



Tuscany School
Digital Citizenship Plan 2023-2024

Relevant contextual information about your school and School Development Plan:

- K-4 English Program, K-5 French Immersion Program, Gr 1-6 EES Program
- Literacy Goal: Reading comprehension across all disciplines will improve
- Well-Being Goal: The percentage of students who feel they are safe at school, are learning the importance of caring for others, are learning respect for others and treated fairly in school will increase

Relevant evidence and data that informs your Digital Citizenship Plan:

- Young learners are new to selecting and using a password
- Students are new to using technology as a means to represent their thoughts, ideas and learning
- Increased need to support a variety of learner profiles with representing their learning drawing upon individual strengths

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 their personal information online and be able to apply strategies to do so in order to keep them safe.	I know how to protect my personal information online <u>SAFE:</u> 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	Short term goal 1 Students will understand the characteristics and importance of a strong password	Students will create unique passwords to access CBE network/ technology	CBE Password Best Practices Flatsheet Direct teaching of lesson on creating strong passwords Review resources on CBE Digital Citizenship Insite Page	All students in the school will have a unique, secure password to access the CBE network and accounts			
		Short term goal 2 Students will understand the importance of	Students will keep their passwords private	Review resources on CBE Digital Citizenship Insite Page	All students will keep their password private and know how to use the Student Password			

		keeping their password private and secure		Students will learn how to reset passwords using the Student Account Tool.	Hub to change their password			
Long term goal #2 Students will demonstrate the ability to use digital tools and Robotics to support them in demonstrating their understanding of new curricular concepts related to computer science.	I leverage digital tools to learn, express my creativity and collaborate with others. Involved: I leverage digital tools to learn, express my creativity and collaborate with others I use digital tools to identify problems and take action to find solutions I enact positive change in my community through digital tools	Short term goal 1 Students will increase their understanding of aspects of coding and computational thinking. Excellent tie to the new curriculum! Well done!	Students will be able to use age-appropriate digital tools and available robotics to display the skills and procedures outlined in the Science: Computer Science Organizing Idea of the new curriculum.	Teachers will request access to code.org through SAM . Teachers will setup a virtual classroom for students to sign up in. Students will participate in self-directed lessons to gain a basic level of understanding of how to code. Code.org Support from the Teaching and Learning with Technology Team	Increased student understanding of basic ability to use coding, such as breaking tasks into small steps or chunks. Increased student understanding of benefits of coding and how students could use coding to create various games or information displays related to curricular outcomes. Teachers will self-report self-increase use of digital tools in their regular practice. Teachers will self-report an increase in incorporation of digital tools in options for students to communicate their learning in at			

					least one subject area.			
		Short term goal 2 Students will be able to use their understanding of coding processes and computational thinking and to apply it to solve problems and in the creation of new artifacts of learning	Students will be able to use digital tools and available robotics that incorporate aspects of coding to represent their computational thinking and understanding of curricular topics.	Teachers will familiarize themselves with the different digital tools, such as Scratch and Code.Org, and their features as appropriate for student use Teachers will participate in guided professional development through ATA, or the Teaching and Learning with Technology related to use of coding and robotics. Teachers will provide direct instruction to students on use and features of Coding digital tools as needed Teachers will design tasks that provide	Increase in students' ability to follow instructions or procedures in a sequential manner to achieve a desired outcome Increase in students' ability to use coding knowledge and practices as a way to represent their understanding of curricular concepts			

				opportunities for student use of Coding programs and processes to represent their understanding in multiple curricular areas Support from the Teaching and Learning with Technology Team				
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Next Steps & Focuses for the Coming School Year

