as Minecraft, stop motion, among others to support and enhance their learning.	-Students will understand how to use Google tools and other educational software. -They will select the tools or software that best suit their needs	-Teachers will familiarize themselves with the Google tools and software available, and make an informed decision on which tools and software will be best suitable for their tasks and learners.	-Increase in student use of a variety of Google tools and educational software to demonstrate their learning in different contexts			

	problems and take actions			-Tasks will be design to incorporate Google Tools and/or educational software as much as possible. -Teachers will participate in lunch-learn to familiarize themselves with the Google tools and/or any new educational software	-Increase in student use of technology that aligns with the task and learning needs, and advance students learning -Increase intellectual engagement of students			
		Short Term Goal #2: To support equity, students will use speech to text and Read & Write Google extension to support and enhance their literacy learning.	Students will understand how speech to text and Read and Write Google extension will increase their skills in writing and strengthen their reading abilities.	-Teachers will review the resources available on Read & Write on the CBE Insite page https://insite.cbe.ab.ca/quicklinks-apps/inclusive-technologies/Pages/default.aspx -Teachers will review “The Learning Technologies: Information for Teachers” to strengthen their	-Increase in student use of Read & Write, and speech to text to support learning -Increased ability to write a text through the use of Speech to text.			

				understanding on the importance of leveraging technology to support the diverse learning needs. https://www.learningtechnologiesab.com/ -Teachers will attend lunch and learn on Read & Write and Speech to text to better understand how to effectively implement it in their classroom.				
Long term goal #2 Learners will demonstrate respectful and responsible behavior while using digital tools.	-Respectful -Responsible -I am respectful and inclusive with my words and actions -I understand and adhere to copyright and creative commons licensing -I understand that anything I access, produce	Short Term Goal #1: Students will develop classroom rules outlining proper technology use, and the consequences for misuse.	-Students will follow classroom rules outlining proper technology use -Students will self-reflect on the effectiveness of the rules. Through whole classroom discussions and teacher support, adjustments to the rules will be made to better suit the	-Teachers will have discussions with their students about reasonable and acceptable use of technology. As a classroom, a co-created set of rules will be developed involving students' voice. -As a staff, creating a list of common language and vocabulary as well as rules to ensure	-Classroom rules are co-created and valued by students -Students feel a sense of ownership and belonging in the rules created -Monthly check-ins to evaluate the effectiveness of the rules.			

	and post contributes to my digital presence -I am empathetic towards others		needs of the classroom.	consistency across the school.	-Staff collected data showing the improvement of the use of technology			
Long term goal #3 Learners will understand the importance of balancing the use of technology for personal well-being	Balanced -I understand appropriate times and situations to use technology to enhance my learning and promote emotional and physical well-being -I know how to be safe online and create safe spaces for others in online communities	Short Term Goal #1: Students will understand how technology overuse affects their physical and emotional well-being.	Students will identify signs indicating that a break from technology is needed.	-Teaching of wellness lessons connected to technology -Reviewing of the digital citizenship competencies, especially the balanced competency https://insite.cbe.ab.ca/teaching/layouts/15/WopiFrame.aspx?source={dd8820d6-f7b5-439d-ac73-775e6f115b43}&action=default https://insite.cbe.ab.ca/teaching/learningresources/Digital-Citizenship-Teaching-Resources-by-Competencies.pdf	-Students are able to self-reflect and discuss their well-being related to technology use			

				-Using the EverFi Ignition Digital Citizenship Teacher Toolkit to develop lessons about the importance of balancing the use of technology https://insite.cbe.ab.ca/teaching/learningresources/Everfi-Ignition-DigCit-Toolkit-Can2020.pdf				
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