



PRINCIPAL'S PAGE

September 8, 2021

Dear Parents and Guardians:

Please read the information regarding important school events and activities.

Parent Nite is Thursday, Sept. 9 at 7pm

Since there is no practical way to start with everyone in the gym, the following plan will be in place:

- Organizations and the Book Fair will be in the Gym
- I will be in the Lobby greeting families as they come in. Please remember that everyone is expected to wear masks while in the building.
- Sessions will be 20 minutes and will be in classrooms, except for 5th and 6th grade, which will be in the Lunchroom.
 - There will be 4 sessions. This allows parents with multiple students to visit each room.

7:00-7:20

7:20-7:40

7:40-8:00

8:00-8:20

- Teachers will close their doors when the rooms are full so that rooms are not overcrowded. We are maintaining a 3 foot distance between parents during presentations.
 - Parents are encouraged to visit the organizations in the gym if a room is full.
 - They can then attend the next session.

Spirit Wear Sale

St. Celestine School is holding an on-line Spirit Wear sale from now until Sept. 18. Please follow this link (<https://stcelestineapparel.lafgrp.com/>) to see options, including a SCS t-shirt designed by 8th grader Jenny T. Throughout the year, SCS will be having Spirit Wear days when kids can wear their SCS gear.

COVID Test Guidelines

Please read the guidance from the Archdiocese regarding allowable test results for travel and in instances where a child is experiencing COVID symptoms.

Allowable tests include PCR, rapid, and saliva tests taken in a pharmacy, urgent care, doctors office, etc. Home-based tests are not acceptable to avoid quarantine as schools are unable to verify the test was administered correctly or whom took the test.

Parents are asked to provide written negative test results, which will be kept on file. A doctor's differential diagnosis in writing is also very helpful to the school, particularly when the student has allergies or other symptoms that may present as COVID-like symptoms.

The school is doing everything it can to keep its students safe and healthy. We appreciate your collaboration and support in this process.

Blessings,
Sheila M. Klich
Principal



DIGITAL CITIZENSHIP COMMON SENSE MEDIA

Students at St. Celestine are learning about the six pillars of Digital Citizenship leading up to Digital Citizenship Week on October 18-22. We are learning about 1) relationships and communication, 2) cyberbullying, 3) media balance and well-being, 4) privacy and security, 5) digital footprints and identity, and 6) news and media literacy.

Attached to this letter, I would like to share an article about how the rules of being a good digital citizenship align closely with being a responsible citizen in the world.

Also, please take some time and access the parent portal on the Common Sense Media website. It is a great resource for parents to stay current on internet safety. I have provided the link below which you may also access through the St. Celestine website in the school tab under 1:1 technology integration.

<https://www.commonsensemedia.org/>

Thank you,

Sheila M. Klich, Principal
Cindy Gallagher, Technology Director
St. Celestine School

9 Rules For Digital Citizenship by TeachThought Staff

Are there 'rules' for digital citizenship? And how are they unique from non-digital, 'local' citizenship?

These are the questions the fine folks at [ISTE](#) tackled in the follow infographic that seeks to clarify 'norms' for citizenship in the digital age. We've offered a [definition for digital citizenship](#) in the past, and this graphic takes that idea and adds general advice for what this might look like in action. ISTE explains, "Many of the hallmarks of any good citizen—from being respectful and responsible to doing what's right—are key elements of digital citizenship as well. But students must learn how to apply these tried and true qualities to the realities of the digital age." While some of the rules may be a bit over-general (7. A good citizen upholds basic human rights...) or curious in topic (6. A good citizen spends and manages money responsibly...), as practical examples of a vague idea, they work well.

As the graphic indicates, digital citizenship is a specific kind of general citizenship—citizenship extended into digital spaces. A good person using common sense is a good person using common sense online or off, yes? But websites and social media channels are sufficiently unique to offer different challenges (e.g., anonymity) and opportunities (e.g., scale) compared to 'real life' that *specifically digital thinking* is important.

You can check out ISTE's original post sharing this graphic [on their site](#).

9 Rules For Digital Citizenship:

1. A good citizen advocates for equal human rights for all.
2. A good citizen treats others courteously and never bullies.
3. A good citizen does not damage property.
4. A good citizen communicates clearly, respectfully, and with empathy.
5. A good citizen actively pursues an education and develops habits for lifelong learning.
6. A good citizen spends and manages money responsibly.
7. A good citizen upholds basic human rights of privacy, freedom of speech, etc.
8. A good citizen protects self and others from harm.
9. A good citizen proactively promotes their own physical and mental health.

CITIZENSHIP IN THE DIGITAL AGE

Many of the hallmarks of any good citizen — from being respectful and responsible to doing what's right — are key elements of digital citizenship as well. But students must learn how to apply these tried and true qualities to the realities of the digital age.

A GOOD CITIZEN...

A GOOD DIGITAL CITIZEN...

1 Advocates for equal human rights for all.

Advocates for equal digital rights and access for all.

U.S. citizens with internet access at home:



2 Treats others courteously and never bullies.

Treats others with respect in online spaces and never cyberbullies.



88% of social media-using teens have witnessed someone being mean or cruel.

3 Does not steal or damage others' property or persons.

Does not steal or damage others' digital work, identity or property.



The average teen's media player contains **800** illegally downloaded or shared songs.

4 Communicates clearly, respectfully and with empathy.

Makes appropriate decisions when communicating through a variety of digital channels.

SIX MILLION teens report that they have received sexually suggestive images from someone they know.

5 Actively pursues an education and develops habits for lifelong learning.

Uses digital tools to advance their learning and keeps up with changing technologies.

Working Americans who use digital tools on the job:



6 Spends and manages money responsibly.

Makes responsible online purchasing decisions and protects their payment information.



A typical teen reports having lost an average of **\$400** to cybercrime.

7 Upholds basic human rights of privacy, freedom of speech, etc.

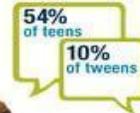
Upholds basic human rights in all digital forums.

26% of U.S. high school teachers believe websites should not publish freely without "government approval."

CENSORED

8 Protects self and others from harm.

Protects personal information from outside forces that might cause harm.



frequently have private online conversations with strangers.

9 Proactively promotes their own physical and mental health.

Proactively limits health risks of technology, from physical to psychological.



8% of youth ages 8-18 are addicted to video games.