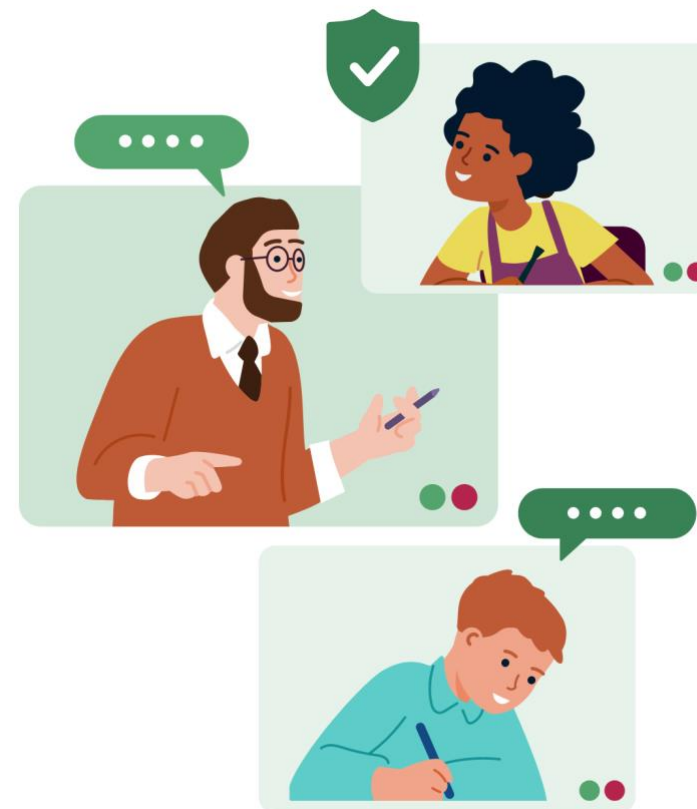




Activities for students to take the lead in online safety

Year 9 to 12



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Why was this guide produced?

This resource provides a range of activities to empower students in Year 9 to 12 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 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 five favourite things to do online?
- What do you enjoy most and least about being online?
- What are some examples of things that young people your age do to create and maintain inclusive, positive and safe online spaces?
- What issues and challenges do you think young people of your age face online? In what ways has this changed over time?
- What are the rewards or benefits of being online for young people of your age?
- What broader social inequalities in society might affect how young people engage 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:** Encourage students to explore the [Australian Curriculum](#) website or use relevant state/territory curriculum documents to locate opportunities to learn about online safety for their year level. Consider co-designing lesson plans on topics of interest with students.
- **ACTIVITY:** Create an online safety action plan for the school community. Use [The YeS Project](#) as a prompt.

Evaluators

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

- **ACTIVITY:** Analyse a character's behaviour in an online situation. Use eSafety's [classroom resources](#) to support this activity.
- **ACTIVITY:** Evaluate the use and impact of daily technology and media in people's lives and identify areas for change. Teachers can read up on technology trends and issues by scanning eSafety's [advisories and blogposts](#).

Researchers

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

- **ACTIVITY:** Identify and evaluate laws related to online safety and critically assess the most effective ways to respond and prevent online harm. Use the [eSafety](#) and [Youth Law Australia](#) websites as a prompt.
- **ACTIVITY:** Using a problem-solving approach, research what to do if they, or someone they know, is being targeted online. This could include [reporting to the eSafety Commissioner](#) and using [support services](#). Use the [eSafety](#) website as a prompt.

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:** Work with teachers and existing school policies and procedures to create a new or updated Acceptable Use Policy for the whole school community. Use [The YeS Project](#) as a prompt.
- **ACTIVITY:** Decide where students stand on inclusion and exclusion online and what they can do to influence for a safer and more positive world. Use [The YeS Project](#) as a prompt.

Teachers and Mentors

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

- **ACTIVITY:** Create an online safety quiz or bingo game for younger students.
- **ACTIVITY:** Create a list of ideas for supporting friends who experience online abuse and suggest online spaces where this could be published. Consider production elements that would appeal to young people of their age.

Advocates

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

- **ACTIVITY:** Identify an online issue about which students can act. Identify high quality sources of information about how such issues can be addressed.
- **ACTIVITY:** Facilitate a workshop with adults from the school community to develop a manifesto for the online world they want. Use eSafety's [Safety by Design Vision for young people](#) as a prompt.