eSmart Schools Scope and Sequence

Victorian Curriculum - Primary F-6

2021

- This **eSmart Scope and Sequence** reflects the eSmart Schools Framework and addresses *Domain Five – An eSmart Curriculum*

- This scope and sequence recommends teaching resources aligned with the **Victorian Curriculum**, from Towards-Foundation to Level 6; **to support the explicit teaching of bullying and its dynamics, related social/emotional skills, cyber risks and cyber safety**

- As with the Victorian Curriculum content itself, the eSmart Scope and Sequences aim to offer flexibility for teachers to tailor our recommendations to their own pedagogies and settings; providing opportunities for engaging and relevant learning

- This tool provides suggestions only and should be used as and when teachers and planning teams/groups deem appropriate, for each student. Schools are encouraged to view the externally linked content prior to use, to ensure they are accessible and suitable for their student cohort

- When planning with this scope and sequence, consider leveraging significant annual events, activities and/or celebrations, such as:
  - National Day of Action against Bullying and Violence [Friday 19 March]
  - Harmony Week [15-21 March]
  - Do it for Dolly Day [Friday 14 May]
  - **National eSmart Week [Monday 6 – Sunday 12 September]** ***REGISTER FOR 2021 HERE***
  - R U OK? Day [Thursday 9 September]
  - Media Literacy Week [Monday 25 – Saturday 30 October]
  - National Children's Week [Saturday 24 – Sunday 1 November]
  - Safer Internet Day 2022 [Tuesday 8 February]
- eSmart Scope and Sequences include featured activities, also linking to schemes of work:
  - *Appy Hour* is a short online activity to reinforce key lessons and promote discussions
  - *Cross Domain Activities* are opportunities for addressing other eSmart Framework Domains and attributes, and extending the learning beyond the classroom

- Email addresses and passwords are required for some of the linked content – remember to keep these details private.

eSmart Coordinators:

- Aligned eSmart Framework actions are identified in green (i.e. Domain 3.4) and should be marked complete in the System tool when selected and used in your school. Please login to **mark actions as complete** at: https://esmart.amf.org.au/ using your school username and password
- Please help us keep this scope and sequence relevant by reporting any broken links or resource changes to esmart@amf.org.au
  Thank you.

A note on curriculum alignment

The following Victorian Curriculum alignments have been made in areas with the most explicit links to the eSmart Framework. The curriculum learning areas, capabilities and links to content descriptors (e.g. VCECD003) and their elaborations are based on what students should typically be able to do by the end of the specified level or range of levels.

TABLE 1: Explicit Victorian Curriculum learning areas and capabilities aligned to the eSmart Framework:

Curriculum learning area / capability	Towards Foundation	Foundation (Years F – 2)		Breadth (Years 3 – 8)	
		Foundation	Levels 1 – 2	Levels 3 – 4	Levels 5 – 6
Health and Physical Education					
The Humanities – Civics and Citizenship	n/a				
Technologies – Digital Technology					
Critical and Creative Thinking					
Ethical Capability	n/a				
Intercultural Capability	n/a				
Personal and Social Capability					

It is noteworthy that eSmart is applicable, critical and relevant to the entire Victorian Curriculum. Most learning areas require students to use technology and involve peer interaction. Therefore, before or after eSmart Status is achieved – depending on school readiness and eSmart Coordinator capacity to influence this change, we encourage all school subject leaders to consider how their lesson plans can incorporate the principles of being smart, safe and responsible online and offline.

This could be from as little as all classroom teachers regularly leading/encouraging students to lead **eSmart lesson starters and plenaries**; to teachers and planning teams/groups designing in-depth **eSmart inquiry-based projects** including components (e.g. debate, examination, critique etc.) on cyber safety and anti-bullying best practice, in: English, Mathematics, Science, The Arts, Economics and Business, Design and Technology, History, Geography and Languages.

We believe the possibilities are endless.

Towards Foundation (Levels A–D)

