

Activities for students to take the lead in online safety

Year 4 to 8

eSafety Toolkit for Schools

Creating safer online environments

This resource provides range of activities to empower students across all year levels to help cultivate safe online environments. It has been adapted with permission from the Australian Education Authorities' website [Bullying. No Way!](#). It draws extensively from Meaningful Student Involvement: Guide to Students as Partners in School Change.*

Students play a central role in creating and maintaining a safe online environment at their school and within their community. It is important to create opportunities for young people to participate, and be involved, in this process in ways that are authentic and resonate well with them. This gives students confidence that their views are respected and their voices are being heard.

*Fletcher. (2015). Meaningful Student Involvement: Guide to Students as Partners in School Change.

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Important note

Prior to using the suggested activities, it's important to consider how suitable these are for your school and the students' age/stage. Carefully consider wellbeing, confidentiality, privacy and disclosure of personal information and ensure appropriate safeguards are in place. Avoid activities such as roleplays if there are students currently experiencing online safety issues in your class. Schools are encouraged to have appropriate processes and support services in place for managing student disclosures.

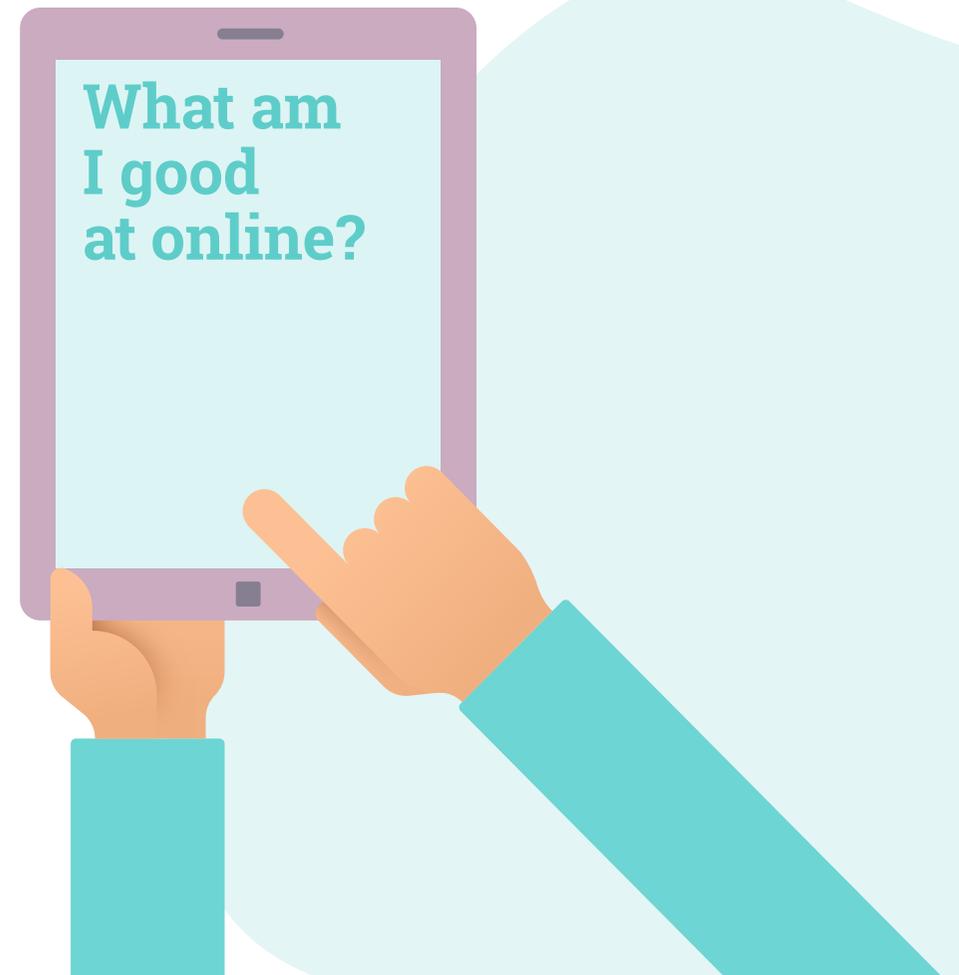
The activities link to a range of useful websites and eSafety resources that teachers can use. Teachers may also deliver or tailor activities designed for other age ranges, depending on the needs of their students.

Students can lead in online safety:

Young people have many strengths and skills that can be called on as they take the lead in online safety. It is important to consider these skills when tailoring approaches to engage with young people in the school community.

To start, consider asking students the following questions:

- What are you good at online?
- What do you enjoy most about being online?
- What things make you feel unsafe online?
- How can you help your friends to stay safe online?
- What issues and challenges do you see online?
- How do you suggest these might be addressed?



Students involved in online safety can be...



Planners



Students can plan activities and lessons to ensure they know what, how and why they are learning certain concepts and skills.

- **ACTIVITY:** Plan an eSafety events calendar that highlights days throughout the year when online safety messages can be delivered to complement ongoing online safety education.
- **ACTIVITY:** Plan a class activity for Safer Internet Day, such as an online safety poetry competition, debate, costume competition or storybook writing. [ACHASSI133](#)

Researchers



Students can research their school community to understand shared experiences and trends in order to produce meaningful solutions.

- **ACTIVITY:** Survey family members and other students about how they stay safe online and how they might react in an unsafe situation. [ACPPS058](#)
- **ACTIVITY:** Research what a digital reputation is and suggest ways to leave a positive digital footprint. [ACHASSI130](#)

Teachers & Mentors



Students can teach and support others as a way to strengthen learning and help teachers to understand their perspectives.

- **ACTIVITY:** Create a class video or website that teaches what appropriate and inappropriate online behaviours and technology use look, sound and feel like — and ways to respond. [ACAMAM064](#)
- **ACTIVITY:** Mentor other students by showing them privacy settings and how to report online bullying. Use the [eSafety Guide](#) as a prompt. [ACPPS055](#)

Evaluators



Students can undertake and deliver purposeful reflections on learning and behaviour.

- **ACTIVITY:** Discuss and evaluate a character's behaviour in an online situation. Use the [Cybersmart Challenge](#) or the [Be Deadly Online resources](#) as a prompt.
- **ACTIVITY:** Evaluate the impact that gaming or social media use has had on their lives and their peers (include positives and negatives). [ACPPS057](#)

Decision makers



Students can partner with school staff to make decisions on a range of issues that affect them, from lesson content to class activities and school policies.

- **ACTIVITY:** Decide how the school will celebrate the National Day of Action against Bullying and Violence and how online safety can be promoted through this.
- **ACTIVITY:** Decide on a set of class/year group/school rules that promote online safety. [ACHASSK147](#)

Advocates



Students can raise issues and come up with solutions to affect change within communities.

- **ACTIVITY:** Create an online safety advertising campaign for different audiences such as peers/ teachers or parents. [ACAMAM063](#)
- **ACTIVITY:** Contribute to the school newsletter or website with tips and strategies about staying safe online. Use real world examples of apps that are popular with students. [ACAMAM063](#)
- **ACTIVITY:** Create a short story, clip, film or webcast to promote online safety behaviours. View the [Cybersmart Challenge](#) or [Be Deadly Online](#) resources as a prompt.