



Involves actively engaging with cultural, environmental, political or economic systems. Students acknowledge First Nations, Metis, Inuit, Francophone or other perspectives when taking action on local or global issues. They advocate for the dignity and well-being of individuals and communities. Students value equity and diversity, and believe in their capacity to make a difference.

Alberta students:

Acknowledge, advocate, take action, consider perspectives, and evaluate impact

Alberta students value:

Engagement, dignity, diversity, equity, healthy communities, and responsible citizenship

CULTURAL AND GLOBAL CITIZENSHIP INDICATORS:

- ✓ **Considering diverse perspectives when examining interactions between cultural, environmental, political or economic systems, and communities**
- ✓ **Analyzing various ways in which decisions are made within cultural, environmental, political or economic systems**
- ✓ **Demonstrating responsible citizenship through actions that contribute to healthy and sustainable communities**
- ✓ **Evaluating the impact of decisions or actions on the dignity and well-being of individuals or communities**
- ✓ **Valuing equity and diversity and believing in the capacity to make a difference**

DEVELOPING STUDENTS AS CULTURAL AND GLOBAL CITIZENS:

Teachers design learning opportunities in which students ...

- explore and appreciate diverse people, values, cultures, perspectives and systems.
- examine the complex interrelationship of societal, environmental, political and economic factors and how these influence decision making.
- take advantage of authentic opportunities to be good citizens and support individuals, groups and causes.
- connect with community experts, leaders and elders to explore truths, enrich understandings and seek guidance for action projects.
- lead projects, champion others, foster well-being, protect rights and promote equity.
- evaluate the impact of their views, actions and initiatives.
- use technology to facilitate projects and connect to a broader, global community.

