

Digital Citizenship Plan | 2026-2027

Catherine Nichols Gunn



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:

- Catherine Nichols Gunn is a K-6 school.
- Students in all grade levels access learning technologies to improve learning.
- Our 2026-2027 School Development Plan is focused on increasing achievement in writing.

Relevant evidence and data that informs our Digital Citizenship Plan:

- In our Spring 2026 CBE Student Survey, 56.6% of students agreed, “I take care of myself by making sure I don’t have too much screen time.”
- In our Spring 2026 CBE Student Survey, 27.6% of students communicated that they wanted support with “Using respectful words and actions when I’m online.”
- In our Spring 2026 CBE Student Survey, 76.5% of students agreed, “I have enough opportunity to use technology in my learning.”

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
Long term goal #1 Students will understand how screen time affects their overall well-being.	I balance time online and offline to promote mental, emotional, and physical well-being.	Short term goal #1 Students will learn strategies to support their well-being through intentional task design within the Physical Education and Wellness curriculum.	Students will be able to use a variety of strategies that support their well-being mentally, emotionally, and academically.	Staff will review and implement strategies in the updated Student Well-Being Framework. Targeted lessons on building skills to increase well-being. Communication between school and home to support a balanced approach to technology use.	Fall 2026 CBE Student Well-Being Survey: Well-being measures Spring 2027 CBE Student Survey: Well-being measures Observations logs around student well-being

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
		Short term goal #2 Students will be given opportunities to use both online and offline supports during learning.	Student will have balanced opportunities to use both high- and low- tech supports to enhance learning.	Intentional task design that uses both high- and low-tech resources CBE approved online resources	Fall 2026 CBE Student Well-Being Survey Spring 2027 CBE Student Survey I take care of myself by making sure I don't have too much screen time.
Long term goal #2 Students will build capacity to demonstrate safe and respectful behaviours while online.	While online, I am respectful in my words and actions.	Short term goal #1 Students will learn the natural consequences of using disrespectful behaviours.	Students will decrease the amount of disrespectful language and behaviours demonstrated.	Student Code of Conduct PD from the Diversity and Inclusion Team. Intentional classroom task design around safe and healthy relationships	Spring 2027 CBE Student Survey Using respectful words and actions when I'm online PowerSchool log entries
		Short term goal #2 Students will begin to understand how online actions impact their relationships.	Students will grow in their awareness of how to use online platforms safely.	Student Code of Conduct Staff will access the Digital Citizenship Insite Page. Intentional classroom task design around how to stay safe while online.	Spring 2027 CBE Student Survey Using respectful words and actions when I'm online
Long term goal #3 Students will develop skills to use technology in a manner that supports and enhances their learning.	I leverage digital tools to learn, express my creativity, and collaborate with others.	Short term goal #1 Students will learn how to utilize online tools to support and enhance learning (Google Suite, Speech-to-	Students will use a variety of online tools to support and enhance learning appropriately.	Staff will review the Digital Citizenship Insite Page and ensure they are using SAM approved resources.	Teacher observations of student confidence and engagement when using assistive technology.

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
		Text, Text-to-Speech, editing software, AI).		Direct teaching of how to use online tools. CBE resources and policies around use of AI in schools.	
		Short term goal #2 Classroom Complexity Team will provide students with opportunities to learn how to use inclusive technology to support communication needs.	Student will build independence to use technology such as Touch Chat to communicate needs.	PD from the Inclusive Education Team.	QR code documentation from Core Communication groups. Observation logs

Next Steps and Focuses for the Coming School Year

- Professional Development to support all long and short terms goals
- Explicit teaching around competencies.