Detectives

TEACHER'S GUIDE

Learning areas - Australian curriculum

This activity has been designed for students aged 8-10 years.

It can be run with older students where appropriate.

This activity supports learning in the following areas of the Australian curriculum:
* Health and Physical Education
* Digital technologies

TARGET
Age group
8-10 YRS

LESSON
Duration
35-45min

LEARNING OBJECTIVES
By the end of this activity students will be able to:

* Identify what personal information is safe to put online
* Describe and use strategies in situations where they feel uncomfortable or unsafe online
* Recognise that people they meet online may pretend to be someone else
* Seek assistance if things go wrong online

Cybersmart Detectives - Completing the activity

PART 1 - Cybersmart Detectives video

20-25 minutes

(including class discussion during the video)
esafety.gov.au/cybersmartdetectives

PART 2 - Post activity lesson

30 minutes

This is designed to reinforce messages in the video and can be completed immediately after the video presentation or as a follow up/separate lesson.
esafety.gov.au/cybersmartdetectives

BEFORE YOU START
The activity is designed to run on all media including desktop computers, tablets or electronic whiteboards. You will need access to the internet to play the video. It is advised to view the video in full before running the activity with your students. The video runs for approximately 10 minutes.

THE VIDEO

The video is a teacher-led activity so it is best viewed on a large screen or electronic white board. The teacher stops the video at the pause break (or whenever you feel necessary) and facilitates the class discussion.

The video has 3 discussion breaks:

1. What could happen if you post personal details online?

2. How would you help someone in this situation?

3. Do you think Kel could be lying about who he is?

END VIDEO - Discussion break

Possible questions to ask once the video is finished:

* How could this situation have been avoided?

* What are some rules for Sarah for staying safe online

* Do you have rules at home about using the internet? If so, what are they?

AN ADDITIONAL RESOURCE

A second activity in this series is Cybersmart Hero. This activity introduces the concept of cyberbullying and how to be a positive bystander in a cyberbullying situation.

CERTIFICATE

You also can download a Certificate of Participation to pass onto students that have completed the activity.

BEING SAFE ONLINE:

1. Be careful – not everything people say online will be the truth.

2. Check first – don't give out any personal details unless you check.

3. Don't stay – leave a site or game if someone is rude or offensive or makes you feel unsafe.

4. Help – offer to help someone that's being cyberbullied.

5. Report – if someone is being mean on the internet or mobile phone.

6. Tell – If you feel something is wrong when you are online.

7. Don't meet – never meet anyone in person you haven't met before.

How to report
cyberbullying material

1

Report
the cyberbullying material to the social media service

2

Collect evidence
copy URLs or take screenshots of the material

If the content is not removed within 48 hours apply steps 3 and 4

3

Report it
esafety.gov.au/report

4

Block
the person and talk to someone you trust

If you are in immediate danger, **call 000** (triple zero)
If you need to talk to someone, visit kidshelpline.com.au or call them on
1800 55 1800, 24 hours a day 7 days a week

Australian Government

e eSafety Commissioner

esafety.gov.au