eSmart Resource: Student-led resources about being smart, safe and responsible online and offline.

There are many ways for students to create their own resources and information about bullying, cyber bullying and cyber safety (eSmart Action 5.4) and the smart uses of technology (eSmart Action 5.5).

We've outlined several approaches – student-led consultations, multimedia resources, and charters of student rights online – but your students and staff might decide on others.

Whichever approach you take, it can be useful for students and staff to consider these broad, guiding questions as part of your planning.

Getting started:

1. Why are we doing this work now?

- For example, students are more reliant than ever on digital technologies for learning, recreation, social connections, and wellbeing support. This has many benefits but can also expose students to greater threats, such as cyber bullying. Perhaps we want our school community to understand and respond to the changing role of tech in our lives and our education.

2. Which students will be involved in the project?

- For example, will it be led by a whole class, a student action group, the SRC…?
- How will we make sure these students are representative of their peers?

3. Will this be an assessable task? If so, can students be involved in deciding what they'll be assessed on?

4. Whose support do we need to make this project succeed?

- For example, do we need support from the principal, other teachers, the SRC, wellbeing staff, parents…?
- Do we need formal consent from students and their parents to take part?

5. What is the school's capacity to respond to our work?

- For example, would the school be able to respond if, through this project, we ended up calling for changes, such as new wellbeing support, professional learning for staff, communication with parents, changes to curriculum, new policies or protocols …?

Planning our tasks

6. What sort of final product will we create?

7. How will we pull a team together and brainstorm our ideas?

8. Which tasks will students be responsible for delivering? Which tasks will staff be responsible for delivering?

9. How can we distribute and scaffold our tasks so they are fun and not overwhelming?

10. Will our project include making recommendations to the school? If so, how will we agree on which recommendations to make? For example, we might consider which actions are most urgent, who could make them happen, when they should happen, what they might cost, and what barriers there might be to success.

11. Will we test our product with other students before we launch it?

12. How will we agree on a final version of our product? For example, will we get consensus, put it to a vote, or elect a student action group to finalise it?

Sharing our product:

13. How will we launch our product? Will we use school assemblies, special events, posters, school website, newsletters...?

14. Does someone need to respond publicly to our product? If so, who is best placed to respond? For example, the principal, year level coordinator, SRC, parent council…?

Reflecting on our work:

15. What worked well about our project? What didn't work well? Did anything surprise us?

16. Did we achieve what we originally set out to do?

17. Did our project produce good ideas about what our school could do, to help students be smart, safe and responsible online?

18. How will we know whether our project has made a difference? For example, after a period of time, someone might conduct a follow-up survey, a focus group with students or teachers, a review of any changes made to the school's policies or protocols, or interviews with decision-makers.

19. How will we make sure people remember our product and keep using it?

20. When we're done, how will we celebrate?