Digital Citizenship Plan | 2026-2027

Griffith Woods School

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:

- Our school development plan is on well-being through improving a sense of belonging in students
- Griffith Woods School has a focus on CTF and place-based learning throughout the grades
- Our SDP will have a focus on literacy through task design and assessment to increase achievement and engagement

Relevant evidence and data that informs our Digital Citizenship Plan:

Our School Survey data indicates:

- Students are demonstrating a strong foundation for responsible digital learning: 82% of students said that they consider the resources they will need before completing a project, and 70% of students said that they set learning goals for themselves.

CBE Student Survey

- 93.8 % of students reported that they treat people with the same respect online as they would face-to-face which shows that students are respectful and responsible online.

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
Learners will demonstrate responsible digital citizenship by independently making appropriate choices about when, where, and how technology is used to	I balance time online and offline to promote positive, mental, emotional and physical well-being.	Students will understand the physical and emotional effects from long term technology use.	Students will demonstrate an awareness of how technology impacts their mental health.	**Activities** Technology contract sent home to all students for parents and students to sign. Regular communication in the GW weekly about	Increased number of students requesting breaks during tech use. Survey responses from CBE well-being survey and CBE survey on technology use.

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support learning, respect others, and maintain personal well-being.				technology use for students in K-9. Wellness lessons focused on technology use and effect on health. Classroom discussions on healthy habits and digital balance. **Resources** CBE wellness and digital citizenship materials. GW slideshow and posters to remind students about healthy tech habits.	Teacher observations and anecdotal notes.
		Classes will co-create technology norms and all students will follow the Away for the Day policy.	Students show improved ability to self-regulate technology use during class activities.		
		Students will identify physical and mental signs and symptoms that necessitate a break from technology			
Students will be able to effectively and efficiently determine the information they are accessing online is reliable.	I validate the accuracy of digital information and resources	Students will validate sources and information that they are using online (e.g. author, date, bias)	Students will articulate why a source is credible or not.	**Activities:** Teacher's will lead direct instruction lessons on research. Group discussion and lessons on reviewing resources during research projects. Resources: AI resources from the CBE Digital Citizenship resources	Teacher observation and anecdotal notes during research activities Rubric based evaluation on research projects about credible sources. An increase in students using quality information and sources in work.
		Students will identify when and how AI can be used appropriately as a tool to support their learning.	Students will demonstrate the ability to apply evaluation criteria independently during research tasks.		
		Teachers will provide explicit instruction in how to search for, evaluate, and use web-based information effectively and responsibly.	Students become more confident in finding and evaluating credible sources when researching information.		

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Next Steps and Focuses for the Coming School Year

- Analyze and compare perception data on sense of belonging and feeling safe at school.
- Communicate with Families on Digital Citizenship through GW weekly.