Digital Citizenship Plan | 2026-2027

Brentwood 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:

- Traditional Learning Centre (TLC)
- Kindergarten to grade 6 with 826 students as of October 31, 2026
- School Development Plan 2024-2027 focuses on improving student achievement in literacy and improving student experience of a welcoming, caring and inclusive learning community

Relevant evidence and data that informs our Digital Citizenship Plan:

- Mix of new and experienced staff members with varying degrees of comfort with technology
- STEM Learning Leader hired to build capacity on technology integration and Design Thinking
- Anecdotal evidence suggests that a high percentage of Div II students regularly engage with YouTube videos, online games such as Roblox, streaming services and social media access at home
- Div II students reporting increasing exposure and experimentation with AI tools with parents requesting feedback on how to navigate AI in relation to homework assignments

Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures
Long term goal #1 Students will develop age-appropriate skills to evaluate the accuracy and potential	Informed	Short term goal #1 Students will begin to question where digital information comes from and	Students identify the source of digital information	Access to STEM Learning Leader, CBE AI Guidelines, Media Smarts	Student work and/or discussions demonstrate the ability to identify where information comes from, with

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impact of digital information before sharing it.	I validate the accuracy of digital information and resources I understand the consequences of spreading misinformation	use age-appropriate strategies to assess its accuracy and reliability			support appropriate to grade level.
		Short term goal #2 Students will identify where digital information comes from and use age-appropriate strategies to assess its accuracy and reliability	Students recognize characteristics of reliable and unreliable information and can identify how misinformation may harm others	Access to STEM Learning Leader, CBE AI Guidelines, Media Smarts	Students use age-appropriate criteria to explain why information may or may not be trustworthy
		Short term goal #3 Students will consider the impact of digital information and use age-appropriate reasoning to decide whether to share it	Students make and explain decisions about how sharing digital content could either support or harm others	Access to STEM Learning Leader, CBE AI Guidelines, Media Smarts	Students explain whether they would share, verify, question, or seek help with a given example and provide an age-appropriate justification
Long term goal #2 Students will use digital tools to create authentic learning artifacts, collaborate effectively, and generate solutions that make a positive impact in their school and/or community	Involved 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 apply the design thinking process using digital tools to create artifacts that demonstrate their learning and communicate their ideas	Students will create digital artifacts that demonstrate their learning	Minecraft Education, Scratch, Tinkercad, 3D printing, Design Thinking protocols, robotics, Esports, access to Learning Leaders for support with STEM, Indigenous Education, and task design, parent conference sharing	Samples of student work clearly connect to learning outcomes

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	I enact positive change in my community through digital tools	Short term goal #2 Students will use digital tools to share ideas, contribute to group tasks, and provide constructive feedback to support collaborative learning	Students will use digital tools toward a shared learning goal	Google Workspace tools, Design Thinking protocols, Esports, Access to Learning Leaders for support with STEM, Indigenous Education, and task design, parent conference sharing	Student comments and/or peer feedback is constructive and moves the learning forward
		Short term goal #3 Students will use digital tools to investigate a real need in their school or community, develop a solution, and share their ideas for making a positive impact	Students identify a problem or need in their school or community	Design Thinking protocols, access to experts, field trip opportunities, parent conference sharing	Learning artifacts document research, idea development, and a proposed solution

Next Steps and Focuses for the Coming School Year

- Continued exploration of AI tools and how it impacts establishing validity of information
- Continued work with grade teams on developing a host of digital tools to represent learning