Learning area / capability	Term 1	Term 2	Term 3	Term 4
LEVEL A **Health and Physical Education – Personal, Social and Community Health:** • Being healthy, active and safe (VCHPEP003) • Communicating and interacting for health and wellbeing (VCHPEP004), (VCHPEP005) • Contributing to healthy and active communities (VCHPEP006) **Critical and Creative Thinking:** Meta-cognition (VCCCTM060), (VCCCTM062) **LEVEL B** **Health and Physical Education – Personal, Social and Community Health:** • Being healthy, active and safe (VCHPEP017), • Communicating and interacting for health and wellbeing (VCHPEP018), (VCHPEP019) • Contributing to healthy and active communities (VCHPEP020) **Critical and Creative Thinking:** • Questions and possibilities (VCCCTQ064) • Meta-cognition (VCCCTM071) **Personal and Social Capability – Social Awareness Management:** Collaboration (VCPSCSO065) **LEVEL C** **Health and Physical Education – Personal, Social and Community Health:** • Being healthy, active and safe (VCHPEP031) • Communicating and interacting for health and wellbeing (VCHPEP032), (VCHPEP033) • Contributing to healthy and active communities (VCHPEP034) **Critical and Creative Thinking:** • Questions and possibilities (VCCCTQ073) • Reasoning (VCCCTR076) • Meta-cognition (VCCCTM078), (VCCCTM080) **Personal and Social Capability – Social Awareness Management:** Collaboration (VCPSCSO071), (VCPSCSO072) **LEVEL D** **Health and Physical Education – Personal, Social and Community Health:** • Being healthy, active and safe (VCHPEP045) • Communicating and interacting for health and wellbeing (VCHPEP046), (VCHPEP047) • Contributing to healthy and active communities (VCHPEP048) **Critical and Creative Thinking:** Meta-cognition (VCCCTM089) **Personal and Social Capability:** **Self-awareness and Management** • Recognition and expression of emotions (VCPSCSE073) • Development of resilience (VCPSCSE075) **Social Awareness Management** • Collaboration (VCPSCSO079)	Start the eSmart Junior Primary Digital Licence [Domains 3, 5 and 6.2] **Play-based activities:** [Domains 3, 5 and 6.2] Playing IT Safe features fun, interactive and age-appropriate play-based activities, games and resources designed specifically to introduce technology and online safety to young children – in both educational and home environments. Designed for Pre-schoolers but with relevant ideas and inspiration for Foundation learners. **Advice** [Domains 2.3, 3.1, 6.2] Write/update Acceptable Use Agreements with strong student voice and write/update classroom 'rules'. Both activities provide excellent parent engagement and education opportunities. **Project:** [Domains 3, 5.5] Friendship Tree – an ESA resource via Student Wellbeing Hub guiding (F-1) students to collaborate and consider the value and roles of friends. Includes lesson plan with friendship-themed story suggestions **Project:** [Domains 1.2, 3.1, 3.3] Playground Detectives – an ESA resource via Student Wellbeing Hub aiming to help students feel safe in outdoor areas at their school. Presents a cross-age interaction opportunity where students share their playground rules with peers **Scheme of work:** [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 1 and 2 this term covering 'Emotional Literacy' and 'Personal Strengths' respectively	Continue or complete the eSmart Junior Primary Digital Licence [Domains 3, 5 and 6.2] **Scheme of work:** [Domains 5.1, 5.5] Hector's World: Personal Information Online – the first of three animated episodes guiding students on ways to stay safe online, by Netsafe via Office of the eSafety Commissioner. Includes lessons plans and activities for download **Watch and listen:** [Domains 3.1, 5.1, 5.5] Day Time Explorers by Kinderling produces this guided meditation podcast, usually 5-6 minutes in length). The Traffic Lights episode in this webplayer facilitates teaching how to manage emotions. **Extension:** instruct students to describe, their feelings in words, or using visual art in response to a teacher's chosen medium/stimuli **Scheme of Work** Using ABA Flash Cards – Emotions (Apple only) teach about identifying emotions and self-regulation. Discuss situations that could be a problem or challenge and