Digital Citizenship Plan | 2026-2027

Cambrian Heights 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 of 457 students.
- School Development Plan Goal: Student achievement in Literacy will improve.
- Relevant evidence and data that informs our Digital Citizenship Plan:
  - CBE Student Survey 2025-26 Spring: I take care of myself by making sure I don't have too much screen time (57.78% of students agree)
  - CBE Student Survey 2025-26 Spring: I understand what Digital Citizenship means at my school. (87.65% of students agree)
  - CBE Student Survey 2025-26 Spring: I learn new ways to use technology at school (89.01% of students agree)

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
Long term goal #1 **Students will use technology as creators, not just consumers, by developing skills to design,problem-solve, and create meaningful digital content that demonstrates their learning, creativity, and ideas.**	**Involved** I can use school devices to represent my learning and express my creativity.	Short term goal #1 Students will be given opportunities to use digital tools to create original content that demonstrates their learning, creativity, and understanding across different subject areas.	Students will demonstrate their learning and understanding by selecting appropriate digital tools to communicate their ideas. Students will use digital tools to create original projects, presentations, videos, and other forms of digital content across different subject areas. Teachers will integrate digital creation opportunities into	Students will learn to use digital tools, such as Google apps, Bookcreator, Apple Clips, Padlet videos/posts, Story Buddy, Comic Creator, and Canva AI among others, to creatively express their learning. Teachers familiarize themselves with online tools, platforms and apps relevant to student learning. Support from professional learning resources on the	An increase in the number of learning activities across subject areas in which students use digital tools to create original content that demonstrates their learning, creativity, and understanding, rather than primarily consuming digital media.

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
			learning activities across subject areas.	Learning Technologies CBE Insite page.	
		Short term goal #2 Students will develop digital skills to design, problem-solve, and share their creations with others in meaningful and responsible ways.	Students will improve proficiency in using digital tools to design, create, and improve original digital projects. Students will use problem-solving and critical-thinking skills to troubleshoot challenges and make improvements to their digital creations. Teachers will explicitly teach and model digital skills, including design, problem-solving, and responsible sharing.	Targeted lessons by teachers on using digital tools to design, create, edit, and improve original digital content. Teachers familiarize themselves with digital creation tools, platforms, and apps that support student creativity, problem-solving, and responsible sharing.	Students demonstrate increased proficiency in using digital tools to design and improve original creations, solve problems independently.
		Short term goal #3			
Long term goal #2 **Students will balance online and offline activities by developing healthy technology habits that support their positive**	**Balance** I can balance time online and offline to promote positive mental, emotional and physical well-being	Short term goal #1 Students will identify their technology use habits and develop strategies to balance online activities with offline activities, such as physical	Students will identify gaps in their technology use habits and develop strategies to balance online activities with offline activities, such as physical exercise, creative	Targeted lessons by teachers about balancing online and offline activities. Integrate Student reflection activities on daily technology use, such as tracking screen time, identify patterns, and set personal goals for	Students can identify their technology-use habits and can establish personal goals to balance screen time with offline activities that support their overall well-being.

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
mental, emotional, and physical well-being		exercise, creative hobbies, and social interactions.	hobbies, and social interactions.	balancing online activities with offline interests and hobbies.	
		Short term goal #2 Students will demonstrate healthy technology habits by taking regular screen breaks and participating in activities that promote mental, emotional, and physical well-being.	Students will demonstrate healthy technology habits by taking regular screen breaks and participating in activities that promote mental, emotional, and physical well-being.	Teachers integrate Classroom activities that encourage regular technology breaks and participation in offline activities that promote mental, emotional, and physical well-being.	Students demonstrate healthy technology habits with greater consistency by taking regular screen breaks and independently participating in offline activities that promote positive mental, emotional, and physical well-being.