Calgary Board
of Education

Dr. Martha Cohen School
School Digital Citizenship Plan 2025-26

Relevant contextual information about your school and School Development Plan:

- Diverse student population coming from the communities of Copperfield and New Brighton
  - Grade 6: 213 students in 8 classes
  - Grade 7: 229 students in 8 classes
  - Grade 8: 226 students in 7 classes
  - Grade 9: 236 students in 8 classes
- Student benefit from using technology for varied ways to demonstrate learning
  - Research
  - Projects
  - Robotics
  - Digital Printing
  - Apps
  - Artificial Intelligence (AI)
- Students have access to personal devices as required by teachers, otherwise devices such as cell phones are away for the day
- The school has access to many digital resources and supports
  - iPads
  - Chromebooks
  - Laptops: Mac and Acer
  - Cameras
  - Digital Printer
  - 3D Printer
  - Robotics

Relevant evidence and data that informs your Digital Citizenship Plan:

- CBE Student Survey Data indicates:
  - More opportunity to use technology for learning is an area of growth (Questions: "I treat people with the same respect online as I would face-to-face."
  - Students need support in balancing their screen time (Question: "I take care of myself by making sure I don't have too much screen time. (Screen time can include TV, computer, tablet, smart phone and more")
  - Anecdotal observations by staff also indicate a need to focus on the use of respectful and inclusive language.

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 technology use considering respect of others and personal well-being	**Balanced** I balance time online and offline to promote positive mental, emotional and physical well-being	**Short term goal 1** Students will create school and classroom norms outlining proper technology use etiquette during Chimera Time	Students will follow school and classroom norms outlining proper technology use etiquette Students will reflect on the effectiveness of the norms with teacher support, and make adjustments as needed.	Teachers to have discussions with students about reasonable technology etiquette at school, incorporating student voice using Health/Chimera Time and Circle time	School and classroom norms are co-created, and valued by students. Students feel a sense of ownership and voice in these norms (Pre- and post-surveys for students and staff).			
	I am respectful and inclusive in my words and actions		Students will understand and set personal goals to limit the use of screen time.	Review resources on Digital Citizenship Insite Pages Support from the Teaching and Learning with Technology Specialists as needed				
		Short term goal 2 Students will understand the importance of respectful and inclusive language.	Students will us respectful and inclusive language in the daily actions.	Direct teaching of wellness lessons related to technology and inclusive language during Chimera Time and as needed Review resources on Digital Citizenship Insite Pages	Number of parent communication and office referrals decrease.			

Long term goal #2 Learners will select and utilize digital tools that enhance creativity, problem-solving and collaboration	Involved I leverage digital tools to learn, express my creativity and collaborate with others I use digital tools to identify problems and take action to find solutions I enact positive change in my community through digital tools	Short term goal 1 Students will have the opportunity to participate in school based design and computer classes to build skills necessary for the digital world	Students and teachers will appreciate the potential of design tools to represent learning creatively and collaboratively	Students will navigate the design challenge (CTF) world to inform their design decisions	Increased intellectual engagement of students An increase in students using a greater variety of digital tools in more complex ways to create share and learning, such as Robotics and 3D printing			