relevant self-help skills. **Watch and listen:** [Domains 5.1, 5.2] Cyber-5 with Hippo and Hedgehog – a short animation introducing five 'rules' for internet safety. Concludes with multiple choice quiz for simple assessment **Scheme of work:** [Domain 5.1] A-B-C Searching – Common Sense Media provides a pictorial dictionary with teacher and parent notes, using the alphabet to practice safe online searching. Extend by focusing on a single letter each lesson, in conjunction with explicit literacy teaching **Appy Hour:** [Domains 3.1, 5.1, 5.5] Digiduck's Big Decision – an illustrated story about being safe online by Childnet International and Socially Bright. PDF eBook, A3 Classroom Poster and Tablet eBook: Apple / Google Play Presents a parent engagement and education opportunity Swoosh, Glide and Rule Number 5 – [Domains 3.1, 5.1, 5.5] Read the picture book online, watch the video or listen to the story. Travel into the Australian bush, to the treetop home of eSafety sugar glider twins Swoosh and Glide as they learn with their family about being safe online. **Scheme of work:** [Domains 3.1, 5.1, 5.5, 6.1] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 3 and 4 this term covering 'Positive Coping' and 'Problem Solving' respectively	Continue or complete the eSmart Junior Primary Digital Licence [Domains 3, 5 and 6.2] **Advice** [3.3, 5.4,5.5 and Domain 6] Register and take part in our National eSmart Week activities, 6-12 September 2021 **Scheme of work:** [Domains 5.1, 5.4, 5.5] Hector's World: Computer Security – the second of three animated episodes guiding students on ways to stay safe online, by Netsafe via Office of the eSafety Commissioner. Includes lessons plans and activities for download **Appy Hour:** [Domain 5.1] 'Breathe, Think, Do' with Sesame – Sesame Street characters share this strategy for problem-solving Apple / Google Play / Common Sense Media Review **Watch and listen:** [Domain 3.3] Just Like Me – support students to practice the skills of getting to know peers with illustrated characters Mana, Kaneisha and Sammy. This resource is by ABC Education and requires Adobe Flash **Storytime:** [Domains 3.1, 5.1] Ruby's Worry and Mr Huff – these picture books provide opportunities to teach about ways to manage problems / promotes help-seeking behaviours. Booktopia / Find a Bookshop **Scheme of work:** [Domains 5.1, 5.2, 5.5, 6.2] Keep it Private (US) – a Common Sense Media teacher resource on privacy, including family tip sheets and student activities **Scheme of Work:** [Domain 5.2, 5.4, 5.5] 1980s Safety Signs and Posters – looking at these images on Trove, encourage students to create their own signs/posters, that explain cyber issues. Teachers select-age appropriate topics from here by the Office of the eSafety Commissioner **Scheme of work:** [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 5 and 6 this term covering 'Stress Management' and 'Help-seeking' respectively	Hold a eSmart Junior Primary Digital Licence awards ceremony, involving the parents and school community [Domains 3, 5 and 6.2] **Scheme of work:** [Domains 5.1, 5.4, 5.5] Hector's World: Cyber bullying – the final of three animated episodes guiding students on ways to stay safe online, by Netsafe via Office of the eSafety Commissioner. Includes lessons plans and activities for download **Appy Hour:** [Domains 3.1, 5.1, 6.1] Sago Mini: Friends Apple – a social skills game encouraging collaboration and helping others offline. Facilitates introduction of collaboration and helping others in a safe online environment: Apple / Common Sense Media Review **Storytime** [Domains 3.1, 5.1] Llama Llama & the Bully Goat – a picture book about standing up to a bully. Use to illustrate the impact of negative words and behaviours Booktopia / Find a Bookshop **Extension:** Lead discussion about right vs wrong and help students explore how people behave in situations where ethical issues are involved **Cross-Domain Opportunities:** [Domains 3, 5 & 6] • Consider facilitating lessons with these resources/apps in buddy pairs/groups, and with older students • Provide opportunities for parents and teachers to play/watch/view the content their children have created

