eSmart
alannah & madeline foundation

eSmart Schools Scope and Sequence

Australian Curriculum F-10
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 **latest Australian Curriculum, version 8.4**; From Foundation to Year 10**, to support the explicit teaching of bullying and its dynamics, related social/emotional skills, cyber risks and cyber safety**

- As with the Australian 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 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 Australian Curriculum alignments have been made in areas with the most explicit links to the eSmart Framework. Learning areas and capabilities are noted throughout this document with links to Scootle's curriculum content descriptions and elaboration ideas e.g. ACTDIP005, alongside resource suggestions below, notably sometimes beyond eSmart.

TABLE 1: Explicit Australian Curriculum learning areas aligned to the eSmart Framework:

Learning Area	Towards Foundation	Foundation (Years F – 2)		Breadth (Years 3 – 8)			Pathways
		Foundation	Years 1 – 2	Years 3 – 4	Years 5 – 6	Years 7 – 8	Years 9 – 10
Health and Physical Education							
Humanities and Social Sciences							n/a
Civics and Citizenship	n/a						
Technologies – Digital Technologies							
English					n/a		
Media Arts	n/a						

TABLE 2: Explicit Australian Curriculum general capabilities aligned to the eSmart Framework:

General Capability	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
	Towards F - F	Years 1 – 2	Years 3 – 4	Years 5 – 6	Years 7 – 8	Years 9 – 10
Ethical Understanding						
Information and Communication Technology (ICT)						
Personal and Social Capability						

TABLE 3: Australian Curriculum – Online Safety Curriculum Connection Dimensions

Values, rights and responsibilities	Wellbeing	Respectful relationships	Digital media literacy	Informed and safe use of information and devices

ACARA's Online Safety Curriculum Connection guides teachers to identify Australian Curriculum content that supports the teaching and learning of online safety. You can explore the dimensions and associated curriculum content here.

It is noteworthy that eSmart is applicable, critical and relevant to the entire Australian 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, Media Arts, Economics and Business, History, Geography and Languages.

Foundation

Learning area / dimensions	Term 1	Term 2	Term 3	Term 4
Health and Physical Education [Online Safety Dimensions] • Wellbeing • Respectful relationships Personal, Social and Community Health • Being healthy, safe and active (ACPPS003) • Communicating and interacting for health and wellbeing (ACPPS004) (ACPPS005) • Contributing to healthy and active communities (ACPPS006) Humanities and Social Sciences (HASS) • Values • Respectful relationships Inquiry and Skills • (ACHASSI005) Knowledge and Understanding • (ACHASSK013) English • Wellbeing • Respectful relationships Language & Literacy • Language for interaction (ACELA1429) • Interacting with others (ACELY1784) Capabilities – Level 1: ICT Learning Continuum • Applying Social and Ethical Protocols and Practices When Using ICT • Communicating With ICT Personal and Social Capability Learning Continuum • Self Awareness • Self-Management • Social Awareness • Social Management Ethical Understanding Continuum • Understanding Ethical Concepts and Ideas • Reasoning in Decision Making and Actions • Exploring Values, Rights and Responsibilities	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	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	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, 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	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 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

Years 1-2

Learning area / dimensions	Term 1	Term 2	Term 3	Term 4
Health and Physical Education [Online Safety Dimensions] • Values • Wellbeing • Respectful relationships **Personal, Social and Community Health** • Being healthy, safe and active (ACPPS017) (ACPPS018) • Communicating and interacting for health and wellbeing (ACPPS019) (ACPPS020) • Contributing to healthy and active communities (ACPPS022) (ACPPS024) **Humanities and Social Sciences (HASS)** • Respectful relationships • Informed and safe use **Inquiry and Skills** (ACHASSI038) **Knowledge and Understanding** (ACHASSK046) **English** • Wellbeing • