



Alternative High School

School Digital Citizenship Plan 2024-2025

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 <u>Digital Citizenship Plan insite page</u> 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:

- Alternative High School is a Unique Setting school where the majority of students (80%+) have a mental health profile. Many students also have learning challenges that require accommodations.
- Technology is regularly used by students and staff for communication and collaboration, to demonstrate understanding and to access learning (LMS and Inclusive Learning Tools such as Read/Write Google and Scribe pens).

Relevant evidence and data that informs your Digital Citizenship Plan:

- Teachers have identified that that student cell phone use has a negative impact on learning at times.
- Students have expressed concerns about phones being used in private spaces such as washrooms.
- Attendance is an issue that can become a barrier to success. (58% of Alti students have 20% or more absences)
- CBE Survey Data indicates:
 - There aren't any direct measures in OurSchool or CBE Student Survey for digital citizenship. We would like to add one question to our CBE Survey to address students comfort
 and safety levels with technology so we can measure our success. `

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
*Students will demonstrate balanced use of technology, specifically cell phones.	*I balance time online and offline to promote positive mental, emotional, and physical well being.	Short term goal 1 Staff will collaborate with student voice committee to design and implement a Cell Phone Policy for Students.	Student cell phone use in class for reasons other than learning will dramatically decrease Students will be more engaged in their learning, thus more successful.	AltiHS Cell Phone Policy Individual conversations with students regarding expectations around cell phone use.	Staff will report increased appropriate use of cell phones during instructional time			
	*I understand appropriate times and situations to use technology	Short term goal 2 Teachers will establish classroom expectations and routines to allow students to use their cell phones strategically to improve learning and well being.	Students will understand how their cell phone can help with learning. For example: planning/calendar Apps, speech to text, photos of notes, timers, breathing Apps, etc.	Mentor groups will have positive discussions around appropriate cell phone use. Mentors and teachers will help students to make positive decisions around cell phone use. When necessary, Mentors will remove phones during the school day.	Students will self report less anxiety and depression on the CBE survey. Students will demonstrate positive use of cell phones including using them for learning, for organization and for regulation.			

Long term goal #2	Responsible	Short term goal 1	Students will	Students will learn	Students will self-		
Long term goar #2	Kesponsible	Short term goar i	understand the	how to differentiate	report less anxiety		
*Students will	* I understand	Students will	impact of their words	between using	and depression on		
demonstrate	and adhere to	understand how to	and actions in an	ChatGPT as a	the CBE survey.		
responsible use of	copyright and	properly use and	on-line environment.	brainstorming tool	THE OBE Survey.		
technology	creative	cite sources when	On-line environment.	vs. Plagiarism.	Teachers will report		
technology	commons	writing	Students will	vs. Flagialisili.	fewer instances of		
	licensing	writing	understand how to	Students will learn	students not		
	licerising	Students will be	write in their own	how to use	properly citing		
	* I understand	careful when	authentic voice, and	ChatGPT as a	materials or using		
	that anything I	creating content to	to understand when	productive learning	Al to generate work		
	access,	publish anywhere	and how to cite	tool through	that is meant to be		
	produce and	online	sources to avoid	activities related to	original and		
	post	Offilitie	plagiarism	their classroom	demonstrate their		
	contributes to	Students will	piagiarisiti	learning.	learning		
	my digital	understand how to		learning.	Carriing		
	presence	use AI (artificial		Students will	Student		
	presence	intelligence) tools		understand the	communication		
		such as ChatGPT as		consequences to	skills improve; both		
		a powerful learning		themselves and	on-line and in-		
		tool		others when using	person.		
		1001		technology	person.		
				(particularly social			
				media).			
Long term goal #3	Involved	Short term goals	Students will	Students will use	Students'		
	voivou	onort torm godio	understand how to	D2L and Google as	confidence with		
*Students will use	*I leverage	Students will use	navigate an LMS to	learning tools in their	technology will		
technology as a	digital tools to	technology to	access learning,	classes.	improve.		
powerful tool in their	learn, express	enhance their	communicate,		'		
learning and their	my creativity	learning	submit work and	Students will know			
lives	and		access assessments	how to use			
	collaborate	Students will use		accessibility features			
	with others	technology as a tool	Students will be	on their phones,			
		to access their	familiar with	computers and			
	*I use digital	learning from	inclusive learning	through apps such			
	tools to identify	anywhere.	technology and	as Read/Write			
	problems and		know how and when	Google.			

Share information.	find solutions t *I enact positive change in my community through digital tools	Students will know how to use technology to find information, analyze it and/or say something about it. Students will whow to safely access services such as MyPass, job applications or government services in an online environment.	other learning related activities online.		
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