Foundation

Learning area / capability	Term 1	Term 2	Term 3	Term 4
Digital Technologies: • Data information (VCDTDI016) • Creating digital solutions (VCDTCD018) **Health and Physical Education – Personal, Social and Community Health:** • Being healthy, active and safe (VCHPEP059) • Communicating and interacting for health and wellbeing (VCHPEP060), (VCHPEP061) • Contributing to healthy and active communities (VCHPEP062) **Critical and Creative Thinking** • Questions and possibilities (VCCCTQ002) • Meta-cognition (VCCCTM009) **Ethical Capability** • Understanding concepts (VCECU001) • Decision making (VCECD002), (VCECD003) **Personal and Social Capability** **Self-awareness and Management:** • Recognition and expression of emotions (VCPSCSE001) • Development of resilience (VCPSCSE003) **Social Awareness Management:** • Relationships and diversity (VCPSCSO005) • Collaboration (VCPSCSO007)	Start the eSmart Junior Primary Digital Licence [Domains 3, 5 and 6.2] **Play-based activities:** [Domains 3, 5 and 6.2] Playing IT Safe features fun, interactive and age-appropriate play-based activities, games and resources designed specifically to introduce technology and online safety to young children – in both educational and home environments. Designed for Pre-schoolers but with relevant ideas and inspiration for Foundation learners. **Advice:** [Domains 2.3, 3.1, 6.2] Write/update Acceptable Use Agreements with strong student voice and write/update classroom 'rules'. Both activities provide excellent parent engagement and education opportunities **Project:** [Domains 3, 5.5] Friendship Tree – an ESA resource via Student Wellbeing Hub guiding (F-1) students to collaborate and consider the value and roles of friends. Includes lesson plan with friendship-themed story suggestions **Project:** [Domains 1.2, 3.1, 3.3] Playground Detectives – an ESA resource via Student Wellbeing Hub aiming to help (F-1) students feel safe in outdoor areas at their school. Presents a cross-age interaction opportunity where students share their playground rules with peers **Scheme of work:** [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 1 and 2 this term covering 'Emotional Literacy' and 'Personal Strengths' respectively	Continue or complete the eSmart Junior Primary Digital Licence [Domains 3, 5 and 6.2] **Scheme of work:** [Domains 5.1, 5.4, 5.5] Hector's World: Personal Information Online – the first of three animated episodes guiding students on ways to stay safe online, by Netsafe via Office of the eSafety Commissioner. Includes lessons plans and activities for download **Watch and listen:** [Domains 3.1, 5.1] Day Time Explorers by Kinderling produces this guided meditation podcast, usually 5-6 minutes in length). The Traffic Lights episode in this webplayer facilitates teaching how to identify and describe different emotions responses. *Accompany with App:* ABA Flash Cards – Emotions **Watch and listen:** [Domains 5.1, 5.2] *Cyber-5* with Hippo and Hedgehog – a short animation introducing five 'rules' for internet safety. Concludes with multiple choice quiz for simple assessment. **Scheme of work:** [Domain 5.1] A-B-C Searching – Common Sense Media provides a pictorial dictionary with teacher and parent notes, using the alphabet to practice safe online searching. Extend by focusing on a single letter each lesson, in conjunction with explicit literacy teaching. **Appy Hour:** [Domains 3.1, 5.1, 5.5] *Digiduck's Big Decision* – an illustrated story about being safe online by Childnet International and Socially Bright. . PDF eBook, A3 Classroom Poster and Tablet eBook: Apple / Google Play Presents a parent engagement and education opportunity *Swoosh, Glide and Rule Number 5* – [Domains 3.1, 5.1, 5.5] Read the picture book online or download it. You can also read along to