

Valley Creek School

School Digital Citizenship Plan 2023-2024

Relevant contextual information about your school and School Development Plan:

- Many students have access to personal devices.
- Diverse student population benefits from using technology for varied ways to demonstrate learning.

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") About your school

School Digital Cit	izenship 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
Learners will self monitor technology use considering respect of others and personal wellbeing	I balance time online and offline to promote positive mental, emotional and physical wellbeing. I understand appropriate times and situations to use technology	Students will create school and classroom norms outlining proper technology use etiquette	Students will follow school and classroom norms outlining proper technology use etiquette Students will reflect on the effectiveness of the norms with teacher support, and make adjustments as	Teachers to have discussions with students about reasonable technology etiquette at school, incorporating student voice. Review resources on Digital Citizenship Insite Pages. Support from the Teaching and Learning	School and classroom norms are co-created, and valued by students. Students feel a sense of ownership and voice in these norms (Pre- and post-surveys for students and staff).			

		Students will understand the physical and emotional effects of long-term technology overuse.	needed. Students will identify physical and mental signs/symptoms that necessitate a break from technology.	with Technology Specialists as needed. Direct teaching of wellness lessons related to technology. Review resources on Digital Citizenship Insite Pages. Support from the Teaching and Learning with Technology Specialists as needed.	An increase in students advocating for breaks in technology use Students are able to reflect and articulate their well-being related to their technology use.		
Learners will select and utilize digital tools that enhance creativity, problem-solving and collaboration	I leverage digital tools to learn, express my creativity and collaborate with others. I use digital tools to identify problems and take action to find solutions. I enact positive change in my community through digital tools	Students will have the opportunity to participate in a variety of activities which include: visual arts, robotics, financial literacy, math, and Minecraft.	Students and teachers will appreciate the potential of Minecraft as a digital tool to represent learning creatively and collaboratively	Teachers and students will learn the features of Minecraft Education Edition. Students will access different applications focused on design, visual arts, and building interactive games. Students will also navigate the design challenge	Increased intellectual engagement of students. An increase in students using a greater variety of digital tools in more complex ways to create share and learning. Students will be surveyed about their experiences at the end of each class/experience to state what they have learned and to give feedback		

Students will build designs and programs. present what they have learned in their respective digital projects to	their classmates, parents, and/or teachers.
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- Next Steps & Focuses for the Coming School Year

 Check in with students wellness around technology 3 times during the school year (Fall, Winter, Spring)

 Provide resources and PL opportunities to teachers for Digital technology in the classroom.

 Increase the amount of computers in the school

Title & date Page | 4