



Dr. E. W. Coffin School

School Digital Citizenship Plan 2025-2026

Relevant contextual information about your school and School

Development Plan:

- K-6 school with a diverse population
- SDP Goal #1: Student foundational skills in literacy and mathematics will improve
- SDP Goal #2: Students' experience of welcoming, safe, caring and inclusive learning community will improve

Relevant evidence and data that informs your Digital Citizenship Plan:

- As early learners, students are new to using digital tools for learning
- Google Classroom as an extension of the classroom for all students, necessitating understanding of effective use of the tool
- **Digital Citizenship Competencies:**
 - o Respectful: Using respectful words and actions when I'm online.
 - o Informed: Checking that the information I access online is reliable.
 - o Involved: Using technology to create and collaborate with my peers.
 - o Balanced: Understanding when and how often I should use technology.
 - o Safe: Learning how to be safe online and how to protect my personal information.
 - o Responsible: Understanding my online presence, making responsible decisions

School Digital Citizenship Plan							Progress		
Long Term Goal	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	
Long term goal #1 Learners will understand the importance of protecting personal information online and apply appropriate strategies SDP Wellness	Safe: I know how to protect my personal information online	Short term goal 1: Students will understand the characteristics of a strong password and why it is important to have one	Students will create an age appropriate unique password to access CBE network/technology Use template of Colour Animal Number Symbol to help students create a password	Review resources on Digital Citizenship Insite Targeted lessons on creating strong passwords – teachers provided with flatsheet Support from the Teaching and Learning with Technology Specialists as needed	All students in the school will have a unique, secure password to access CBE network/technology				
		Short term goal 2: Students will understand the importance of keeping their passwords secure and private	Students will keep their passwords private and keep password hints in a secure location	Review resources on Digital Citizenship Insite Pages Students will learn how to reset passwords using the Student Password Hub Students will learn how to log out of devices they are signed into (iPads should be checked regularly)	All students will keep their passwords private and know how to reset their passwords, as needed. All students will keep their accounts safe by logging out of all devices they signed into				

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
<p>Long term goal #2</p> <p>Learners will select and utilize digital tools that enhance creativity, problem solving and collaboration</p> <p>SDP Literacy and Math</p>	<p>Involved:</p> <p>I leverage digital tools to learn, express my creativity and collaborate with others.</p> <p>I use digital tools to identify problems and take action to find solutions</p> <p>I enact positive change in my community through digital tools</p>	<p>Short term goal 1:</p> <p>Technology accessed to support Tier 2 instruction in students with learning challenges</p>	<p>Students will understand how technology supports their reading and writing and when to use it</p>	<p>Review Resources on Read&Write Insite pages</p> <p>Professional Learning workshops on Read&Write Chrome</p> <p>Video or textbased tutorials on Read&Write tools</p> <p>Support from the Teaching and Learning with Technology Specialists as needed</p>	<p>Increase in student use of Read&Write to support their learning Increased comprehension of digital texts through use of Read&Write.</p>			
		<p>Short term goal 2:</p> <p>Students will have the opportunity to deepen their understanding of math and literacy content.</p>	<p>Students and teachers will appreciate the potential of</p> <ul style="list-style-type: none"> ▪ IXL ▪ Read and Write for Chrome ▪ Google Suite (google classroom, slides, docs etc) ▪ Tinkercad for 3D printing ▪ Scratch ▪ Garageband ▪ Minecraft ▪ Typing Apps ▪ IMovie 	<p>-Teachers and students will learn the features of IXL including assessment tools. -Students will engage in design thinking through their design decisions made when using google suite applications, web based applications</p> <p>-Starfall</p> <p>-Epic books</p> <p>-Blooket</p> <p>-Kahoot</p> <p>-Ozobots</p> <p>-Do Ink Green Screen</p> <p>-Review resources on Digital Citizenship Insite Pages</p>	<p>Increased intellectual engagement of students.</p> <p>An increase in students using a greater variety of digital tools in more complex ways to create and share learning,</p>			

			as digital tools to represent learning creatively and collaboratively.	-Support from the Teaching and Learning with Technology Specialists as needed				
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
Long Term Goal#3 Learners will analyze responsibility and consider the impact on well-being. SDP Wellness	Balance Responsible: Understanding my online presence, making responsible decisions.	Short Term Goal #1 Understanding when and how often I should use technology and responsible and ethical use of AI	Students will recognize the importance of setting limits on screen time. Students will understand responsible and ethical use of AI Students will recognize the importance of away for the day government policies	Student Well Being Framework Discussions on how screen time impacts health and wellbeing will be addressed in classrooms. Admirable Use Policy and discussions in class on acceptable use of technology in school as well as appropriate uses of AI	CBE Student Survey 2024-2025 In the Regulation Summary Measure, results indicate for the statement, "I take care of myself by making sure I don't have too much screentime" overall agreement was only 67.31% - see an increase in this outcome. Tracking change in screentime usage in Div 2 classrooms.			

Next Steps & Focuses for the Coming School Year

- Ongoing device assessment and repairs as necessary