the video or audio version. Travel into the Australian bush, to the treetop home of eSafety sugar glider twins Swoosh and Glide as they learn with their family about being safe online **Project:** [Domains 3, 5.5] Playhouse [FUSE] – this VCAA assessment tool for Critical and Creative Thinking can also be used to teach help-seeking behaviours in shared spaces, problem-solving safety scenarios and questioning what makes a play area safe. **Extension:** lead students to design playhouse safety rules **Scheme of work:** [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 3 and 4 this term covering 'Positive Coping' and 'Problem Solving' respectively	Continue or complete the eSmart Junior Primary Digital Licence [Domains 3, 5 and 6.2] **Advice:** [3.3, 5.4,5.5 and Domain 6] Register and take part in our National eSmart Week activities, 6-12 September 2021 **Scheme of work:** [Domains 5.1, 5.4, 5.5] Hector's World: Computer Security – the second of three animated episodes guiding students on ways to stay safe online, by Netsafe via Office of the eSafety Commissioner. Includes lessons plans and activities for download **Appy Hour:** [Domain 5.4] 'Breathe, Think, Do' with Sesame – Sesame Street characters share this strategy for problem-solving Apple / Google Play / Common Sense Media Review **Watch and listen:** [Domain 3.3] Just Like Me – support students to practice the skills of getting to know peers with illustrated characters Mana, Kaneisha and Sammy. This resource is by ABC Education and requires Adobe Flash **Storytime:** [Domains 3.1, 5.1] Ruby's Worry and Mr Huff – these picture books provide opportunities to teach about ways to manage problems / promotes help-seeking behaviours. Booktopia	Find bookshop **Scheme of work:** [Domains 5.1, 5.2, 5.4, 6.2] Keep it Private (US) – a Common Sense Media teacher resource on privacy, including family tip sheets and student activities **Scheme of Work:** [Domain 5.2, 5.4, 5.5] 1980s Safety Signs and Posters – looking at these images on Trove, encourage students to create their own signs/posters, that explain cyber issues. Teachers select-age appropriate topics from here by the Office of the eSafety Commissioner **Scheme of work:** [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 5 and 6 this term covering 'Stress Management' and 'Help-seeking' respectively	Hold a eSmart Junior Primary Digital Licence awards ceremony, involving the parents and school community [Domains 3, 5 and 6.2] **Scheme of work:** [Domains 5.1, 5.4, 5.5] Hector's World: Cyber bullying – the final of three animated episodes guiding students on ways to stay safe online, by Netsafe via Office of the eSafety Commissioner. Includes lessons plans and activities for download **Appy Hour:** [Domains 3.1, 5.1, 6.1] *Sago Mini: Friends Apple* – a social skills game encouraging collaboration and helping others offline. Facilitates introduction of collaboration and helping others in a safe online environment: Apple / Common Sense Media Review **Storytime** [Domains 3.1, 5.1] *Llama Llama & the Bully Goat* – a picture book about standing up to a bully. Use to illustrate the impact of negative words and behaviours Booktopia / Find a Bookshop Extension: Lead discussion about right vs wrong and help students explore how people behave in situations where ethical issues are involved **Scheme of work:** [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 7 and 8 this term covering 'Gender Identity' and 'Positive Gender Relations' respectively. Lead any topic areas that may need revision **Cross-Domain Opportunities:** [Domains 3, 5 & 6] • Consider facilitating lessons with these resources/apps in buddy pairs/groups, and with older students. • Provide opportunities for parents and teachers to play/watch/view the content their children have created

