Cybersmart Access

Upper primary

Flip and fix
Creative Commons

These teaching resources are available to schools under Creative Commons licences. The licensing conditions enable schools and teachers to use, adapt and re-publish material from the resource, without seeking permission to republish from the Office. These materials have been licensed under an attribution non-commercial share alike licences (BY-NC-SA). Under these licences, the materials are available for free use and adaptation so teachers can change, translate and share new creations with other teachers and students.

Copyright Notice

Source: © Commonwealth of Australia 2011

This work is based on materials that constitute copyright of the Commonwealth of Australia and is licensed under a Creative Commons Attribution Non-Commercial Share Alike 2.5 Australia Licence.

Disclaimer: The Office has taken reasonable care to ensure the information in this work is correct and accurate at the time of publication. However, the Office makes no warranties regarding the correctness of the information at later dates, and disclaims liability for damages resulting from its use. The Office recommends that users exercise their own independent skill and judgment when using this work and carefully evaluate the accuracy, currency, completeness and relevance of the material for their purposes.

The Office requests that if you republish this work, you notify the Office by email at: enquiries@esafety.gov.au including a link to the republished work. This is to assist us in tracking the uptake of our works and the innovative uses that our licensees are making of our works.

Before you start

This unit is designed for students with special education needs aged around 10-11 years-old. This unit may also be suitable for mainstream students aged 10-11 or slightly younger.

For some general information about what young Australians are doing online visit the ‘Aussie teens online snapshot’ section at https://esafety.gov.au/about-the-office/research-library/aussie-teens-and-kids-online.

Teacher background information

Online activities can be fun and educational, but they can also present risks for children. Seemingly harmless activities, such as registering for access to websites, emailing, chatting, and playing online games all have risks associated with them. It is therefore essential that children are taught about the risks they can face and, more importantly, how to manage those risks.

Students can practice articulating those rules and acting on sound cyber safety advice by playing the online Flip and Fix game and participating in the other supporting activities. In the online game students are expected to match an online message to a particular cyber safe action. Whatever choice students make they receive helpful advice on the level of safety and perhaps the potential dangers associated with message.

Unit overview and objectives

This unit aims to help students understand:

1. understand how to respond to inappropriate online communication;
2. identify unsolicited emails and links that are commercially based; and
3. understand what personal information is, and the need to check with an adult before providing it online.

By the end of this unit, students will be able to:

1. describe ways to keep their information private when online; and
2. identify unsolicited communication and strategies to manage it.

Unit duration

The time allocated to this unit will depend upon the prior knowledge and skill levels of your students.

It comprises four activities, each designed to take approximately one or two x 45-minute lessons. If teachers wish to consolidate the learning further they may choose some of the extension activities listed.

Required resources

- Flip and Fix online Game from Cybersmart Access: https://www.esafety.gov.au/access/games_index.html
- Flip and Fix Cards: Attachment A
• Flip and Fix Cards: Worksheet 1: Attachment B
• Cyber Quest Game: Attachment C
• Cyber Quest Cyber Spots: Attachment D

Important
The videos used in this unit of work contain themes that may be disturbing or unsuitable for some students. Please review all resources before showing them to students. You may need to seek the permission of a parent/guardian before viewing them.

Further information
If students are worried or upset by something that has happened online they can contact Kids Helpline which provides free, confidential online counselling for children and young people, 24 hours a day, 7 days a week.

For more information, contact:
Office of the Children’s eSafety Commissioner
Tel: 1800 880 176
Email: enquiries@esafety.gov.au
Activity 1: The Flip and Fix Game

What you will need:

- Flip and Fix online Game from Cybersmart Access: https://www.esafety.gov.au/access/games_index.html
- Attachment A: Action cards
- Interactive whiteboard
- Computer and internet access for students. One computer per two to three students.

Warm up activity

- Brainstorm the kinds of digital messages we send and receive in cyberspace daily.
  - Do a quick survey to find out how many messages students received or sent on their mobile phones or computers in the last two days.
  - Did they reply to most of the messages?
  - Were there any messages they received that they didn’t reply and why?
  - Were any messages dangerous or hurtful?
  - Were any messages offering ‘free’ downloads?
  - If this activity will be embarrassing for some students or potentially abused by the more popular students to make those less popular feel bad, you make like to create fake characters and discuss a made up number of messages.

- Put students in pairs or trios and give them a selection of message and action cards
- Ask students to place the cards face up, putting the Actions in one row and the Messages in another row.
- Ask students to match the best Action to each Message.
- Pairs should join with another group or you to discuss:
  - How did they know they were the best match? Tease out some of the language
  - What are scams? (Scams are when people try to trick you into telling them things online…like personal information…or get you to sign up to things that look free but might cost lots of money).
  - What does SMS stand for?
  - What does personal information mean?
  - Ask students what they would do if they were threatened? Give an example of a threat.
  - Ask students to place the messages into Safe and Unsafe piles.

