Digital Citizenship Plan | 2026-2027

Ethel M. Johnson 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 ad work together as digital citizens.

Relevant contextual information about our school and School Development Plan:

- K-6 Elementary school with a diverse population including 3 specialized programs (L&L, PLP, and EES)
- SDP Wellness Goal: Create learning spaces that provide learners with a safe and respectful environment

Relevant evidence and data that informs our Digital Citizenship Plan:

- As younger learners, our students are new to understanding the difference between technology as a tool for learning and technology for play

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
Students will develop an understanding of how to use technology responsibly for the purposes of learning.	I leverage digital tools responsibly to learn, express my creativity and collaborate with others I understand how to make responsible decisions in the digital world	Students will learn which websites, tools, and browser extensions support learning and which don't	Students will be able to identify tools for learning vs programs geared toward play	Teachers will familiarize themselves with the features of Minecraft Digital Citizenship World and other online learning applications used in class Teachers will design tasks that use online learning applications to support and enhance student learning and application of skills	Students will only use websites and tools that support student learning and well being
		Students will learn how to use technology in a way that is responsible and respectful of themselves and others	When engaging with peers in a digital space for the purposes of learning, students will act respectfully, responsibly, and in a	Teachers will review and teach students about: Admirable use of technology policy agreements Student code of conduct Teachers will provide examples and non-examples of the respectful and responsible use of technology	Students will engage respectfully with peers online

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
			manner that supports the well being of others		
Learners will understand the importance of protecting personal information online and apply appropriate strategies	I know how to protect my personal information online	Students will understand the characteristics of a strong password and why it is important to have one	Students will create an age-appropriate unique password to access CBE network / technology	Review resources on Digital Citizenship Insite Pages Targeted lessons on creating strong passwords Support from the Teaching and Learning with Technology Specialists as needed Teachers will design learning tasks including Interland-Google Digital citizenship game	All students will keep their passwords private and know how to reset their passwords, as needed
		Students will understand the importance of keeping their passwords secure and private	Students will keep their password private and keep password hints in a secure location	Review resources on Digital Citizenship Insite Pages Students will learn how to reset passwords using the Student Account Tool Teachers will design learning tasks including Interland-Google Digital citizenship game	Increase in student use of Read&Write to support their learning. Increased comprehension of digital texts through use of Read&Write