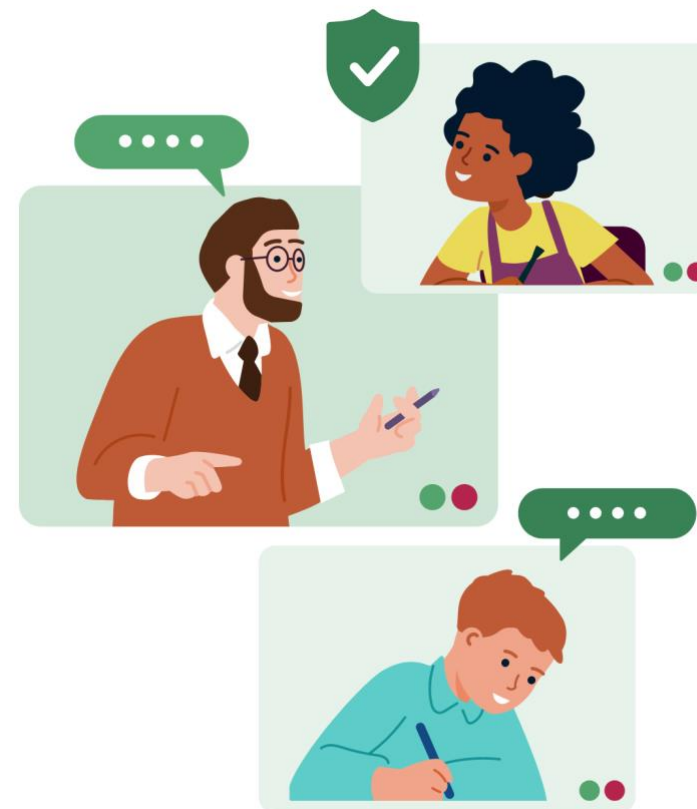




Activities for students to take the lead in online safety

Year 4 to 8



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Why was this guide produced?

This resource provides a range of activities to empower students in Year 4 to 8 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. Instead, use other strategies. 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, show genuine interest and consider asking students the following open-ended questions.

- What are your top five favourite things to do online?
- What do you enjoy most about being online?
- What kinds of things make students of your age feel uncertain, uncomfortable, or unsafe online? How do you know?
- How do students of your age help each other to stay safe online?
- What issues and challenges might students of your age face 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 why and how they are learning about certain concepts and practicing specific 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. Students can design posters for display on school electronic noticeboards (perhaps use eSafety's [posters and conversation starters](#) as examples).
- **ACTIVITY:** Plan a class activity for [Safer Internet Day](#), such as an online safety poetry-slam competition, poster display, debate, costume competition or storybook/graphic novel writing. Collaborate with the school librarian to curate a selection of age-appropriate books with online themes.

Evaluators

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

- **ACTIVITY:** Discuss and evaluate behaviour in an online situation. Access eSafety's [classroom resources](#) for support.
- **ACTIVITY:** Evaluate the impact that gaming has had on their lives and their peers (include positives and negatives). Teachers can read up on young people and gaming at eSafety [Gaming](#).

Researchers

Students can research their school community to understand shared experiences and trends 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.
- **ACTIVITY:** Research what a digital reputation is and suggest ways to leave a positive digital footprint. Teachers can read up on this with eSafety's resources here: [Protecting your personally identifiable information](#).

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 [Bullying No Way Week](#) and how online safety can be promoted throughout the week.
- **ACTIVITY:** Decide on the format and content for an [online safety classroom agreement](#). Have students collect examples of online safety agreements, including from eSafety

Teachers and Mentors

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

- **ACTIVITY:** Create a class video that teaches what appropriate online behaviours and technology use look, sound and feel like – and ways to respond.
- **ACTIVITY:** Mentor other students by showing them privacy settings and how to report cyberbullying. Use [The eSafety Guide](#) as a prompt. First make sure that mentors have requisite knowledge and skills to pass on to mentees.

Advocates

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

- **ACTIVITY:** Create an online safety advertising campaign for a specific audience (for example: peers, parents/carers, older adults, or teachers)
- **ACTIVITY:** Contribute to the school newsletter or website with tips and strategies for families to stay safer online. For students under 16, teachers will need to check for any apps or platforms included in the social media minimum age legislation.
- **ACTIVITY:** Create a podcast, video short, or live performance to promote online safety behaviours.