Queen Elizabeth School

School Digital Citizenship Plan 2025-2026

Calgary Board of Education

School Digital Citizenship Plan					
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)	**Instructional Actions**	**Activities & Resources**	**Measures**
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.*	Students will be able to login on a variety of devices and tools to support their learning.	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)	Robotics, Coding & Minecraft Challenge	All students will be able to login on a variety of devices, websites and apps.
		Students will be able to identify and use the appropriate digital tools to represent their learning.	Explore and identify the strengths of different tools and their potential uses	Reviewing the strengths and challenges of various tools and platforms through Universal Design for Learning lens.	Students will be able to assess and choose the right tool to represent their learning.
		Students will use technology to become active agents in their own learning in literacy and numeracy.	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	Google Workspace for Education (Google Classroom, Google Drive and Docs).	Students will be able to use one digital tool along with success criteria for self-assessment and determining next steps in learning.

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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*	Students will learn how to use technology responsibly when communicating and/or collaborating.	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 new Curriculum.	Review of the QES Admirable Use Policy. Review Ministerial guidelines regarding the use of Personal Mobile Devices at school.	All students will demonstrate respectful, responsible, safe and inclusive behaviour when using technology.
		Students will learn what actions demonstrate empathy towards others.	Explore and identify how our actions are interpreted by others both online and face to face.	MediaSmarts lessons and resources.	Student Survey data will show that student belonging will increase.
		Students will learn strategies to resolve interpersonal conflict.	Identify actions that can lead to inter-personal conflict (both online and face to face) and explore and practice strategies to resolve that conflict.	Teachers and Students will use the Conflict Resolution tool kit.	Student Survey data will show that student belonging and students feeling safe at school will increase. Incidents of student conflict will decrease.

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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*	Students will learn how and when to use AI responsibly as part of the learning process.	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.	Review of the QES Admirable Use Policy. Review CBE guidelines regarding the use AI for learning.	All students will understand the appropriate use of AI and that it is never a replacement for their learning.
		Students will learn how to protect their personal information when using AI tools.	Explore what is personal information and how and why it should be kept safe.	MediaSmarts lessons and resources.	All students will understand that they should not upload to AI any personally identifying information.
		Students will learn how to cite the use of AI when submitting assignments.	Explore how and when to cite sources online, including the use of AI and the role it played in the student's works.	Review CBE guidelines regarding the use AI for learning. Rubrics and success criteria.	All students will be able to identify and cite the role AI played in creating their works / demonstrating their learning.

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