Digital Citizenship Plan | 2026-2027

Ernest Manning High School

Calgary Board of Education

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:

- Ernest Manning High School serves a diverse population of academically driven students
- High School achievement sits at 96% of the school population and 100% of Indigenous students completing High School after 3-years.
- Teachers continue to work on meaningful task-design and assessment that align with the Program of Studies, system outcomes, and the proficiency scale in order to ensure fair and equitable assessment practices.
- Technology regularly used by students for collaboration and demonstrating understanding

Relevant evidence and data that informs our Digital Citizenship Plan:

- Technology continues to be a valuable teaching tool and asset for learning be it for task completion or learning accomodations
- In light of technological advancements, academic integrity continues to be a driving factor for intentional and meaningful task design that provokes critical thinking
- 77.69% of students stated they “learn new ways to use technology at school”, as indicated in the 2025-26 CBE Survey
- 84.30% of students stated they “understand what Digital Citizenship means at my school”, as indicated in the 2025-26 CBE Survey
- 33.06% of students outlined they needed support with “checking that the information I access online is reliable”, as indicated on the 2025-26 CBE Survey

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
Long term goal #1 Learners will increase confidence in validating the accuracy of digital information and resources while using digital tools	I validate the accuracy of digital information and resources	Short term goal #1 Students will learn strategies for validating information through the guidance and support of their teachers in course-specific contexts	Students will feel more comfortable checking that the information they access online is reliable. Students will include accurate information acquired online in their assignments.	Review of classroom expectations when accessing technology will be shared with students on an ongoing basis Common Sense Education Resource for teachers to embed into their practice Ctrl-F; a Canadian resource with focus on evaluation of sources	Pre- and post-surveys CBE Student Survey Wellbeing questions
		Short term goal #2 Students will be able to apply validating information strategies in various course contexts	Students will have a repertoire of strategies and approaches to use when identifying and validating information in their assignments	Common Sense Education Resource for teachers to embed into their practice Media Smarts Resources for teachers to help guide conversation about information validation	Pre- and post-surveys CBE Student Survey Wellbeing questions Decline in AI use and an increase in accuracy of information used in assignments (anecdotal from teachers).
Long term goal #2 Learners will appropriately leverage digital tools to improve their learning, collaboration with others and expression of understanding.	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	Short term goal #1 Students will be introduced to various digital tools that can support their learning and be provided with opportunities to utilize them authentically in class	Students will become familiar in accessing various digital tools to support learning	KQED Teach teacher resources. Utilizing Adobe Express as a learning tool Access to Read&Write as a learning tool for all learners Collaborative and intentional team planning	Pre- and post-surveys CBE Student Survey Wellbeing questions

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
				Review resources on Digital Citizenship Insite Pages Support from the Teaching and Learning with Technology Specialists as needed	
		Short term goal #2 Depending on the learning context, students will be able to select a digital tool that can support the demonstration of their learning.	Students will confidently access supportive learning tools to support their learning	KQED Teach teacher resources Collaborative and intentional team planning	Pre- and post-surveys CBE Student Survey Wellbeing questions
Long term goal #3 Learners will self-monitor and reflect on technology use related to academic, social, and personal wellbeing	I balance time online and offline to promote positive mental, emotional and physical well-being I understand appropriate times and situations to use technology	Students will understand the prevalence of various types of technology use in their lives and increase their understanding of its positive and negative impacts in different contexts	Students will follow school and classroom norms for appropriate times and purposes for technology use Students will implement and reflect on technology use strategies in academic, social, and personal contexts	Teachers to have discussions with students about technology use and well-being in different contexts, incorporating student voice Teaching Digital Citizenship system PowerPoint Personal Mobile Devices and Social Media in Schools Review resources on Digital Citizenship Insite Pages	Students are able to reflect and articulate their well-being related to purposeful technology use in a variety of contexts