



Sam Livingston School

School Digital Citizenship Plan 2024-2025

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:

- K-4 French Immersion School
- Population is getting more and more diverse
- Literacy Goal: Students will become more proficient in their oral use of the target language (French)

Relevant evidence and data that informs your Digital Citizenship Plan:

- As early learners, students are new to using digital platforms for learning

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
1) Learners will become familiar with how to use their accounts in a respectful way.	Respectful I am respectful and inclusive in my words and actions. I am open to multiple viewpoints and perspectives. I am empathetic towards others.	1) Students will become familiar with how to access their accounts.	Students will access their Gmail and other Google suite tools.	Teacher activities and set-up help to guide students in this work.	Students will be able to successfully access their accounts.			
		2) Students will understand that their access and use of digital tools is a privilege that comes with responsibilities to self and others.	Students will use the tools in a collaborative and respectful way, adhering to the Digital Citizenship plan.	Classroom activities that focus on the proper use of Google suite documents and collaborative learning games. Support from IT department and specialists as needed	Students will successfully participate in collaborative digital work.			

2) Learners will understand the importance of protecting their personal information.	Safe I know how to protect my personal information online	1) Students will understand that their password is private and not to share it with anyone.	Students will keep their passwords private and keep password information in a safe place or with their teacher.	Review privacy rules with students. Grades 2-4 Students will learn how to reset passwords using the Student Password Hub Tool Support from IT department and specialists as needed.	All students will keep their passwords private and know how to reset their passwords, as needed			
		2) Students will understand the characteristics of a strong password and why it is important to have one.	Targeted lessons on creating strong passwords	Grades 2-4 Students will learn how to reset passwords using the Student Password Hub Tool Support from IT department and specialists as needed	All students in the school will have a unique, secure password to access CBE network/technology			
3) Learners will develop skills using digital tools to enhance and complement their learning.	Involved I leverage digital tools to learn, express my creativity and collaborate with others	1) Students will use Google tools to support and enhance their learning	Students will understand how to use Google tools and other language based games under teacher guidance	Teachers will familiarize themselves with the features of Google and AI based tools Video or text-based tutorials on Google and AI based tools	Increase in student use of Google tools to demonstrate their learning Increase in student advocacy for technology that aligns with the task and learning needs			

				Teachers will design tasks that incorporate Google tools or approved AI tools				
		2) Students will use language based games and listening tools to enhance their learning. Ex) Boomcards & Flipgrid	Students will understand how to use Google tools and other language based games under teacher guidance.	Teachers will familiarize themselves with language based learning tools Teachers will design tasks that incorporate language based learning tools Support from IT department and specialists as needed	Increase in student use of language based learning tools to demonstrate their learning Increase in student advocacy for technology that aligns with the task and learning needs			

Next Steps & Focuses for the Coming School Year

- Has there been an increase in teacher capacity and understanding/use of language based tools?
- Have students been given the option to use language based tools to showcase their learning/understanding of curricular outcomes

