

Marion Carson School Digital Citizenship Plan 2025-2026

Relevant contextual information about your school and School Development Plan:

- K-6 school with a diverse population offering both a K-6 Community English Program and a K-4 Mandarin Bilingual Program.
- Student skills in Oral Language Development

Relevant evidence and data that informs your Digital Citizenship Plan:

- Students are early learners new to digital tools, with daily technology use in learning and a 3:1 student-to-technology ratio.
- Students utilize technology in meaningful ways to support their in-class learning, and to reinforce those learning concepts at home.

Marion Carson School Digital Citizenship Plan 2025-2026					
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
Long Term Goal 1: Learners will understand and actively apply strategies to protect their personal information in an evolving digital landscape.	Safe – I know how to protect my personal information and navigate online risks safely.	1. Students will learn advanced strategies for password creation, security, and management. 2. Students will explore the risks of oversharing personal information online, including on social media platforms.	• Grade 4-6 students will create strong passwords and learn about two-factor authentication. • K-3 students will focus on safe online behavior, learning to recognize when personal information is being requested.	• Introduction to multi-layered security (passwords + security questions + 2FA). • Interactive lessons on social media privacy settings and digital footprint awareness.	All Grade 2-6 students in the school will have a unique, secure password to access CBE network/technology.
Long Term Goal 2: Learners and teachers will develop proficiency in using digital tools to collaborate and solve complex problems.	Involved – I use digital tools to solve problems, express creativity, and work with others.	1. Students will use collaborative platforms (Google Classroom) to work on group projects. 2. Teachers will collaborate amongst and across grade teams to leverage professional development on integrating AI tools	• Students engage in real-world problem-solving projects using digital platforms.	• Introduction (K-2) and enhanced learning (3-6) of cloud and AI-assisted tools for students. • Offering teacher-led cross-graded workshops on cloud AI in education.	Increase in student advocacy for technology that aligns with the curricular task and learning needs. Increase in collaborative projects using digital tools. Increase in teacher repertoire of available tools.

Long Term Goal 3: Learners will achieve a healthy balance between screen time and physical, emotional, and social activities.	Balance – I manage my online time to support mental, physical, and emotional well-being.	Students will learn to self-regulate screen time through the use of digital wellness apps and daily timers.	• Students identify signs of digital fatigue and balance screen-based activities with offline ones.	• Weekly activities using digital wellness apps.	Enhance students' understanding of the importance of balancing online and offline activities to support their mental, emotional, and physical well-being.
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Next Steps for the School Year:

- Integrate effective and approved AI and wellness tools introduced to support curricular instruction
- Further develop the scope and sequence documents to include emerging technology and update training for teachers accordingly.

Technology Scope & Sequence

Skills	Suggested Application / Tool	K	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6
Access and Use of Information								
Recognize icons, manipulate technology	Google Drive, iPads, Chromebooks	I	R	A	A	A	A	A
Control with mouse or trackpad	iPads, Chromebooks	I	R	A	A	A	A	A
Take photos / videos	iPad Camera	I	R	A	A	A	A	A
Draw and create images	Google Drawings, Sketches	I	R	R	A	A	A	A
Digital Wellness and Balance								
Recognize digital fatigue	Digital wellness app (e.g., timers)	I	I	R	A	A	A	A
Manage screen time	Wellness apps and guided digital fatigue checks	I	I	I	R	A	A	A
Communicate online	Google Comments, Approved blogging apps		I	R	A	A	A	A
Collaborative project work	Google Docs, Slides		I	R	A	A	A	A
AI Tools for Creativity and Problem Solving								
Introduction to AI	Chatbot programs, coding apps				I	R	A	A
Explore AI in projects	Chatbot or coding-based projects					I	I	R
Data and Content Creation								
Respond / Fill out forms	Google Forms, Kahoot	I	R	R	A	A	A	A
Create Presentations	Google Slides, PowerPoint		I	R	A	A	A	A
Word Processing	Google Docs, MS Word		I	R	A	A	A	A
Save and submit assignments	Google Drive, AirDrop	I	R	R	A	A	A	A
Create and edit video	iMovie, Explain Everything		I	R	A	A	A	A
Data Representation and Analysis								
Create tables, charts, and graphs	Google Sheets, MS Excel				I	R	A	A
Use simple formulas	Google Sheets, MS Excel					I	R	A

Legend: I = Introduced, R = Reinforced, A = Applied