



Samuel W. Shaw Middle School

School Digital Citizenship Plan 2025-2026

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

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

Relevant contextual information about your school and School Development Plan:

- Diverse student population including 277 English as an Additional Language (EAL) learners, 179 SPED Cohort students, and 52 Indigenous Learners (Data Dashboard, August 2025).
- Our SDP has worked towards balance and interconnectedness within the CBE Indigenous Education Holistic Lifelong Learning Framework as a way to enhance the well-being within our student population.
- Our SDP School Goal from 2024-2025 states: "Fair and Equitable assessment will improve student achievement in holistic well-being and disciplinary literacy." (SDP, 2025)

Relevant evidence and data that informs your Digital Citizenship Plan:

- About your school
- About your school
- About your school

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 Learners will self-monitor ethical technology use.	Responsible - I understand and adhere to copyright and creative commons licensing - I understand how to make	Short term goal 1: Students will co-create norms and will outline the proper use of technology (including artificial intelligence for learning)	Students will follow school classroom norms outlining proper technology use. Students will use AI for learning and will not attempt to pass it off as their own.	Prior to the school year starting, teachers participated in Professional Learning focussed on AI in our classrooms to prepare for	More students share a deeper understanding about digital citizenship in the CBE Student Survey, 2025-2026.			

	<p>responsible decisions in the digital economy</p> <p>Safe</p> <p>-I know how to be safe online and create safe spaces for others in online communities</p> <p>- I know how to protect my personal information online</p>		<p>Students will reflect on what it means to be an 'independent' learner and how technology can empower students through ongoing, just-in-time learning.</p>	<p>meaningful conversations.</p> <p>Across subject areas, teachers will discuss the implications and expectations regarding AI with students.</p>	<p>Students will feel a sense of clarity and ownership regarding the use of emergent technologies in their learning.</p> <p>Students will not submit AI Generated work as their own.</p> <p>Students will develop work-cited lists and will reference sources.</p>			
		<p>Students will understand the potential negative short and long-term effects of social media.</p>	<p>Students will monitor their behaviour and the behaviours of others, seeking help when necessary.</p> <p>Students will refrain from sharing inappropriate pictures and messages with others.</p>	<p>Direct and intentional teaching through the Health curriculum, across all grades.</p> <p>Students in Computer Design will examine ethical use and implications of Social Media as part of their school work.</p> <p>Posters will be placed around the school reminding</p>	<p>Well-Being indicators will improve including "I have positive relationships with my friends and family" and "I treat people with the same respect online as I would face-to-face".</p> <p>Students are able to reflect and articulate their well-being related to their use of technology.</p>			

				<p>students of the Ministerial Order that cell phones are “Away for the Day”.</p> <p>Teachers will track violations of this order, administrators will engage in progressive discipline when individual students repeatedly do not follow expectations.</p>				
<p>Long term goal #2 Learners will select technologies that benefit their creativity and improve their learning outcomes.</p>	<p>Involved</p> <p>-I leverage digital tools to learn, express my creativity and collaborate with others</p> <p>-I use digital tools to identify problems and take action to find solutions</p> <p>-I enact positive change in my community through digital tools</p>	<p>Short term goal 1</p> <p>Students will leverage design skills across various platforms for interdisciplinary tasks (3d modelling, Adobe Creative Cloud software, Google Suite for Education).</p> <p>Students will be directly taught the</p>	<p>Expression of understanding will be through a variety of media (3d printing, posters, sublimation products, etc.).</p> <p>Teacher collaboration will increase as expertise is shared between grades and teams.</p>	<p>Students will have voice and choice in their activities, across all subjects.</p> <p>Students will select software and hardware based on task expectations and criteria.</p>	<p>The increase in engagement will lead to fewer behaviour management issues.</p> <p>Technology will be used in more complex ways.</p> <p>Student artifacts of learning will be increasingly creative.</p>			

		<p>ethical use of AI as a collaborator to take action and find solutions.</p> <p>Students will use software to build school Well-Being including to develop posters/advertisements for community-building events (Leadership), sporting events, and other events that are communal in nature.</p>	<p>Student engagement will increase.</p>					
		<p>Short term goal 2</p> <p>Students will responsibly enact the behaviours and competencies outlined within the CBE Digital Citizenship Competencies document. (Respectful, Informed, Involved, Balanced, Safe, Responsible).</p>	<p>Students will follow school and classroom norms resulting in positive experiences with technologies.</p>	<p>Direct teaching of wellness to students during health courses and as needed.</p> <p>Students will be assigned specific devices by their teachers. Teachers will share this list across their team.</p> <p>Carts will be available only to teams, so there</p>	<p>There will be fewer altercations with students sneaking technology during breaks.</p> <p>With ownership, fewer pieces of technology will be broken; saving our technology budget. This will allow us to purchase more technology for the school.</p>			

				<p>will be ownership of devices.</p> <p>Implications of social media will be discussed proactively and in response to issues that come up.</p> <p>The new cameras that are installed will help us to identify students who are skipping out of class to access social media.</p>				
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Next Steps & Focuses for the Coming School Year

- How might we maintain a unified understanding of Artificial Intelligence as we move forward into the next year? How does this fit into teachers' professional practice? What about student learning?
 - We welcomed an ATA presenter to teach the staff about the ethics, the shortcomings, and the use of AI as professionals for our learners. What did teachers come to understand from this presentation? What was missing?
 - How will teaching change with the emergence of AI in our spaces?
- How do we further reduce the damage of our computers? Students continue to pluck keys from the keyboards, break the screens, etc. How do we reduce that?
 - Teachers have assigned (and shared with their teams) who has ownership of which computer. Protocols are in place where if a student notices new damage, they are to report it immediately so we can investigate.
- How do we aide students in managing social media? Some students are demonstrating addictive tendencies, and some are engaging in cyber-bullying.
 - How do we reduce instances of cyberbullying? How do we help students who are addicted to social media and other technologies?

