



Marlborough School

School Digital Citizenship Plan 2025-26

Relevant contextual information about your school and School Development Plan:

- Roughly 300 students in grades K-5
- School Development Plan goal is focused on improving literacy outcomes (3-year plan), specifically writing (this year's plan)

Relevant evidence and data that informs your Digital Citizenship Plan:

- Student and parent/guardian feedback about student screen time
- Observations about student dysregulation when task-specific "screen time" (i.e., time completing work on a Chromebook) comes to an end

School Digital Citizenship Plan					
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
Students will understand that time spent online or on screens must be balanced with time spent offline to promote mental and physical health.	Balanced – I balance time online and offline to promote positive mental, emotional and physical well-being.	Learning will be planned in a way that balances online and offline learning opportunities.	Students will have access to both on-screen and offline learning opportunities during the school day.	CBE Digital Citizenship Competencies	How much time do students spend on screens at school each day (individually and as a group)?
		Students will develop non-screen-based strategies for self-regulation.	Each student will be able to articulate a strategy other than screen time for self-regulation.	Essential Elements of Digital Citizenship	Can each student identify a non-screen-based strategy for self-regulation?