Digital Citizenship Plan | 2026-2027

Maple Ridge School

Calgary Board of Education

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:

- K – 4 school with a diverse population and varying student needs
- Science Alternative Program with access to and experience with various technologies
- Literacy goal: improvement in written expression can be supported by assistive technology

Relevant evidence and data that informs our Digital Citizenship Plan:

- Our students are introduced to various technologies to support learning
- Our students need instruction and guidance to understand when to use technology and how to balance screen time and offline activities to promote overall health

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** (e.g., students, staff, parents)	**Measures**
Long term goal #1 Learners will understand why it is important to balance screen time with offline activities.	**Balanced** I balance time online and offline to promote positive mental, emotional, and physical wellbeing.	**Short term goal #1** Students will understand the impact of screen time on the various aspects of their health.	Students will share their understanding in a variety of ways such as interviews, journaling, posters and other age-appropriate mediums.	Review resources on Digital Citizenship Insite Pages. Targeted lessons on the impact of screen time on mental, emotional, and physical health.	All students will identify the impact of screen time on their health.

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		Short term goal #2 Students will identify 2-3 offline preferred activities they can engage in at home.	Students will share their understanding in a variety of ways such as interviews, journaling, posters and other age-appropriate mediums.	Review resources on Digital Citizenship Insite Pages. Targeted lessons on preferred activities they can do at home, both outdoors and indoors.	All students will identify 2-3 preferred activities that they can do offline at home.
Long term goal #2 Learners will develop skills using digital tools to support and enhance learning.	**Involved** I leverage digital tools to learn, express my creativity and collaborate with others.	**Short term goal #1** Students will explore various age-appropriate digital tools that are used for learning in the classroom.	Students will identify and share specific tools, games, or assistive technology that are used for learning in their classrooms.	Review resources on Digital Citizenship Insite Pages. Lessons to build awareness of available digital learning tools.	Students will identify digital tools that is used in the class that enhance learning.
		Short term goal #2 Students will build self-awareness about how the tools are used and which tool they use to support their learning.	Students will reflect on the digital tools available in their class and identify 1-2 tools that are personally helpful in their learning.	Review resources on Digital Citizenship Insite Pages. Targeted instruction and reflection on personal needs and tools that are effective for learning.	Students will identify 1-2 digital tools and explain how these tools enhance their learning.

Next Steps and Focuses for the Coming School Year

Review measures data at the end of the year to determine next steps.