

Long Term Goal (e.g. spann)	Competency (may be chosen from the CBE DC Competencies)	Short Term Goals (in support of the long term goal)	Outcomes	Activities & Resources	Measures	Progress November	Progress January	Progress June
<p>Long term goal #1</p> <p>Learners will self-monitor technology use considering respect of others and personal well-being</p>	<p>Responsible</p> <p>I understand and adhere to copyright and creative commons licensing</p> <p>I understand that anything I access, produce and post contributes to my digital presence</p> <p>I understand how to make responsible decisions in the digital economy</p>	<p>Short term goal 1</p> <p>Students will create school and classroom norms outlining proper technology use etiquette</p>	<p>Students will follow school and classroom norms outlining proper technology use etiquette</p> <p>Students will reflect on the effectiveness of the norms with teacher support, and make adjustments as needed</p>	<p>Teachers to have discussions with students about reasonable technology etiquette at school, incorporating student voice</p> <p>Review resources on Digital Citizenship Insite Pages</p> <p>Support from the Teaching and Learning with Technology Specialists as needed</p>	<p>School and classroom norms are co-created, and valued by students. Students feel a sense of ownership and voice in these norms (Pre- and post-surveys for students and staff).</p>			
<p>Long term goal #2</p> <p>Learners will select and utilize digital tools that enhance creativity, problem - solving, and</p>	<p>Involved</p> <p>I leverage digital tools to learn, express my creativity, and collaborate with others</p> <p>I use digital tools</p>	<p>Short term goal 2</p> <p>Students will have the opportunity to participate in Season 4 of CBE's Minecraft Design Challenge</p>	<p>Students and teachers will appreciate the potential of Minecraft as a digital tool to represent learning creatively and collaboratively</p>	<p>Teachers and students will learn the features of Minecraft Education Edition, including assessment tools</p>	<p>Increased intellectual engagement of students</p> <p>An increase in students using a greater variety of</p>			

collaboration	to identify problems and take action to find solutions I enact positive change in my community through digital tools			Students will navigate the design challenge world to inform their design decisions Students will build designs and record a persuasive argument for consideration by City of Calgary representatives	digital tools in more complex ways to create, share, and learn, such as Minecraft.			
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