

# Wood’s Homes Schools

## School Digital Citizenship Plan 2025-2026

**Relevant contextual information about your school and School Development Plan:**

- Specialized setting supporting students with complex mental health and learning needs.
- Short term and long-term programs with some students working on self-paced learning plans.
- Students require support with using technology for learning in appropriate ways.

**Relevant evidence and data that informs your Digital Citizenship Plan:**

- Reason for referral includes challenges with self-regulation especially during transitions.
- Students are working on developing skills to support executive functioning in learning and social environments.
- Transitioning from a laptop or iPad requires support with impulse inhibition, emotional control and flexibility.

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
Long term goal #1  Learners will self-monitor technology use considering respect for self (well-being) and others	Respectful  I can use strategies to use technology at school for learning.	Students will create school and classroom norms outlining proper use of technology for learning.	Students will follow school and classroom norms outlining proper use of technology for learning.	Teachers to have discussions with students about reasonable technology use.	School and classroom norms are co-created and valued by students  Students have a voice in selecting from a menu of preferred and approved technology choices.			

		Staff will provide strategies to support proper use of technology “first... then”, use of timers	Students will independently use strategies to support proper use of technology.	Teachers will add IPP goals connected to self-regulation as needed.	An increase in students using their self-regulation strategies independently.			
<b>Long term goal #2</b>  Learners will select and utilize digital tools that enhance creativity, problem-solving and collaboration	<b>Involved</b>  I leverage digital tools to learn, express my creativity and collaborate with others	Students will engage in design challenges using Minecraft, 3D Printer and/or CNC Machine.	Students will design and create a variety of products to represent their learning.	Teachers will co-create design challenges.  Students will choose from a variety of technology tools to demonstrate their learning.	Increased intellectual engagement of students.  An increase in students using a variety of digital tools in more complex ways.			

#### Next Steps & Focuses for the Coming School Year

- Continue to track progress through PLC 's work on task design.
- Review IPP self-regulation current learning and strategies.