

## Samuel W. Shaw Middle School

School Digital Citizenship Plan 2024-2025

This Digital Citizenship Plan has been developed in collaboration with the admin, teachers, and students of Samuel W. Shaw School. The following information and goals help to guide the school community around our plan to implement digital citizenship. These long-term goals are for the 2023-2024 school year and we will continue to 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:

- There are **820** students from grades 5 to 9, we further host the Paced Learning Program (PLP).
- Our learning spaces include SMART boards and other visual displays in order to promote shared learning. Each classroom also has access to bookable Chromebooks.
- We have a Design Lab that has additional Windows desktop computers.
- Students are expected to keep their cell phones in their lockers throughout the day, including at lunch and during nutrition break.
- All students and parents have been provided with a digital copy of the Admirable Use Policy; they are expected to review the document together in order to understand appropriate uses of technology and to identify what it means to be respectful, informed, involved, balanced, safe, and responsible with technology. The CBE Digital Citizenship Competencies have also been emailed to families.
- Our staff understand that the digital classroom is an extension of the physical classroom and utilize technologies appropriately to enhance teaching and learning.
- Our School Development Plan focuses on...
  - Our achievement goals are...
    - Fair and Equitable assessment will improve student achievement in holistic well-being and disciplinary literacy.
  - Our Instructional goals are...
    - Utilize high impact strategies for reading, vocabulary and word learning across all disciplines.

## Relevant evidence and data that informs your Digital Citizenship Plan:

• At Samuel W. Shaw a continual goal is for students to foster positive relationships within our building and community, as well as online spaces.

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
Students and parents/guardians will acknowledge the <b>Admirable Use</b>	Informed I am informed about how to best stay safe and to	Short Term 1: Students, teachers, and parents will review	Being informed will lead to deeper understanding of how to use	Teachers and administrators will proactively monitor and	We will examine pre and post surveys in order to see that	Emails were sent to parents at the beginning of the school year that		
	be <b>responsible</b>		technology safely	enforce the	students have an	contained the		

Policy for use of school technology.	when using technology.	the Admirable Use Policy.	and empathetically.  Stakeholders will come to understand our Cell Phone Use Policy and why it is important.	Admirable Use Policy and the norms established within the school.  Teachers and administrators will engage in conversations with students as 'teachable moments' when mistakes have been made.  Problem solving between students and with staff will be personalized based on the situation.	understanding of how to use technology in a respectful, informed, and safe manner.	Admirable Use Policy. This policy has been successfully used when discussing technology with students when intervention was required.	
		Short Term 2: Students will responsibly enact the behaviours and competencies outlined within the CBE Digital Citizenship Competencies document. (Respectful, Informed, Involved, Balanced, Safe, Responsible)	Students will follow school and classroom norms, resulting in positive experiences with technologies.	Direct teaching of wellness to students.  Students will be assigned specific devices. Their names will be displayed on the front of the devices.  The implications of social media will be discussed as current events	There will be fewer altercations with students sneaking technology into the classroom and using technologies inappropriately.  School technologies will break less frequently (screens, keyboard, mice	There have been very few altercations with cell-phone use in the school.  Teachers have been successfully noting individual student situations where they have been using phones in the school. This situation has progressed to	

				within Social Studies.  The competencies will be directly taught and reflected on during Computers/Desig n classes.	will last longer), as students begin to care for their devices more responsibly.  Surveys will reveal if students feel safe and respected through technologies.	interventions (cell phone to the office at the start of the day) very few times.	
Learners will select technologies that benefit their social/emotional well-being and learning effectiveness.	I understand that there are applications/techn ologies that are safe to use, and others that are dangerous.  I understand that I am involved in choosing applications/techn ologies to benefit my learning.	Students will have the opportunity to use technologies for learning new knowledge, skills, and attributes.	Students will use Windows Computers, Chromebooks, and iPads to follow passions and interests in learning.	Grade 5 and 6 students will cycle through technology design complimentary courses on Fridays, year- long.  Students will be provided with a complementary option to participate in a Technology and Design course.  Laptop Carts will be provided to subject-area specialists, grade 5, Grade 6, and the Paced Learning Program (PLP) program.	Students will become increasingly technologically proficient and will become involved in decisions about which software/hardwar e to use for various activities and purposes.  Students will take more responsibility/own ership in how they represent and express their understandings.  Informal 'sticker' surveys will take place where students can communicate their	Students are using Chromebooks for a number of purposes that benefit their learning including the creation of expressions of learning, reflections, written pieces, portfolios, to name a few.  Students in grade 5 and 6 have been taught how to log in on various devices.  Laptop carts have been deployed and are functioning well.	

th to te	Students will have the opportunities to use technologies for expression of their learning.  Students will use online and locall installed applications to create artifacts of learning. These include, but are not limited to: Presentations, visual poetry, research papers animations, code programs, Computer Aided Designs (CAD), Graphic Designs	be considered where there are multiple modes of expression (Embracing the Universal Design for Learning foundational beliefs).	understanding of the Digital Citizenship plan in a low-risk environment.  Student showcases, portfolios, and products will vary in type and tool chosen.  Tasks will include multiple entrance points and options for expression.	Students have developed 3d models, animations, and posters (through Adobe products) to express their learning.  Students are using sublimation and heat transfer vinyl to construct unique artifacts.		
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Next Steps & Focuses for the Coming School Year

How might we proactively engage with students, parents, and staff around the competencies? (Respectful, Informed, Involved, Balanced, Safe, Responsible use of technologies)

- o Weekly communication by administration to parents
- Regular updates and reminders to staff
- O Unified, clear, unambiguous expectations for technology use determined prior to the year beginning will help all teachers and students be on the "same page" when it comes to technology in the school.
- How might we build additional ownership of technologies so that students treat the hardware with more respect?
  - o Students will consistently be assigned a specific laptop. This creates an environment where students feel that they are responsible for the technology, and that they are sharing that responsibility with a small group of students.

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