- Shuffle the cards and place them face down for a game of memory.
- Give students a chance to explore the Flip and Fix online game in their pairs or trios. Observe how well students match the cards and work through the different levels of difficulty in the game. Test student understanding and recall of the game by selecting some of the messages and prompting them to give helpful and safe advice.
Activity 2: Extending Flip and Fix

What you will need:

- Flip and Fix Cards: Attachment A
- Flip and Fix online game from Cybersmart Access: https://www.esafety.gov.au/access/games_index.html

Safe message memory card game

How well do students know the safe actions with various cyber messages?

- Provide some examples of safe and unsafe messages. What action should we take with these messages? What advice would you give others about those messages?
- In pairs, give students a selection of message, action and advice cards (differentiate according to their needs). Encourage students to look at them face up and match the three cards. Ask how they knew they were the best matches?
- Tease out some of the language again:
  - What are viruses?
  - What is a trusted adult?
  - What does personal detail mean?
  - What might happen if you are bullied?
- Ask students to quickly sort out the safe and the unsafe messages. How else could the cards be sorted?
- Shuffle the cards and place them face down for a game of memory.
- Ask students to think again about their cybersafety rating—knowing what they have learnt from the game would they adjust their rating?
- Shuffle the cards and place them face down for a game of three-card memory match.

Open the online Flip and Fix game on the interactive whiteboard and play with the whole class. Pause strategically to check students predictive understanding of what would be a good action for each message. Also, see if students can articulate safe advice for particular messages.

Give students a chance to explore the online game again. Observe and record how well students match the cards and deal with the different levels of difficulty in the game.
Activity 3: Extending Flip and Fix

What you will need:

- Cyber Quest Cyber Spots: Attachment E
- Flip and Fix Cards: Worksheet 1 & 2: Attachment A and B
- Complete The Missing Boxes task: Worksheet 2: Attachment B

Missing boxes

How can we consolidate our knowledge of safe action with various cyber messages?

- Independently practise the online Flip and Fix game briefly.
- On the interactive whiteboard show students how to complete The Missing Boxes task (Attachment B).
- Talk about the sample answer shown. Then display the message and ask students to reflect on the appropriate action and matching advice. Students could do this task independently or in pairs.
- Do some practice responses to model answers.
- Teachers may wish to conference on the preferred responses as a whole class or alternatively, they could help pairs of students cross-check their answers and reflect on the best responses.
- Students could then type up their edited versions on the computer and print their answers. Encourage students to make their own set of memory cards for future paired challenges or for the Cyber Quest game in the next session.
Activity 4: Playing the Cyber Quest Floor Game

What you will need

- Flip and Fix Cards: Worksheet 1 & 2: Attachment A and B
- Cyber Quest Rules: Attachment C. Print one copy for the cyber leader.
- Cyber Quest Cyber Spots: Attachment D. Print ten copies.

Playing the game

1. Set up the Cyber Quest Cyber Spots—Suggestions. Place the start mat down then the safe spots roughly in a line finishing with the safe surfer spot. Spread the unsafe spots in a circle near the start spot. Collect the Flip and Fix cards. Explain to the students that you will be giving them either a message card or an action card and they have to identify the pair to go with their card.

   Example:
   - CARD-Message-Sports gear message- Don’t forget to bring your sports gear to school tomorrow. Correct response to move forward along one safe step-
   - ACTION-School reminders are ok to accept & reply-they won’t hurt anyone. If students are judged by the teacher or card reader as incorrect then they move to an unsafe spot. They can return to the safe spot immediately after finding the correct match.

2. Choose two to four students for the game. Play until all finish, getting the ones who finish first to help the other players. Call up another group for the next game. If students play the game a second time multiple sets of the game could be made so more games can run concurrently.

3. As the game is progressing teachers should observe student knowledge. It is expected most students will have fun and be successful. Team students up strategically to ensure they have a positive learning experience. Played in pairs the game could be used as an assessment of student knowledge and understanding of cybersafe actions and advice.

4. In groups, students could create their own examples of messages or action cards. The groups swap their created cards and play each other’s games using the same rules.

5. Student reflection: What have we learned about cyber safety for playing the game? How can we improve the game?

Extension Activities

Design an online memory quiz using iconic memory card game cards on cyber safety.