Years 1-2

Learning area / capability	Term 1	Term 2	Term 3	Term 4
Digital Technologies: • Data information (VCDTDI016) • Creating digital solutions (VCDTCD018) **Health and Physical Education –** **Personal, Social and Community Health:** • Being healthy, active and safe (VCHPEP073), (VCHPEP074) • Communicating and interacting for health and wellbeing (VCHPEP075), (VCHPEP076), (VCHPEP077) • Contributing to healthy and active communities (VCHPEP078) **Critical and Creative Thinking** • Questions and possibilities (VCCCTQ002) • Meta-cognition (VCCCTM009) **Ethical Capability** • Understanding concepts (VCECU001) • Decision making and actions (VCECD002), (VCECD003) **Intercultural Capability** • Cultural diversity (VCPSCSE003) **Personal and Social Capability** **Self-awareness and Management:** • Recognition and expression of emotions (VCPSCSE008) **Social Awareness Management:** • Relationships and diversity (VCPSCSO013) • Collaboration (VCPSCSO015)	Start the eSmart Junior Primary Digital Licence [Domains 3, 5, 6.2] **Play-based activities:** [Domains 3, 5 and 6.2] Playing IT Safe features fun, interactive and age-appropriate play-based activities, games and resources designed specifically to introduce technology and online safety to young children – in both educational and home environments. Designed for Pre-schoolers but with relevant ideas and inspiration for Foundation learners. **Advice** [Domains 2.3, 3.1, 6.2] Write/update Acceptable Use Agreements with strong student voice and write/update classroom 'rules'. Both activities provide excellent parent engagement and education opportunities **Yarning Circle / Values focus:** Hold daily or weekly Yarning Circles, enabling each student in a class to speak and be heard in a safe, equal and respectful environment, whilst being mindful of Aboriginal and Torres Strait Island Cultures. Invite Traditional Custodians and Elders from your school community to lead an/or participate **Project:** [Domains 3.3, 5.1, 5.5] 'Safe Penpal Blogging' – using a closed and protected blogging platform, facilitate and teach about safe online communication and information sharing. Suggested tools: Victorian Government and Catholic schools can use Global2, whilst Independent schools can create their own spaces using the service provider/host Edublogs. See this Common Sense Education 'Top Picks' article for more platform reviews **Project:** [Domains 1.2, 3.1, 3.3] Playground Detectives – an ESA resource via Student Wellbeing Hub aiming to help (F-1) students feel safe in outdoor areas at their school. Presents a cross-age interaction opportunity where students share their playground rules with peers **Scheme of work:** [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 1 and 2 this term covering 'Emotional Literacy' and 'Personal Strengths' respectively	Continue or complete the eSmart Junior Primary Digital Licence [Domains 3, 5, 6.2] **Scheme of Work:** [Domains 5.1, 5.4, 5.5] Hector's World: Personal Information Online – the first of three animated episodes guiding students on ways to stay safe online, by Netsafe via Office of the eSafety Commissioner. Includes lessons plans and activities for download **Appy Hour:** Digiduck's Big Decision – an illustrated story about being safe online by Childnet International and Socially Bright. PDF eBook, A3 Classroom Poster and Tablet eBook: Apple / Google Play Presents a parent engagement and education opportunity **Project:** [Domains 3, 5.5] Friendship Tree – an ESA resource via Student Wellbeing Hub guiding (F-1) students to collaborate and consider the value and roles of friends. Includes lesson plan with friendship-themed story suggestions **Scheme of work:** [Domains 5.1, 5.2, 5.5, 6.2] Screen Out the Mean (USA) – a Common Sense Media resource about what cyber bullying is and what students can do when they encounter it. Includes family tip sheets and student activities **Storytime / Scheme of work:** [Domains 3.1, 5.1, 5.2] The Internet is Like A Puddle – covers aspects of electronic communication, and discusses safety in the areas of sharing, chatting, using data and life balance Booktopia / Find a Bookshop **Scheme of work:** [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 3 and 4 this term covering 'Positive Coping' and 'Problem Solving' respectively	Continue or complete the eSmart Junior Primary Digital Licence [Domains 3, 5, 6.2] **Advice** [3.3, 5.4,5.5 and Domain 6] Register and take part in our National eSmart Week activities, 6-12 September 2021 **Scheme of work:** [Domains 5.1, 5.4, 5.5] Hector's World: Computer Security – the second of three animated episodes guiding students on ways to stay safe online, by Netsafe via Office of the eSafety Commissioner. Includes lessons plans and activities for download **Storytime / Scheme of work:** [Domains 3.1, 5.1, 5.2] Chicken Clicking – a picture book about stranger danger online, by Jeanne Willis and Tony Ross. Booktopia / Find a Bookshop Employ Chicken Clicking Teaching Notes which provides 6 sessions with lesson ideas, designed for Safer Internet Day 2019 but suitable for teaching throughout the year **Project:** [Domains 3.1, 5.1, 5.5] 'Shadow Puppets' – encourage students to work together to design and make their own shadow puppets for storytelling about belonging. Stories could be shared with their families. See FUSE instructions – How to make a shadow puppet **Storytime:** [Domains 5.1, 5.2] Webster's Emails – a picture book covering topics of online safety, 'over' sharing, email, strangers online and using computers responsibly. Booktopia / Find a Bookshop **Scheme of work:** [Domains 5.1, 5.5, 6.2] Follow the Digital Trail and Powerful Passwords (US) – are Common Sense Media teachers' resources on privacy and security. Include family tip sheets and student activities **Scheme of work:** [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 5 and 6 this term covering 'Stress Management' and 'Help-seeking' respectively	Hold a eSmart Junior Primary Digital Licence awards ceremony, involving the parents and school community [Domains 3, 5 and 6.2] **Scheme of work:** [Domains 5.1, 5.4, 5.5] Hector's World: Cyber bullying – the final of three animated episodes guiding students on ways to stay safe online, by Netsafe via Office of the eSafety Commissioner. Includes lessons plans and activities for download **Project or Appy Hour:** Learn coding basics with ScratchJr creating simple animations that incorporate the THINK acronym. Apple / Google Play **Project:** Select from a broad range of expressive emojis and animojis, using a royalty-free stock image site like iStock. Encourage students to respond to these images; discuss, explore and extend the vocabulary they use to recognise and express their emotions. Extension: Using Toontastic, guide students to create and narrate basic 3D animated statements about how, when/who we (appropriately) share our emotions with. **Other resources to consider using/adapting:** • Pixton comics or Cartoonize – students can use these to create avatar or cartoon picture of themselves. Supports teaching about digital identity and online safety **Scheme of work:** [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 7 and 8 this term covering 'Gender Identity' and 'Positive Gender Relations' respectively. Lead any topic areas that may need revision **Cross-Domain Opportunities:** Domains 3, 5 & 6 • Consider facilitating lessons with these resources/apps in buddy pairs/groups, and with older students. • Provide opportunities for parents and teachers to play/watch/view the content their children have created

