Digital Citizenship Plan | 2026-2027

R. T. Alderman

Calgary Board of Education

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:

- R. T. Alderman is a grade 5 – 9 Science Program school with about 700 students.
- We have an engaged staff that create 10 field experiences for each of our students throughout the school year.
- Our parent association is engaged and invests financially in our school. They often contribute funds to support the purchase of various technology needs. They also invest in bringing awareness to digital citizenship and student well-being through parent and student presentations.
- In our school setting, the vast majority of students have personal mobile devices including cell phones and Wi-Fi enabled watches. For many students, they are acquiring these devices for the first time while at our school. As such, they are just learning about the responsibility of managing these devices.

Relevant evidence and data that informs our Digital Citizenship Plan:

- Through our school surveys, the majority of students have responded poorly to the question “I take care of myself by making sure I don’t have toon much screen time”.
- Through internal school tracking, we continue to have a few students struggling to meet the expectations regarding personal mobile devices. Additionally, we saw an increase in reporting of students using school devices to access games or install extensions that are game based on our school Chromebooks.
- We have a significant number of students that have Alberta Education special education codes
- We have a significant number of student devices. We have 10 different carts of devices available for teachers to book to use for instruction. These are booked at an average rate of 77% with some carts seeing a rate approaching 95%.

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
Long term goal #1 **Students will understand and be responsible in meeting the expectations regarding the appropriate use of both school-based devices and personal devices.**	I understand appropriate times and situations to use technology	Short term goal #1 Students will understand and meet the expectations of Personal Mobile Device use (AR 6008) with increasing success.	Decreased recorded number of students failing to comply with AR 6008 Greater student well-being through classroom engagement and stronger social connections	Parents: Informational email sent to all parents at the beginning of the year outlining expectations and consequences Students: Class discussions regarding expectations at the beginning of the year and after each school break (winter and spring) Staff: Consistently outline, reference and encourage students to meet expectations regarding Student Personal Mobile Devices.	School internal tracking document – Student Personal Mobile Device offenses PowerSchool Log Entries
		Short term goal #2 When using school-based technology such as Chromebooks, students will not use the technology to access gaming sites or add extensions that are focused on gaming	Decreased number of classroom incidents in which students are using school-based devices to access gaming platforms Greater student engagement in task completion when using school-based technology	Students: Class discussions regarding expectations at the beginning of the year and after each school break (winter and spring) Staff: Consistently outline, reference and encourage students to meet expectations	School internal tracking document – Inappropriate use of school technology PowerSchool Log Entries Fewer extension on student Chromebooks that are game related.

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
Long term goal #2 **Learners will develop skills using digital tools to support and enhance learning**	I leverage digital tools to learn, express my creativity and collaborate with others	Short term goal #1 All students will know how to use voice to text features on school Chromebooks	Students will have access to the correct tools at the right time to support them in their learning. There will be less stigma associated with students using assistive technology in the classroom	Staff will teach all students how to access the voice to text tool on the school Chromebooks Students will be invited and instructed on how to use the tool in their various classrooms.	Increased positive response to school surveys focused on use of assistive technology. More positive responses to student well-being as a result of less stigma.
		Short term goal #2 Select students will learn how to use the text to voice features on school Chromebooks.	Students will have access to the correct tools at the right time to support them in their learning. There will be less stigma associated with students using assistive technology in the classroom	Select staff will work with students to learn how to use this feature on our school Chromebooks Students will use the tool in their classrooms through teacher guidance.	Increased positive response to school surveys focused on use of assistive technology.
Long term goal #3 **Learners will self-monitor and reflect on technology use related to academic, social, and personal wellbeing**	I balance time online and offline to promote positive mental, emotional and physical well-being	Short term goal #1 Students will understand the prevalence of various types of technology use in their lives and increase their understanding of its positive and negative impacts in different contexts	Students will implement and reflect on technology use strategies in academic, social, and personal contexts	SWAT team will promote well-being actions to improve balance in student use of technology. Teachers to have discussions with students about technology use and well-being in different contexts, incorporating student voice	Through school survey results, students will indicate they have a better balance in the use of their technology. Greater social connection during less structured times such as recess and lunch