Students create an online game such as Cyber Panic where the viewer briefly sees pics of unsafe practice & chooses a matching rule.
Attachment A: Worksheet 1

**Message**

<table>
<thead>
<tr>
<th>Image</th>
<th>Message</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1" alt="Message Image 1" /></td>
<td>Don't reply to messages saying you have won money. They are scams</td>
</tr>
<tr>
<td><img src="image2" alt="Message Image 2" /></td>
<td>Don't post rude pictures</td>
</tr>
<tr>
<td><img src="image3" alt="Message Image 3" /></td>
<td>Don't arrange to meet people you've only met online</td>
</tr>
<tr>
<td><img src="image4" alt="Message Image 4" /></td>
<td>General information like school reminders are OK</td>
</tr>
</tbody>
</table>

**Action**

<table>
<thead>
<tr>
<th>Image</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image5" alt="Action Image 1" /></td>
<td>Messages saying you have won something are scams. These messages may contain viruses and harm your computer.</td>
</tr>
<tr>
<td><img src="image6" alt="Action Image 2" /></td>
<td>Well done! Rude pictures of you should be kept private. You could get into trouble or strangers might look at the picture. Keep going!</td>
</tr>
<tr>
<td><img src="image7" alt="Action Image 3" /></td>
<td>Well done! This is unsafe because people you don't know in person may be bad. Tell a trusted adult. Keep going!</td>
</tr>
<tr>
<td><img src="image8" alt="Action Image 4" /></td>
<td>Well done! This is safe and won't hurt anyone. Keep going!</td>
</tr>
</tbody>
</table>

**Advice**

<table>
<thead>
<tr>
<th>Image</th>
<th>Advice</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image9" alt="Advice Image 1" /></td>
<td>Well done! This is OK if everyone in the photo wants to be in it and it doesn't reveal personal details.</td>
</tr>
</tbody>
</table>

---

Page 9 of 16 esafety.gov.au
**Message**

- **Tell an Adult if you get messages threatening to hurt you**

**Action**

- **Tell an Adult if you get messages threatening to hurt you**

**Advice**

- **Well done!**
  - If you receive messages that bully or frighten you, tell an adult immediately.

**Message**

- **Don’t reply to emails from people asking for money**

**Advice**

- **Well done!**
  - Messages asking for money are scams. They are only trying to make you feel sorry so you will send them money.

**Message**

- **It is alright to tell friends where to get a good pizza**

**Advice**

- **Well done!**
  - This information won’t hurt anyone so it is safe.
Attachment B: Flip and Fix Worksheet 2

**Message**

<table>
<thead>
<tr>
<th>Message</th>
</tr>
</thead>
<tbody>
<tr>
<td>Don't forget to bring your sports gear to school tomorrow</td>
</tr>
</tbody>
</table>

**Action**

General information like school reminders are OK

**Advice**

Well done!
This is safe and won't hurt anyone.
Keep going!

**Messages**

1. **Message**
   To: You
   From: Mom
   Subject: Reminder
   Message: Don’t forget sports gear.

2. **Message**
   To: You
   From: Uncle
   Subject: Concert
   Message: Think about going to the concert.

3. **Message**
   To: You
   From: Dad
   Subject: Homework
   Message: Remember to finish homework.

4. **Message**
   To: You
   From: Classmate
   Subject: Invitation
   Message: You are invited to my party.

5. **Message**
   To: You
   From: Stranger
   Subject: Surprise
   Message: You have won $10 million. Send us your bank details and password.
**Attachment C: Cyberquest Game**

Cyber Quest is a large floor game that challenges students with questions on cybersafety. –

Students move swiftly to the ‘safe surfer’ finish if they know how to be cybersafe. There are black holes in cyber space and if they make a few mistakes they could end up circling dangerously in the black hole. Students play the game and find out how safe they really are in this cyber world.

**What you need:**
- Cyber spots for landing
- Question game cards
- Rules
- Suggested game layout

**Players:** 2-6

**Recommended Age:** Suitable for most school age students, particularly ages 9-15 year-olds

**Setting up:** See game layout

**How to play:**
- One player is the game card reader and cyber leader (e.g. a teacher or teacher’s appointed leader).
- The youngest player starts the quest. The cyber leader shuffles the cards, reads and shows the top game card to the player.
- The first player chooses an action to respond to the card in a way that is cybersafe. If student makes a safe choice they move onto the first green spot. If they make an unsafe choice they move onto the first red spot.
  
  **Example:**
  
  **CARD**-Message-Sports gear message- Don’t forget to bring your sports gear to school tomorrow. Player answers correctly.
  
  **ACTION**-“School reminders are ok to accept & reply to-they won’t hurt anyone”.
  
  The cyber leader directs the player to move to the first green safe spot. If cyber leader judges the answers are unsafe then the player moves to a red unsafe spot. They can return to a safe spot immediately when they match the write answer to the message.
- The next player has a turn to answer a new question.
- If the cyber leader directs the player to go to a red unsafe spot they stay moving around the red spots until they find a safe match. Students on the red path can move to the green path only by making safe choices and moving one spot backwards along the red spots until they reach the green spot path again.
- The game continues until players reach the ‘safe surfer’ spot. The first player to reach the safe surfer spot will be a winner but if they are the first to start the game other players following have a chance to be an equal winner in the same round of questions.
- Hope you all have fun on the Quest and stay safely clear of the swirling black hole!

**Cyber Quest Game layout**
Attachment D: Cyberquest Game spots

Start triangle
Unsafe Step