

Lord Beaverbrook High School

Digital Citizenship Plan 2025-26

The 2025-26 Lord Beaverbrook high school Digital Citizenship Plan outlines a plan of action highlighting strategies focused on meeting the technological needs of the Lord Beaverbrook High School Community. Included goals align with system policies and procedures associated with digital citizenship as well as local goals identified through collaborative consultation within the Lord Beaverbrook staff and students.

School Digital Citizenship Plan						Progress		
Long Term Goal	Competency	Short Term Goals	Outcomes	Activities & Resources	Measures	December	March	June
Long term goal #1 Learners will self- monitor technology use as part of their well-being plan.	Balanced I balance time online and offline to promote positive mental, emotional and physical wellbeing. I understand appropriate times and situations to use technology	Short term goal 1 Students will learn how to structure purposeful "offline" time.	Students will demonstrate a common understanding of how to disconnect and be offline while using this to inform how this impacts their mental, emotional and physical well-being.	Physical Education lessons on wellbeing, using the AR 6008 Student Personal Mobile Devices to support balance of online and offline time. Students will be provided with lockers in Physical Education where they can safely lock their device away. Students will have a common gym strip without pockets so that cell phones need to be locked away in lockers. Students will be introduced to personal wellness themes from the Physical Education program of studies.	System Data Set: CBE Student Survey Well-being & Results 5 Character questions. OurSCHOOL Well- Being Survey. Survey Local Data Set: Progressive student discipline data.			

				Student Wellbeing Framework AR 6008 Student Personal Mobile		
				Devices CBE Digital Citizenship Competencies		
		Short term goal 2	Students will understand the	Teacher supported social media safety	System Data Set:	
		Students will have an opportunity to explore the consequences their digital footprint	relationship between their online presence and their personal safety.	education through the CALM program of studies.	CBE Student Survey Well-being & Results 5 Character questions.	
		through the exploration of responsible, respectful and safe social media use.	Students will explore resources to support them and their understanding in this area.	Lessons on how to be a responsible digital citizen and the consequences of our actions in the	OurSCHOOL Well- Being Survey. Survey	
				digital world. Student Wellbeing Framework	Local Data Set: PowerSchool attendance data and assignment	
				CBE Bullying Framework Privacy Education	completion in CALM.	
Long term goal #2		Short term goal 1	Students will	for Kids: Office of the Privacy Commissioner of Canada	Local data	
Learners will appropriately	I leverage digital tools to learn, express creativity	Students will learn how to access and	demonstrate a common understanding of	In Social Studies and ELA students will take part in	measures:	

leverage digital tools to improve their learning, collaboration with others and expression of understanding. I use digital tools to identify problems and take action to find solutions. I understand appropriate times and situations to use technology. I understand and adhere to the copyright and creative commons licensing.	appropriately utilize school supported digital tools. Short term goal 2	how to find and cite digital sources. Students will demonstrate a common understanding of current copyright and creative commons licensing.	instruction and practice of how to find credible information online. Integration of educational technology specifically the use of D2L as a learning management system and Al detection software. Students will have multiple opportunities to generate academically appropriate citations to demonstrate competency in understanding current copyright and creative commons licensing. ISTE Standards for Students CBE Digital Citizenship Competencies	SS Al detection software: SS 10-1, 10-2, 20-1, Data collection points	
	Students will explore the ethical	demonstrate a common understanding of	Science the use of Al has become more prevalent and	measures:	

use of artificial intelligence to author code in Computer Science.	the accepted. Students will have multiple opportunities to use Al in ways that are responsible. ISTE Standards for Students CBE Digital Citizenship Competencies Computer Science specific assessment data via PowerSchool. Data collection points Term 1 Term 2 Term 3 Term 4	
--	--	--

School Development Plan Connections

- SDP Wellness To increase students' sense of connection, emotional regulation, resilience, and mental health indicators.
- SDP Learning Excellence Goal: With the implementation of Outcome-Based Assessment (OBA), we expect the total average credits earned by grade 10 students to increase from semester to semester, and year over year, as OBA enhances the likelihood of students succeeding in their classes.

School Based Digital Supports

- Technology regularly used by students and staff for teaching and learning purposes.
- Technology regularly used by students for collaboration and the demonstration of understanding.
- Students regularly use personal digital devices to engage in learning throughout the school day and at home.
- LBHS teachers and students work within the CBE learning management system D2L.
- LBHS supports independent computer labs, mobile computer labs, and a Digital Learning Commons.
- LBHS supports a school based Wi-Fi connection that provides free access and service to all students.
- LBHS utilizes a full-time Information Technology Specialist.

Data Connections: Identified data collection measures used to inform the creating and review of the 2025-26 Lord Beaverbrook Digital Citizenship Plan.

- CBE Student Survey Data Wellbeing & Character Questions
- OurSCHOOL Wellbeing Survey

Title & date Page | 5