## Illustration of Practice

## Cyber Safety



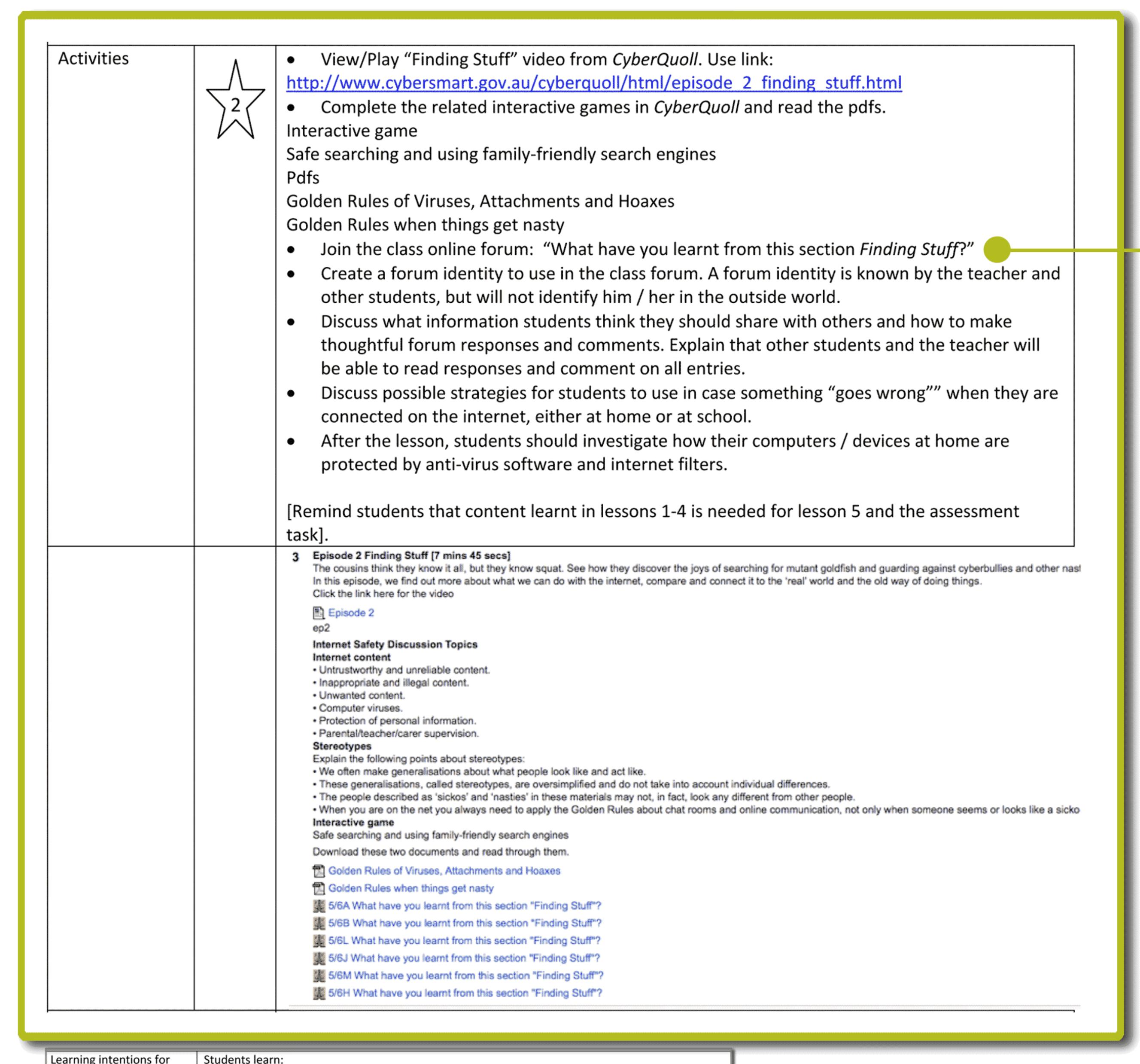
Unit description	In this unit of work students explore some of the major issues of <i>CyberSafety</i> through blended learning by			
	using digital resources such as <i>CyberQuoll</i> with face to face and online discussions and forums with teachers			
	and other students. Using an online space for this activity provides students with an authentic context in			
	which to practise communicating safely and effectively with others.	Develop teaching		
Foci of lessons	Lesson 1: Introduction to online communication and collaboration	programs that show understanding of		
	Lesson 2: Comprehending Digital Content			
	Lesson 3: How to communicate safely on the internet	the underlying prin		
	Lesson 4: How to collaborate safely on the internet	ciples, skills and		
	Lesson 5: How to create safely on the internet	core concepts		
Knowledge,	Students explore the issues of Digital Citizenship through the five Cs of 21st century learning: Comprehending	The unit of work		
Understanding,	Digital Content; Communicating; Collaborating; Creating; and Creative Thinking.	introduces students to		
Skills and	More specifically, students:			
Values	<ul> <li>explore what online learning means and how it differs from face to face learning;</li> </ul>			
	<ul> <li>learn protocols for keeping themselves safe while communicating in online environments and for</li> </ul>	digital citizen and the		
	reporting 'bad experiences';	unit description		
	<ul> <li>learn how to view and engage with online resources; and,</li> </ul>	indicates that there wil		
	• learn how to interact with others responsibly in an online environment.	be exploration of core		
Focus questions		concepts and		
	<ul> <li>How do we deal with unwanted content available or 'bad experiences' on the internet?</li> </ul>	application of skills.		
	How do we communicate safely on the internet?			
