



Westgate School

School Digital Citizenship Plan 2024-2025

This template is provided as an option for schools to use to create their Digital Citizenship Plan by October 31 of [Plan insite page](#) for support and resources. You can modify and use this template or create your plan in a different School leaders use collaborative consultation to determine 2-3 long term goals for the school year and build upon

Please share a relevant version of your School Digital Citizenship Plan with parents and students on your school’s

Relevant contextual information about your school and School Development Plan:

- K – 6 French Immersion school
- *Literacy Goal: Students’ ability to understand and communicate in French will improve.*
- *Wellness Goal: Students social and emotional learning will improve.*

Relevant evidence and data that informs your Digital Citizenship Plan:

- All Westgate School students use the same password.
- Students will often refer to quick online translators rather than appropriate language reference tools when
- Only 54% of students identified “I take care of myself by making sure I don’t spend too much time online” in

each current school year. Refer to the [Digital Citizenship](#) format as needed to support the needs of your school. them for long-term impact.

website.

writing in French.
the OurSchool Survey

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
Long term goal #1 Students will understand the importance of protecting personal information online and apply strategies to ensure their information is protected.	Safe: I know how to protect my personal information online	<u>Short term goal 1:</u> Students will understand the characteristics of a strong password and why it is important to have one.	Students in Grade 3-6 will create an age-appropriate unique password to access CBE network and technology	Review resources on Digital Citizenship Insite Pages Targeted lessons on creating strong passwords (Everfi, Media Smarts) Students will learn how to reset passwords using the Student Account Tool Support from the Teaching and Learning with Technology Specialists as needed	All Grades 3-6 students in the school will have a unique, secure password to access CBE network and technology			
		<u>Short term goal 2:</u> Students will understand the importance of keeping their passwords secure and private.						
Long term goal #2 Students will access appropriate and effective online language tools to enhance their	Involved: I leverage digital tools to learn, express my creativity and collaborate with others	<u>Short term goal 1</u> Students will search for target word translations rather than using AI to translate full phrases.	Students will understand how to access and use appropriate online language reference tools and will make decisions on	Targeted instruction on how to use specific language reference tools (Word Reference, BonPatron, Le Conjugueur, etc)	Teacher observations on students' autonomy and accuracy in writing in French.			

written communication in French.	I use digital tools to identify problems and take action to find solutions	<u>Short term goal 2</u> Students will access online text editing tools to support their editing phase when writing.	which tool best suits their individual needs.		Increased improvement in French writing indicators on the Report Card.			
Long term goal #3 Students will understand the importance of balancing screen time with offline recreational activities.	Balanced: - I balance time online and offline to promote positive mental, emotional and physical well-being - I understand appropriate times and situations to use technology	<u>Short term goal 1</u> Students will understand the effects of too much screen time on their mental health and well-being.	Students will achieve a healthy balance between online and offline activities by setting specific time limits for screen use each day.	CASEL teaching resources Targeted lessons on effects of video games and social media on mental health. Everfi student resources	Increase of number of students identifying “I take care of myself by making sure I don’t spend too much time online” in the OurSchool Survey.			
		<u>Short term goal 2</u> Students will dedicate a set amount of time per day to offline activities.						

Next Steps & Focuses for the Coming School Year

