Digital Citizenship Plan | 2026-2027

Queen Elizabeth 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-6 school with a diverse population
- Literacy and Numeracy goal: using co-created, clear success criteria to determine next steps in learning

Relevant evidence and data that informs our Digital Citizenship Plan:

- Younger students are new to using digital tools for learning
- Older students and teachers use digital tools daily for learning
- Students are working on the competency of citizenship

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
Long term goal #1 **Students will develop their digital citizenship skills by learning how and when to use technology to become active agents in their own learning in literacy and numeracy.**	Involved: *I leverage digital tools to learn, express my creativity and collaborate with others.* Balanced: *I understand appropriate times and situations to use technology.*	Short term goal #1 Students will be able to login on a variety of devices and tools to support their learning.	All students will be able to login on a variety of devices, websites and apps.	Instruction in how to login on a variety of devices (iPads, MacBooks, and Chrome Books) and tools (Google, Raz-Kids, and other websites and apps)	Can students login on a variety of devices, websites and apps?
		Short term goal #2 Students will be able to identify and use the appropriate digital tools to represent their learning.	Students will be able to assess and choose the right tool to represent their learning.	Explore and identify the strengths of different tools and their potential uses. Review the strengths and challenges of various tools and platforms through a Universal Design for Learning lens.	Do students choose the right tool to represent their learning?
		Short term goal #3 Students will use technology to become active agents in their own learning in literacy and numeracy.	Students will be able to use one digital tool along with success criteria for self-assessment and determining next steps in learning.	Develop learning opportunities in connection with technology-related outcomes from the Curriculum. Instruction in how to use technology to set goals, manage tasks, self-assess progress, and to give and receive feedback using success criteria.	Can students use a digital tool along with success criteria for self-assessment and determine the next step in their learning?

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
Long term goal #2 **Students will develop empathy, responsibility, and conflict resolution skills in order to be better (digital) citizens in order to effectively communicate and collaborate with others.**	Respectful: *I am respectful and inclusive in my words and actions.* *I am empathetic towards others.* Safe: *I know how to be safe online and create safe spaces for others in online communities* Responsible: *I understand that anything I access, produce and post contributes to my digital presence*	Short term goal #1 Students will learn how to use technology responsibly when communicating and/or collaborating.	All students will demonstrate respectful, responsible, safe and inclusive behaviour when using technology.	Review of the QES Admirable Use Policy. Review Ministerial guidelines regarding the use of Personal Mobile Devices at school. Identify responsibilities and explore differences and similarities of collaborating and communicating online vs. face to face. Develop learning opportunities in connection with technology-related outcomes from the curriculum.	Do all students demonstrate respectful, responsible, safe and inclusive behaviour when using technology?
		Short term goal #2 Students will learn what actions demonstrate empathy towards others.	Students will have an increased sense of belonging.	Explore and identify how our actions are interpreted by others both online and face to face.	Student Survey data will show that student belonging has increased.
		Short term goal #3 Students will learn strategies to resolve interpersonal conflict.	Students will feel safe at school and incidents of student conflict will decrease.	Identify actions that can lead to inter-personal conflict online and explore and practice strategies to resolve that conflict.	Student Survey data will show that students feeling safe at school has increased. Have incidents of student conflict decreased?

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
Long term goal #3 **Students will develop their digital citizenship skills by learning how and when to use AI, how to cite its use, and how to protect their personal information.**	Involved: *I leverage digital tools to learn, express my creativity and collaborate with others.* Safe: *I know how to protect my personal information online* Responsible: *I understand and adhere to copyright and creative commons licensing*	Short term goal #1 Students will learn how and when to use AI responsibly as part of the learning process.	All students will understand the appropriate use of AI and that it is never a replacement for their learning.	Review of the QES Admirable Use Policy. Review CBE guidelines regarding the use AI for learning. Identify and explore AI tools that can assist students in their learning. Discuss and share when and how AI tools can be used responsibly throughout the learning process.	Have students using AI used it appropriately and with teacher permission?
		Short term goal #2 Students will learn how to protect their personal information when using AI tools.	All students will understand that they should not upload to AI any personally identifying information.	Explore what is personal information and how and why it should be kept safe. MediaSmarts lessons and resources.	Have students kept their personal information confidential?
		Short term goal #3 Students will learn how to cite the use of AI wen submitting assignments.	All students will be able to identify and cite the role AI played in creating their works / demonstrating their learning.	Review CBE guidelines regarding the use AI for learning. Explore how and when to cite sources online, including the use of AI and the role it played in the student's works.	Can students identify and cite the role AI played in creating work that reflects their learning?