Years 3-4

Learning area / capability	Term 1	Term 2	Term 3	Term 4
Digital Technologies: • Data information (VCDTDI022) • Creating digital solutions (VCDTCD025) **Health and Physical Education – Personal, Social and Community Health:** • Being healthy, active and safe (VCHPEP090), (VCHPEP091), • Communicating and interacting for health and wellbeing (VCHPEP092), (VCHPEP093), (VCHPEP094) • Contributing to healthy and active communities (VCHPEP095) **The Humanities – Civics and Citizenship** • Citizenship, diversity and identity (VCCCC006), (VCCCC007) **Critical and Creative Thinking** • Questions and possibilities (VCCCTQ011) • Reasoning (VCCCTR013), (VCCCTR014), (VCCCTR015) • Meta-cognition (VCCCTM020) **Ethical Capability** • Understanding concepts (VCECU004), (VCECU005), (VCECU006) • Decision making and actions (VCECD008) **Intercultural Capability** • Cultural diversity (VCICCD008) **Personal and Social Capability** **Self-awareness and Management:** • Recognition and expression of emotions (VCPSCSE016) • Development of resilience (VCPSCSE018) **Social Awareness Management:** • Relationships and diversity (VCPSCSO021), (VCPSCSO022) • Collaboration (VCPSCSO024)	Start the eSmart Primary Digital Licence [Domains 3, 5, 6.2] **Advice** [Domains 2.3, 3.1, 6.2] Write/update Acceptable Use Agreements with strong student voice and parent engagement. **Values focus:** [Domains 3, 5.1] Great Expectations – a Student Wellbeing Hub lesson plan that support students to familiarize themselves with their school's values and understand how they contribute to overall school safety. **Scheme of Work:** [Domains 3.3, 5.5] 'Safe Penpal Blogging' – using a closed and protected blogging platform, facilitate and teach about safe online communication and information sharing. **Suggested tools:** Victorian Government and Catholic schools can use DET's Global2; Independents can create their own spaces using the service provider/host - Edublogs. All schools should research security and privacy settings before hosting any student penpal blogging sites/pages. See this Common Sense Education 'Top Picks' article for more platform reviews **Other resources to consider using/adapting:** • Play it Safe [Student Wellbeing Hub] – students revisit safety in their playground **Scheme of work:** [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 1 and 2 this term covering 'Emotional Literacy' and 'Personal Strengths' respectively	Continue or complete the eSmart Primary Digital Licence [Domains 3, 5, 6.2] **Appy Hour:** [Domain 5.4, 5.5] The Allen Adventure – an interactive story about working together to create safe and supportive school environments free from bullying, harassment and violence. Apple / Google Play **Lesson Plan:** [Domain 3.1, 4.1, 5.1] My Teachers and Me! – a Student Wellbeing Hub lesson plan about respectful relationships and the value of respect between students and staff. **Scheme of work:** [Domains 3.1, 5.1, 5.2] Making good choices online – eSafety lesson plan including a presentation with scenarios exploring the think, evaluate, choose (TEC) model for online decision making. **Lesson Plan:** [Domains 3.1, 5.1, 5.2] Our Online Tracks – a lesson plan from Common Sense Education about online activity and digital footprints. **Appy Hour:** [Domains 5.2, 5.4, 5.5] Take A Stand Together – antibullying tips/advice, avatar creators for 'Take a Stand' and interactive videos on types of bullying. A Bullying No Way! app. Apple / Google Play **Scheme of work:** [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 3 and 4 this term covering 'Positive Coping' and 'Problem Solving' respectively	Continue or complete the eSmart Primary Digital Licence [Domains 3, 5, 6.2] **Advice** [3.3, 5.4,5.5 and Domain 6] Register and take part in our National eSmart Week activities, 6-12 September 2021 **Reading time / Scheme of Work:** [Domains 3.1, 5.1, 5.2] Troll Stinks – a picture book questioning respectful relationships, by Jeanne Willis and Tony Ross. Use to illustrate bullying and cyber bullying behaviours and teach about the impact of trolling.Booktopia / Find a Bookshop Troll Stinks Teaching Notes – provides 6 sessions with many lesson ideas originally produced for Safer Internet Day, but suitable for teaching throughout the year. **Lesson Plan:** [Domains 3.1, 5.1, 5.5] Keeping Games Fun and Friendly – a lesson plan from Common Sense Education about having positive social interactions when online gaming. **Scheme of work:** [Domains 3.1, 5.1, 5.2, 5.4, 5.5] Cybersmart Challenge: Cybersmart Hero – online activities and lesson plan targeting Level 4 students about being a positive bystander. By Office of the eSafety Commissioner **Other resources to consider using/adapting:** • Cybersmart Forever – a video looking at cyber risks associated with sharing images, by Office of the eSafety Commissioner **Scheme of work:** [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 5 and 6 this term covering 'Stress Management' and 'Help-seeking' respectively	Hold a eSmart Primary Digital Licence awards ceremony, involving the parents and school community [Domains 3, 5 and 6.2] **Reading time:** [Domains 5.2] If You Give A Mouse An iPhone – a witty look at screen time to consider. Watch the animated version via Penguin Books USA or YouTube **Other resources to consider using/adapting:** • Picture Perfect [Common Sense Media] – engages with online identity, and the pros and cons of photo alteration/modifications • Rings of Responsibility [Common Sense Media] – on taking responsibility for your own digital footprint **Scheme of work:** [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 7 and 8 this term covering 'Gender Identity' and 'Positive Gender Relations' respectively. Lead any topic areas that may need revision. **Cross-Domain Opportunities:** Domains 3, 5 & 6 • Consider facilitating lessons with these resources/apps in buddy pairs/groups, and with older students. • Provide opportunities for parents and teachers to play/watch/view the content their children have created

