Digital Citizenship Plan | 2026-2027

Forest Lawn High School

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:

- Students will have an improved sense of belonging and will increasingly feel welcomed and included at school.
- Technology-rich learning practices will help us reach our literacy targets in our School Development Plan.
- The percentage of students acquiring course credits towards high school completion will increase.

Relevant evidence and data that informs our Digital Citizenship Plan:

- Students citing where their online information comes from (Question: “If I use information I find online, I note where it came from.”)
- Discrepancy between behaviour in person and online (Question: “I communicate online the same way I do face-to-face.”)
- Students are reluctant to try new technology (Question: “When I learn about a new way to use school technology, I want to try it.”)

<table>
<tr><th>Long Term Goal</th><th>Competency</th><th>Short Term Goals</th><th>Outcomes</th><th>Activities & Resources</th><th>Measures</th></tr>
<tr><td rowspan="3">Long Term Goal #1
Learners will learn strategies and practices to help them use digital tools responsibly.</td><td rowspan="3">Informed
I validate the accuracy of digital information & resources.

Involved
I use digital tools to identify problems & take action to find and implement solutions.

Respectful
I am open to multiple viewpoints & perspectives.

Responsible
I understand how to make responsible decisions in the digital economy
I understand that anything I access, produce and post contributes to my digital presence</td><td>Short Term Goal #1
Students will learn appropriate ways to use digital tools to enhance their learning.</td><td>Students will gain a common understanding of what it means to use digital tools responsibly.</td><td>Lessons in CTS & CALM, & Humanities classes about how to use AI responsibly.
Students to use AI as a tool to enhance understanding.
Demonstrations of appropriate vs. inappropriate AI usage.</td><td rowspan="3">Anecdotal reporting of student AI usage in their assignments.
Pre-and-post surveys of student understanding of AI’s usage and implications.
Assessment of student understanding regarding the implications of online posts.
Anecdotal conversations with teachers regarding observed student behaviours.</td></tr>
<tr><td>Short Term Goal 2:
Students will learn how to conduct themselves appropriately while online.</td><td rowspan="2">Students will gain a common understanding of what a digital footprint is.
Students will gain an understanding of the impact the digital world has on the physical world.
Students will explore the positive and negative influence algorithms can have on the media they consume.</td><td rowspan="2">Lessons in CTS & CALM classes about people’s digital presence.
“The Internet is written in permanent marker” – discussions about the permanence of one’s digital creations.</td></tr>
<tr><td>Short Term Goal 3:
Students will gain an appreciation for the negative consequences of inappropriate digital conduct.</td></tr>
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<td rowspan="4">Long Term Goal #2:

Learners will use digital tools to acquire and evaluate information from a variety of sources</td>
<td rowspan="4">Informed
I validate the accuracy of digital information and resources.

I understand the consequences of spreading misinformation.

Involved
I leverage digital tools to learn, express creativity, and collaborate with others.

Safe
I know how to protect my personal information online.</td>
<td>Short Term Goal 1:
Students will learn strategies to evaluate the source and accuracy of the digital information they encounter</td>
<td>Students will gain a common understanding of what constitutes reliable online information.

Students will gain experience in discerning between trustworthy and untrustworthy online information.</td>
<td rowspan="4">Lessons in CTS, CALM, and Social Studies classes about evaluating online sources.

CBE Bullying Framework

Review resources on Digital Citizenship Insite Page

Lessons in CTS & CALM courses about digital presence and the impact our social media posts can have on other people.</td>
<td rowspan="4">Student perception of the data they encounter.

Pre-and-post surveys of student understandings of misinformation.

Anecdotal conversations with teachers regarding observed student behaviours.

Summative assessments built into the Digital Citizenship CALM modules.</td>
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<tr>
<td rowspan="3">Short Term Goal 2:
Students will learn what constitutes misinformation and how it is spread in digital environments.</td>
<td>Students will gain a common understanding of misinformation.</td>
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<td>Students will gain an understanding of the personal harms that can come from misinformation.</td>
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<td>Students will explore the positive and negative influence algorithms can have on the media they consume.</td>
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<td>Short Term goal #3
Students will learn strategies to safeguard their personally identifiable information online.</td>
<td>Students will examine appropriate and inappropriate scenarios to share PII.</td>
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Long term goal #3 Learners will develop healthy technology habits through self-regulation and boundary setting (e.g.,only using personal mobile devices [PMDs] at appropriate times during the school day).	**Balanced** I balance time online and offline to promote positive mental, emotional & physical well-being. I understand appropriate times and situations to use technology.	**Short Term Goal #1** Students will learn appropriate times to use PMDs.	Students will learn and abide by temporal PMD regulations.	[Ministerial Order #014/2024](#) *Standards for the Use of Personal Mobile Devices and Social Media in Schools*	Anecdotal conversations with teachers regarding observed student behaviours. Summative assessments built into the *Digital Citizenship* CALM modules.
		Short Term Goal #2 Student engagement with, and success in, their classes will increase.	Students will experience fewer learning distractions from their PMDs.		
			Reduced PMD distractions will reduce student cognitive load, increasing students' cognitive capacity available for learning.		
		Short Term Goal #3 Overall student well-being metrics will increase.	Providing PMD-free times and spaces will lead to greater opportunities for interpersonal interactions.		
			Interpersonal interactions will support improvements in overall student sense of well-being.		

Next Steps and Focuses for the Coming School Year

- Continuing rollout & feedback evaluation from the CALM *Digital Citizenship* modules.
- Continuing development of CALM *Digital Citizenship* modules with the goal of complete CBE Digital Citizenship Competency coverage.
- Continued focus on appropriate AI usage.
- Seeking synergistic arrangements to maximize authentic outcome coverage. ("How can we infuse Digital Citizenship into what the students are already doing?")
- What trends are we seeing coming out of the classroom that need to be addressed?
- What trends are we seeing coming out of informal student settings (ie: guidance, anecdotal conversations) that need to be addressed?
- What digital citizenship needs do our teachers identify? What can we do to address those needs?