

Ted Harrison Middle School

School Digital Citizenship Plan 2023-2024

This template is provided as an option for schools to use to create their Digital Citizenship Plan by October 31 of each current school year. Refer to the [Digital Citizenship Plan insite page](#) for support and resources. You can modify and use this template or create your plan in a different format as needed to support the needs of your school. School leaders use collaborative consultation to determine 2-3 long term goals for the school year and build upon them for long-term impact.

Please share a relevant version of your School Digital Citizenship Plan with parents and students on your school’s 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

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 Students will learn how to use technology appropriately.	Safe. Informed. Responsible.	Short term goal 1 Students will understand how technology use falls within the student code of conduct.	Students will follow grade-level and classroom norms outlining proper technology use etiquette .	Teachers to have discussions with students about reasonable technology etiquette at school, incorporating student voice. Students will be given time to use technology in class under supervision.	With grade-level norms being co-created, students and teachers will be given time to reflect and adjust norms as needed, depending on individual context.			

		Short term goal 2 Students will learn to identify and acknowledge positive use of technology as well as misuse.	Students will begin to understand the impacts of technology on emotional well-being as well as on their learning.	Access to a variety of technology within the classroom context. Discussion and further learning on misuse of social media and personal technology.	Anecdotal rates of confidence and efficacy with a various mediums of technology. Ability to reflect on misuse of technology and to learn/take responsibility for mistakes from self and others.			
Long term goal #2 Learners will embrace and seek out a variety of technologies to help further their learning goals.	Informed Students leverage digital tools to learn, express creativity and collaborate with others Students use digital tools to identify problems and take action to find solutions	Short term goal 1 Students will be exposed to a variety of technology in classes and clubs, such as robotics and coding. This technology will be used to meet learning outcomes and to spark passions in extra curricular pursuits.	Students will have a more thorough knowledge of what is technologically available to them and how those tools help them in their every day lives.	Access to clubs and extra-curricular activities involving technology. Teacher led activities that include a multitude of softwares accessed off of chromebooks and personal devices.	Increased intellectual engagement of students An increase in students using a greater variety of digital tools in more complex ways to create and learn.			

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