



Hugh A. Bennett 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:

- Kindergarten to Grade 4 school, with two EES classes
- School Development Plan focus on increasing language comprehension (reading and listening)
- Majority of students are learning English as an Additional Language

Relevant evidence and data that informs your Digital Citizenship Plan:

- The "Circle of Gifts" is familiar language to students, and many can articulate what that looks like in the classroom.
- 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
Learners will apply the Circle of Gifts to their online presence and interactions	I am respectful and inclusive in my words and actions	Students will be able to identify and describe how the Circle of Gifts applies to their online behaviour (e.g., courage, compassion, respect, understanding)	Students know how to make respectful choices when interacting online and can explain how their online words and actions show kindness and inclusion.	Review the Circle of Gifts and what it looks like across contexts When teaching about the Circle of Gifts include digital examples	Students will be able to articulate how to apply the Circle of Gifts to their digital presence			
		Students will learn and practise using	Students demonstrate	Circle of Gifts-				

		positive, inclusive language in digital spaces (e.g., online classrooms, shared devices).	inclusive language during digital activities and can name examples of positive online behaviour.	Explicit lessons on what courage, compassion, respect and understand look like in online interactions,				
Learners will increase their understanding of healthy screen time habits, including recognizing when they need breaks, choosing offline activities, and understanding the effects of excessive screen use on well-being	I balance time online and offline to promote positive mental, emotional and physical well-being	Students will be able to articulate, in age-appropriate language, some of the effects of too much screen time (e.g., tired eyes, difficulty focusing, needing a movement break).	Students know the signs that they need a break and can name why balanced screen time is important for their bodies and brains.	Parent handouts available at interview times, School Council presentation on screen time, weekly memo section surrounding screen time, AHS handout	Students will be able to talk about how they balance on-screen and off-screen time			
		Students will be able to label screen time as “consumption” or “production” using child-friendly language (e.g., “watching” vs. “creating”).	Students can explain whether they are using a device to watch or to create and can make simple choices to balance both types of screen use.	PL with teacher to increase opportunities for using technology to create in the classroom	Teachers will be able to articulate the purpose of technology in their learning			

Next Steps & Focuses for the Coming School Year

