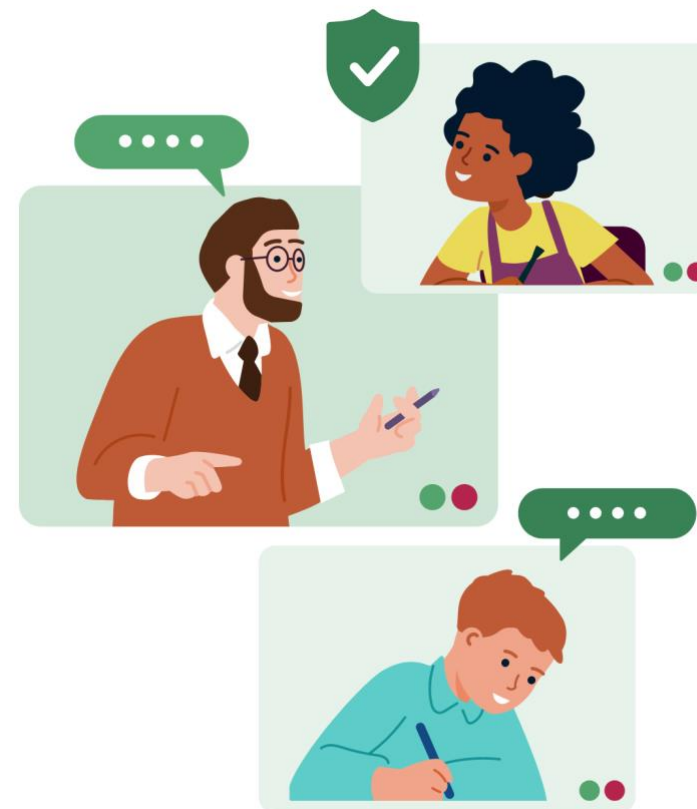




Activities for students to take the lead in online safety

Foundation to Year 3



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Why was this guide produced?

This resource provides a range of activities to empower students in Foundation to Year 3 to help cultivate safer and more positive online environments.

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 children and young people to participate and be involved in this process in ways that are authentic and meaningful to them. This reinforces for students that their views are respected, their experiences are acknowledged, and their voices are being heard.

Important note

Before using these activities, it's important to consider how suitable these are for your school and your students. Carefully consider their maturity, wellbeing, online experiences and challenges. For example, avoid activities such as roleplays if there are students experiencing online safety issues in your class. Consider the potential for student disclosures of harm and ensure you are prepared with appropriate safeguards in place. Follow school and/or education sector policies and procedures for responding to student disclosures. Remember your child protection training. It can be helpful here too.

The activities link to a range of eSafety classroom resources for teachers to use. Based on student needs, teachers may also consider using and adapting activities designed for other age ranges in [Engage resources](#).

Students can lead in online safety

In the Australian Curriculum, online safety education can be taught most explicitly in the learning areas of: Health and Physical Education, Digital Technologies and The Arts, especially Media Arts. Online safety can also be addressed holistically in the general capabilities: Digital Literacy, Personal and Social capability, Critical and Creative Thinking, Ethical Understanding, and Intercultural Understanding. We recommend exploring [ACARA's Curriculum Connection for online safety](#) for more detail on integrating online safety across the curriculum.

eSafety's [Best Practice Framework for Online Safety Education](#) and accompanying [professional learning videos](#) provide examples of how to integrate effective practices.

Children and young people have many strengths that can be used in online safety education. Begin with the idea that students can be active participants in shaping their own learning and progress to co-designing learning activities with them.

To start, consider asking students the following questions.

- What are all the things you like to do online?
- What do you like most about being online? Why is that?
- What do you like least about being online? Why?
- What kinds of things can make students of your age feel uncertain, uncomfortable or unsafe online?
- What are some things that children and young people can do to stay safer online?

Students involved in online safety can be...

Planners

Students can plan activities and lessons to ensure they know why and how they are learning about certain concepts and practicing specific skills.

- **ACTIVITY:** Help their teacher plan a class event for families – for example, to mark [Safer Internet Day](#) – that focuses on what students of their age can do to help themselves and others feel safer online.
- **ACTIVITY:** Co-create an [Online Safety Classroom Agreement](#) that defines, highlights and encourages safer and respectful online behaviours. Create a personal online safety plan, using eSafety's [classroom resources](#).

Evaluators

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

- **ACTIVITY:** Use the [Mighty Heroes](#) resource as a prompt to discuss a character's behaviour in an online situation. Do this at intervals for the different characters. Build the characters and their behaviours into everyday classroom activities.
- **ACTIVITY:** As a class, read children's picture books with online themes for example [Let's talk about being safe online](#). Discuss online scenarios from these stories and possible reactions. Evaluate which reaction is appropriate. Try this as a 'what if' activity and enable students to suggest and evaluate alternatives.

Researchers

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

- **ACTIVITY:** With a teacher, brainstorm words that represent a safe and inclusive online environment (for example, respect, kindness, empathy) and create a word wall.
- **ACTIVITY:** Interview a family member about what online safety means to them and share findings with the class.

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 on a class mascot for [Safer Internet Day](#), the [Bullying No Way Week](#), or [Child Protection Week](#) and develop key messages the mascot will promote.
- **ACTIVITY:** Co-create a decision-making wheel to help with different online challenges. For example, someone asks me for my password or passphrase – should I share it? (Yes/No/Depends).

Teachers and Mentors

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

- **ACTIVITY:** Explain to new students the class rules about appropriate and inappropriate online behaviours and device use.
- **ACTIVITY:** As a class, create an online safety booklet to teach parents/carers how to keep themselves safer online, including topics like password sharing and safer content.

Advocates

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

- **ACTIVITY:** Contribute to school assemblies, year group meetings and newsletters with tips and strategies for being inclusive and respectful of other students, both online and offline.
- **ACTIVITY:** Encourage students to sign a pledge or design a [Online safety classroom agreement](#) – taking a stand to create a respectful online world.