	How do we collaborate safely on the internet?	Each core concept		
	How do we conaborate safely on the internet?     How do we create safely on the internet?	becomes a focus for		
Assessment	At the conclusion of the unit, each student will be invited to make an artefact to publicise important	one of five lessons		
task and	messages about CyberSafety content covered in the unit to inform other students, teachers and/or parents in	about cyber satety. I he		
		teacher translates thes		
strategies	their school or another class. The artefact may be either a series of posters, but ideally would be a digital	core concepts into		
	artefact, such as, a podcast, vodcast, wiki or website.			
	The three elements of the artefact which will be assessed are:	understandings and		
		protocols for getting		
	1. Design	students to work safely		
	2. Content	in an online learning		
	3. Message	environment. Finally,		
	[Refer to Assessment Rubric of artefact to elaborations on each element].	they are expressed as		
	Tura athan against will also be assessed and a languing and subspectative and by a viladay Cturday to	· ·		
	Two other aspects will also be assessed: online learning and cybersafety content knowledge. Students	learning intentions and		
	participation in the online learning environment will be assessed using the criteria as described in assessment	linked to activities to		
	rubric for Online Learning; and, their knowledge of the content of cybersafety issues will be assessed as	develop students' skills		
	evidenced in their written entries in online forums as described in assessment rubric for about cybersafety.	and knowledge.		
Learning intentio	ns for Students become members of a password protected online space and learn:			
Lesson 1: Introdu				
online communic				
and collaboration				
	• how the final unit activity will be assessed.			
	Tiow the inial unit activity will be assessed.			

