



# Learning areas - Australian curriculum



This activity has been designed for students aged 8-10 years.

It can be run with older students where appropriate.

This activity supports learning in the following areas of the Australian curriculum:

- \* Health and Physical Education
- \* Digital technologies



**TARGET**Age group

8-10 YRS



**LESSON**Duration

35-45min

## **LEARNING OBJECTIVES**

By the end of this activity students will be able to:

- \* Identify what personal information is safe to put online
- \* Describe and use strategies in situations where they feel uncomfortable or unsafe online
- \* Recognise that people they meet online may pretend to be someone else
- \* Seek assistance if things go wrong online

# Cybersmart Detectives - Completing the activity



**PART 1 -** Cybersmart Detectives video



20-25 minutes

(including class discussion during the video) esafety.gov.au/cybersmartdetectives



PART 2 - Post activity lesson



30 minutes

This is designed to reinforce messages in the video and can be completed immediately after the video presentation or as a follow up/separate lesson.

esafety.gov.au/cybersmartdetectives

#### **BEFORE YOU START**

The activity is designed to run on all media including desktop computers, tablets or electronic whiteboards. You will need access to the internet to play the video. It is advised to view the video in full before running the activity with your students. The video runs for approximately 10 minutes.

# Cybersmart Detectives - Teacher's guide

### THE VIDEO

The video is a teacher-led activity so it is best viewed on a large screen or electronic white board. The teacher stops the video at the pause break (or whenever you feel necessary) and facilitates the class discussion.

# The video has 3 discussion breaks:

- 1. What could happen if you post personal details online?
- 2. How would you help someone in this situation?
- 3. Do you think Kel could be lying about who he is?

# **END VIDEO** - Discussion break

Possible questions to ask once the video is finished:

- \* How could this situation have been avoided?
- \* What are some rules for Sarah for staying safe online
- \* Do you have rules at home about using the internet? If so, what are they?

### AN ADDITIONAL RESOURCE

A second activity in this series is Cybersmart Hero. This activity introduces the concept of cyberbullying and how to be a positive bystander in a cyberbullying situation.

## CERTIFICATE

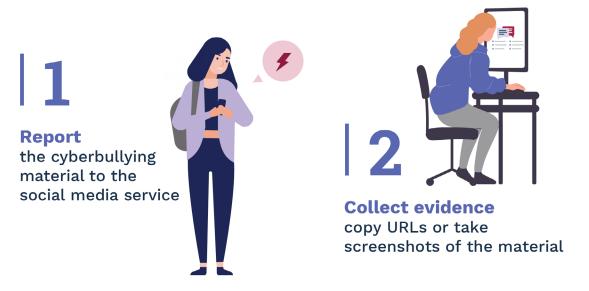
You also can download a Certificate of Participation to pass onto students that have completed the activity.

## **BEING SAFE ONLINE:**

- **1.** Be careful not everything people say online will be the truth.
- 2. Check first don't give out any personal details unless you check.
- **3.** Don't stay leave a site or game if someone is rude or offensive or makes you feel unsafe.
- 4. Help offer to help someone that's being cyberbullied.
- 5. Report if someone is being mean on the internet or mobile phone.
- 6. Tell If you feel something is wrong when you are online.
- **7.** Don't meet never meet anyone in person you haven't met before.



# How to report cyberbullying material



If the content is not removed within 48 hours apply steps 3 and 4



If you are in immediate danger, **call 000** (triple zero)
If you need to talk to someone, visit kidshelpline.com.au or call them on **1800 55 1800**, 24 hours a day 7 days a week





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