

Twelve Mile Coulee Middle School

School Digital Citizenship Plan 2024-2025

Digital Citizenship is having the knowledge, skills and attitudes needed to demonstrate responsible and respectful behaviour when using technology environments. A digital citizen models these competencies: Respectful, Informed, Involved, Balanced, Safe and Responsible. This plan was created in consultation with staff and students for the 2024-2025 school year. It will be reviewed in January and June. The plan will be on the school website.

Relevant contextual information about your school and School Development Plan:

- Diverse student population benefits from using technology for varied ways to demonstrate learning
- Many students have access to personal devices but school, CBE policies and Provincial Guidelines mandate an “Away for the Day” Policy
- Increased focus on technology and its impact on Well-Being
- Our SDP will include goals for literacy and numeracy; target use of technology can play a significant role in learning in each area

Relevant evidence and data that informs your Digital Citizenship Plan:

- CBE Student Survey Data indicates
 - Students need support in balancing their screen time (Questions: “I take care of myself by making sure I don’t have too much screen time.” And “I treat people with the same respect online as I would face to face.”
- Learning Leader anecdotal observations
- PowerSchool Log entries (Occurrences of incidents where student have their phone out during school)

School Digital Citizenship Plan						Progress	
Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures	November	January
Long term goal #1 Learners will self monitor technology use considering respect of others and personal well0being	Balanced I balance time online and offline to promote positive mental, emotional and physical well-being	Short term goal 1 In collaboration with their teachers, students will create school and classroom norms outlining proper technology use etiquette	Students will follow school classroom norms outlining proper technology use etiquette Students will reflect on the effectiveness of	Teachers to have discussions (Circle conversations during Boost block) with students about reasonable technology use, etiquette during	School and classroom norms are co-created, and valued by students. Students feel a sense of ownership and voice in these norms		

	I understand appropriate times and situations to use technology		the norms with teacher support and adjust as needed	school, and incorporate student voice			
	Students will understand and be supported in developing healthy habits around screen time and online posts	Short term goal 2 Students will understand the importance of the school/provincial policy “Away for the Day”	There will be fewer infractions and students having had their first offense will be less likely to experience a second offense	Conversation in class about the policy Conversation with Assistant Principal about this goal when second incident happens Communication with families when a second or greater incident takes place	Log entries for Misuse of Technology		
		Short term goal 3 Students will understand and see the physical and emotional effects of long-term technology overuse, and be thoughtful around online posts	Students will identify physical and mental signs/symptoms that necessitate a break from technology	Direct teaching of wellness lessons related to technology Review resources on Digital Citizenship Insite Pages	An increase in students reflecting on taking breaks from technology use as measured by CBE Student Survey questions: 1. “I take care of myself... screen time...” And 2. “I treat people with the same respect online....” 2024 spring: 1: 45% 2: 84% Students are able to reflect and articulate		

					their well-being related to their technology use		
Long term goal #2 Learners will select and utilize digital tools that enhance creativity, problem-solving and collaboration	Involved I leverage digital tools to learn, express my creativity and collaborate with others I enact positive change in my community through digital tools	Short term goal 1 Students will have the opportunity to utilize technology ethically and effectively in their learning	Students and teachers will appreciate the potential of digital applications as a tool to represent learning creatively and collaboratively	Varied due to age, developmental abilities, course content, and teacher experience. CTF Professional Learning Network Opportunities and BrightSpace resources distributed through our CTF LL	Increased intellectual engagement of students An increase in students choosing appropriate tools to creatively demonstrate learning ELA report card data: Represents ideas through a variety of media Anecdotal observations from teachers and learning leaders		

Next Steps & Focuses for the Coming School Year

- To be completed following June review