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Activities	$\wedge$	<ul> <li>Discuss what it means to become members of a password-protected online space.</li> </ul>
		Demonstrate the process for logging on.
		Use the link:
		http://www.cybersmart.gov.au/cyberquoll/html/episode 1 invasion of the noobs.html
		View the online content
		<ul> <li>Play CyberQuoll Episode 1 "Invasion of the Noobs" as an introduction.</li> </ul>
		Explain the assessment is and how it will be assessed. Refer to assessment rubrics.
		• Inform students that all content learnt in lessons 1-4 is needed for lesson 5 and the assessment
		task.
		2 Episode 1 Invasion of the Noobs - Introduction [1 min 10 secs] How the best day EVER got ruined by the invasion of the Noob Quoll cousins. This activity should be undertaken first, as it sets the scene and introduces the online characters. Click the link here for the video ep1  Episode 1
		Assessment Rubrics

Learning intentions for
Lesson 2: Comprehending
Digital Content

Students learn about:

- reliable and unreliable sources on the internet;
- computer viruses;
- unwanted content and what to do about it;
- why it is important to tell parents/carers and teachers about computer experiences; and,
- protecting their privacy.



Learning intentions for Lesson 3: How to		Students learn:
		<ul> <li>related vocabulary including terms such as netiquette, cyberbullying, scams and hoaxes;</li> </ul>
communicate s	afely on	about acceptable and unacceptable behaviour and practices which exist in online
the internet		environments; and,
		the "bad side" of business on internet - exploitation and unwanted advertising and marketing
		practices/scams and hoaxes.
Activities		Play/View "Making Waves" and "Trying It On" videos from CyberQuoll. Use the links:
Activities	Ι Λ	http://www.cybersmart.gov.au/cyberquoll/html/episode 3 making waves.html
	)	http://www.cybersmart.gov.au/cyberquoll/html/episode 5 trying it on.html
		Complete related the interactive games in CyberQuoll and read the pdfs.
		Interactive Games
		The Lie Detector Machine Identifying appropriate/inappropriate emails and trashing spam.
		Identifying what some web pages and forms are really asking, and what untoward motive online
		marketing and advertising sites may have.
		Pdfs
		Golden Rules of Chat, Chatrooms and Online Communications
		Golden Rules of Netiquette
		Golden Rules of Credit Cards
		Golden Rules of Pop Ups and Forms
		Create individual forum identities for each student. A forum identity is known by the teacher
		and other students, but will not identify him / her in the outside world.
		Join the class online forum: "What is Public, What is Private?"
		Discuss what information students think they should share with others and how to make
		thoughtful forum responses and comments. Explain that other students and the teacher will
		be able to read responses and comment on all entries.
		contacted by someone on the internet.
		[Damain distributes that content learns in learns 1 4 is needed for learns 5 and the accessment
		[Remind students that content learnt in lessons 1-4 is needed for lesson 5 and the assessment
		task].
		4 Episode 3 Making Waves [9 mins 35 mins] The cousins never stop talking, yet they don't know much about
		chatting and handles. See how they figure out what to tell the world about themselves and what to keep private.  Click the link here for the video
		Episode 3
		ep3 Internet Safety Discussion Topics
		Internet communication
		Cyberbullying.     Netiquette and negative communication.
		Scams and hoaxes.     Computer viruses.
		Protection of privacy. Parental/teacher/carer supervision.
		Stereotypes
		Explain the following points about stereotypes:  We often make generalisations about what people look like and act like.
		These generalisations, called stereotypes, are oversimplified and do not take into account individual differences.  The people described as 'sickos' and 'nasties' in these materials may not, in fact, look any different from other people.
		When you are on the net you always need to apply the Golden Rules about chat rooms and online communication, not only when someone seems or looks like Interactive game
		Identifying appropriate/inappropriate emails and trashing spam.
		Download these two documents and read through them
		Golden Rules of Chat, Chatrooms and Online Communications  Golden Rules of Netiquette
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## Select teaching strategies that encourage active thought about the meaning and application of what is being learnt

In lesson 2 the teacher invites students to join a school-based online forum to reflect on what they have learnt following an exploration of the cyber safety resource.

Students discuss the: Learning intentions for Lesson 4: How to importance of privacy; collaborate safely on the global nature of online publishing; internet • importance of acknowledging sources and about copyright laws in terms of publishing pictures safely online, within identifying details; and, about the bad things that can happen e.g. content misuse by third party. Activities Play/View "Puttin Stuff Up" video from CyberQuoll. Use link: http://www.cybersmart.gov.au/cyberquoll/html/episode 4 putting stuff up.html Complete the related interactive games in CyberQuoll and read the pdfs. Interactive Games Uploading 'appropriate' photos to the net. Golden Rules of Mobiles Golden Rules of Online Publishing Discuss which images, video, audio can be safely posted on the internet and how to do this appropriately. Discuss the need and ways to hide their identity from those who don't know them. Create / modify images so these can be used as an avatar, using image manipulation software / website. [Remind students that content learnt in lessons 1-4 is needed for lesson 5 and the assessment task].

Select teaching strategies that encourage active thought about the meaning and application of what is being learnt

To encourage the application of learning, the teacher asks students to create their own digital artefact to convey important messages about cyber safety to others in their community.

Learning intentions for Lesson 5: How to create safely on the internet Students reinforce concepts related to cybersafety issues addressed in lessons 1-4 by:

- playing interactive games; and,
- completing an assessment task that is creating a digital resource demonstrating their knowledge of this content.

Activities

Play/View "Kids in CyberSpace" video from CyberQuoll. Use link:

http://www.cybersmart.gov.au/cyberquoll/html/episode 6 kids in cyberspace.html

Complete the related interactive games in CyberQuoll and read the pdfs.

Interactive Games

Slime Search

Making a Chat Profile

Let's Chat

Looking for some slime pics

Which e-mails should you delete? Which pictures should you upload?

Pdfs

Golden Rules of eMail

**Golden Rules of Search Engines** 

- Discuss the key ideas and messages which have revised all content through playing the interactive games in this lesson.
- Invite students to add three thoughtful, comprehensive definitions to a class online dictionary on CyberSafety.

