

F.E. Osborne School

School Digital Citizenship Plan 2025-2026

Relevant contextual information about your school and School Development Plan:

- Diverse student population benefits from using technology for varied ways to demonstrate learning
- Mobile Device Policy has increased the use of school technology
- Technology will be used to support SDP Goal “Student academic achievement in literacy will improve.”

Relevant evidence and data that informs your Digital Citizenship Plan:

- CBE Student Survey Data indicates:
 - Students require more opportunities for growth in their online safety (“I keep my online passwords secure” and “I am thoughtful about when I share my personal information”)
 - More opportunity to use technology is an area for growth (“I have access to technology to meet my learning needs at school” and “I learn new ways to use technology at school”)

School Digital Citizenship 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 understand how to make responsible decisions and the sharing of personal information in the digital economy	I know how to be safe online and create safe spaces for others in online communities I know how to protect my personal information online	Students will learn and explore privacy practices for online safety	Students will follow classroom rooms outlining proper safe guarding of private information including passwords. Students will reflect on the effectiveness of the norms with teacher support and adjust as needed.	Teachers to have discussions with students about online safety and privacy Review resources on Digital Citizenship Insite Pages Support from the Teaching and Learning with Technology Specialists as needed	Schools and classrooms norms are co-created and valued by students. Students feel a sense of ownership and voice in these norms and practices for privacy and safety (Pre- and post-survey for students and staff)			

Learners will leverage digital tools to learn, express creativity and collaborate with others.	I leverage digital tools to learn, express my creativity and collaborate with others.	Students will explore and use the google “G Suite for Education” bundle of apps to express their learning in new and creative ways.	Computational artifacts they can use to demonstrate their learning	Teachers and students will learn the features of G Suite for Education (Docs, Sheets, Slides, Drive, etc.) Students will choose a variety of technology tools within G Suite to demonstrate their learning. Review resources on Digital Citizenship Insite Pages Support from the Teaching and Learning with Technology Specialists as needed	Engagement of students An increase in students using G Suite for Education in more complex ways to create and share learning			
		Students in General Music course will explore and create, and compose using Garageband and iMovie.	Compositional artifacts and productions to demonstrate and share learnings.	Teachers and students will learn the features of Garageband, iMovie and other compositional software.	Engagement of students Learner outcomes related to the Alberta Education Program of			

				<p>Professional Development for staff through system opportunities for Apple applications</p> <p>Review resources on Digital Citizenship Insite Pages</p> <p>Support from the Teaching and Learning with Technology Specialists as needed</p>	<p>Studies "General Music"</p>			