Years 5-6

Learning area / capability	Term 1	Term 2	Term 3	Term 4
Digital Technologies: • Data information (VCDTDI029) • Creating digital solutions (VCDTCD034) Health and Physical Education – Personal, Social and Community Health: • Being healthy, active and safe (VCHPEP105), (VCHPEP107), (VCHPEP108) • Communicating and interacting for health and wellbeing (VCHPEP109), (VCHPEP110), (VCHPEP111) • Contributing to healthy and active communities (VCHPEP112) The Humanities – Civics and Citizenship • Citizenship, diversity and identity (VCCCC016), (VCCCC017) Critical and Creative Thinking • Questions and possibilities (VCCCTQ022) • Reasoning (VCCCTR024), (VCCCTR025) • Meta-cognition (VCCCTM031) Ethical Capability • Understanding concepts (VCECU009), (VCECU010), (VCECU011) • Decision making and actions (VCECD013) Intercultural Capability • Cultural diversity (VCICCD012) Personal and Social Capability Self-awareness and Management: • Recognition and expression of emotions (VCPSCSE025) • Development of resilience (VCPSCSE026) Social Awareness Management: • Relationships and diversity (VCPSCSO029), (VCPSCSO030), (VCPSCSO031) • Collaboration (VCPSCSO033)	Start the eSmart Primary Digital Licence [Domains 3, 5, 6.2] Advice [Domains 2.3, 3.1, 6.2] Write/update Acceptable Use Agreements with strong student voice and parent engagement. Values focus: [Domain 3] A Game of Honesty and Lies – an Australian Curriculum Values Education lesson plan for teaching themes of honesty and trustworthiness, integrity, respect, responsibility. Lesson Plan: [Domains 5.1, 5.4, 5.5, 6.2] My First Mobile Agreement – a Telstra Foundation resource. Utilise for students to examine and compare against your school's latest Acceptable Use Agreements. Facilitate learning about mobile use; appropriate behaviours, sharing ideas and information safely, alongside agreed ethical and social protocols Game/interactive: [Domains 3.1, 5.1, 5.5] Bully Stoppers Learning Modules – DET scenario-based student learning modules based around bullying and social media. Unit of work: [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 1 and 2 this term covering 'Emotional Literacy' and 'Personal Strengths' respectively	Continue or complete the eSmart Primary Digital Licence [Domains 3, 5, 6.2] Scheme of work: [Domains 3.1, 5.1, 5.5] Bullying is Never OK – a video and series of activities from Bullying No Way helping students to understand what to do when they are bullied Unit of work: [Domains 3.1, 5.1, 5.2, 5.4] #Game On – an eSafety video series with accompanying lesson plans and teacher guides. It follows a group of lower secondary students and explores the consequences of poor decision making online. Lesson Plan: [Domains 3.1, 5.1, 5.5] When I post something online how permanent is it? – A maths activity that emphasises the permanency of online information. Explores the use of factor trees, doubling and line graphs. [VCMNA181, VCMSP206] Game/interactive: [Domains 3.1, 5.1, 5.2] Be Internet Awesome – an interactive game from Google exploring their 5 Internet Awesome pillars. Includes lessons plans and teaching resources. Unit of work: [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 3 and 4 this term covering 'Positive Coping' and 'Problem Solving' respectively	Continue or complete the eSmart Primary Digital Licence [Domains 3, 5, 6.2] Advice [3.3, 5.4,5.5 and Domain 6] Register and take part in our National eSmart Week activities, 6-12 September 2021 Scheme of work: [Domains 3.1, 5.1, 5.5] Our Special Superpower – a video and series of activities from Bullying No Way helping students to understand what to do when they witness bullying Scheme of Work / Reading time: [Domains 3.1, 5.1, 5.2] Goldilocks : A Cautionary Hashtag Tale – a picture book about user generated content (UGC) tagging and sharing, by Jeanne Willis and Tony Ross. Use to teach about smart, safe and responsible online behaviours and image-based abuse. Booktopia / Find a Bookshop Employ #Goldilocks Teaching Notes – publishers, Andersen Press, provide 5 sessions with many lesson ideas originally produced for Safer Internet Day, but suitable for teaching throughout the year Other resources to consider using/adapting: • Act eSafe [Office of the eSafety Commissioner] – animation and lesson plans to support teaching / revision on staying safe online • Digital Life 101 [Common Sense Media] – students explore the concept of their own digital lives Scheme of work: [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 5 and 6 this term covering 'Stress Management' and 'Help-seeking' respectively.	Hold a eSmart Primary Digital Licence awards ceremony, involving the parents and school community [Domains 3, 5 and 6.2] Game/interactive: [Domains 3.1, 5.1, 5.2] The Lost Summer – a role-playing video game from eSafety, designed to build digital intelligence skills and encourage safe online experiences Project: [Domains 5.1, 5.2, 5.5] Students create a school cyber safety website aimed at an audience of their choice such as parents or aged care and maintain it through the term. Consider using Wix or Weebly or any website-building platform your school prefers. Other resources to consider using/adapting • Resilience – information on pre-teen and teen resilience by Raising Children Network Scheme of work: [Domains 3.1, 5.1, 5.5] Resilience, Rights and Respectful Relationships [FUSE] – Teach topics 7 and 8 this term covering 'Gender Identity' and 'Positive Gender Relations' respectively. Lead any topic areas that may need revision Cross-Domain Opportunities: Domains 3, 5 & 6 • Consider facilitating lessons with these resources/apps in buddy pairs/groups, and with younger/older students. • Provide opportunities for parents and teachers to play/watch/view the content their children have created