Assessment

1. Online Learning

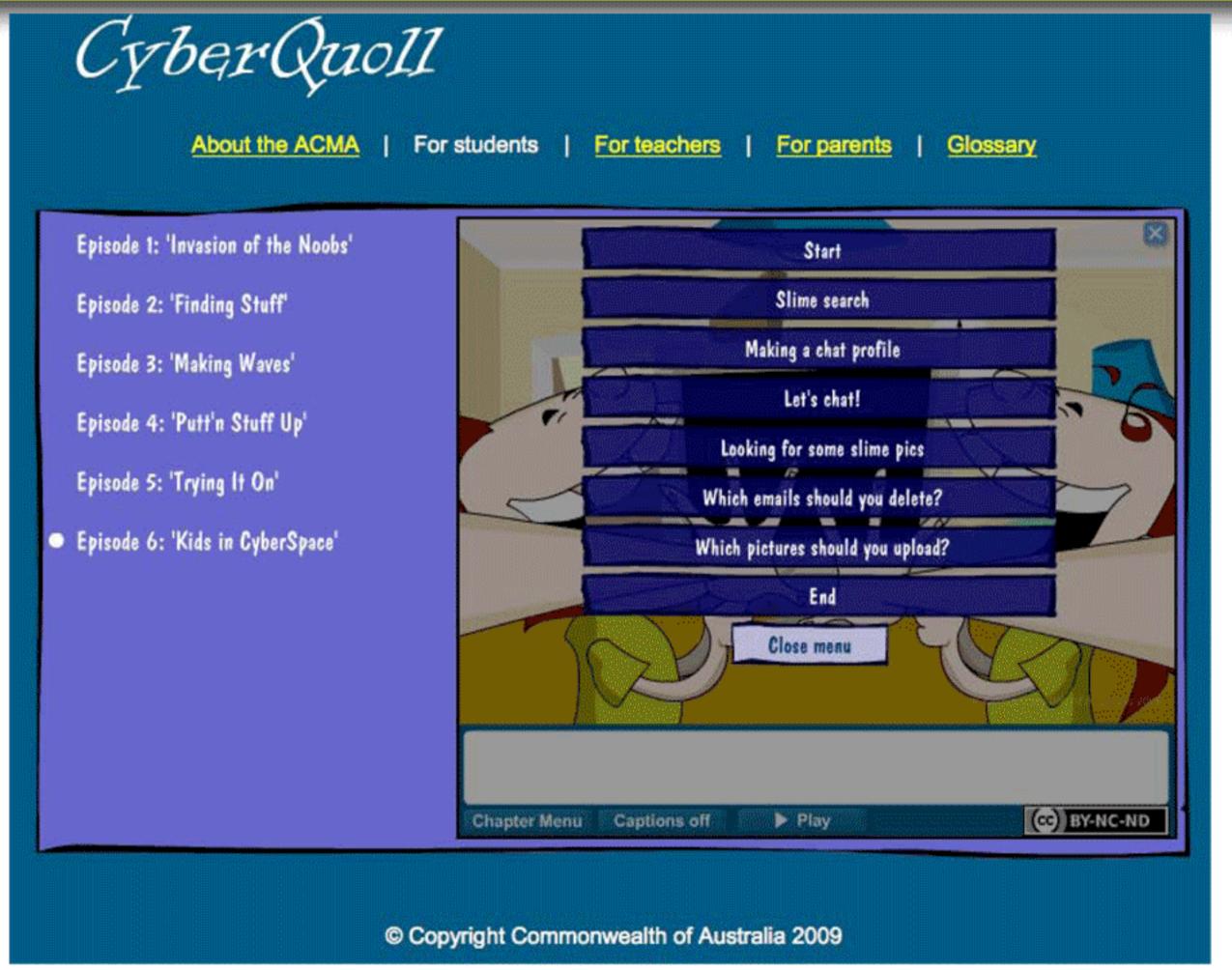
Rubrics as

Appendices

2. Cybersafety

3. Artefact





## **Teacher reflection**

I realised the need for students to become aware of the public nature of forums and so together we explored the need to hide their identities. To show the importance of privacy we discussed why each student should use an avatar as their identity when they participate in school-based online forums. Another way in which students are actively using the skills of cyber safety is evident in their engagement with the interactive games which reinforce their understanding of the concepts concerning being responsible when uploading files.