

Elbow Park School

School Digital Citizenship Plan: 2025 – 2026



Relevant contextual information about your school and School Development Plan:

- K-6 school with access to technology both at school and at home
- Literacy goal focuses on functional writing skills that rely on critical thinking and researched information.

Relevant evidence and data that informs your Digital Citizenship Plan:

- Teachers note during PLC meetings, that students are quick to copy and paste from websites
- Teachers also note minimal student awareness regarding fact checking and citing references
- Student perception data (AEAS Oct 2024) highlights student concerns about belonging, being treated well and caring about each other

School Digital Citizenship Plan					Progress		
Long Term Goal (e.g. spanning 8-10 months)	Competency (may be chosen from the CBE DC Competencies)	Outcomes	Activities & Resources	Measures	December	January	June
Long term goal #1 Learners will effectively judge the authority and credibility of information posted on the Internet.	INFORMED: - I validate the accuracy of digital information and resources	Students are able to: - assess the credibility of a website or AI responses, based on specific criteria	K-3: - Break the Fake: What's in the Frame? Includes video, PPT and handout 4-6: Google's: Be Internet Awesome website has a game called Interland with 4 mini-games: - Reality River: Focuses on being "Internet Alert" by helping players identify phishing scams and distinguish between real and fake information online. - Use MediaSmarts "Break the Fake" to analyze claims. - use "Assessing website Credibility" activity (TC2) - use "credible website authorities" Activity A, B - use "website" pairs activity. Activity C - use credibility criteria checklist (p.10)	- Teacher observation during research tasks. - Student website analysis tasks. - Student reflections on how they choose sources. - Students will accurately cite references for content			

Long term goal #2 Learners will demonstrate respectful and inclusive behaviour while using digital tools	RESPECTFUL: I am respectful and inclusive in my words and actions I am open to multiple viewpoints and perspectives	Students will understand the consequences of their words and actions online Students will commit to demonstrating respectful and inclusive behaviour online	Students will investigate case studies of positive and negative online communication K-3: Google's: Be Internet Awesome website has a game called Interland with 4 mini-games: <ul style="list-style-type: none"> - Kind Kingdom: Teaches the importance of being "Internet Kind" by encouraging positive digital interactions and how to effectively block and report cyberbullies - Mindful Mountain: Promotes being "Internet Smart" by teaching users to be thoughtful about what they share online, with whom, and the potential consequences of oversharing personal information K-1: Cira online safety website : Printable worksheets 2-5: Zoe and Molly Online : Online Safety 4-6: Google's Interland: Be Internet Awesome website games: <ul style="list-style-type: none"> - Kind Kingdom - Mindful Mountain - Tower of Treasure: Aims to make users "Internet Strong" by emphasizing the need for strong, secure passwords using a mix of letters, numbers, and symbols to protect personal data and secrets 	Anecdotal teacher observations. Teachers will assess based on related Wellness Cusps.		
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Next Steps & Focuses for the Coming School Year:

- Notes to refer to when creating your next DC Plan
- Notes to refer to when creating your next DC Plan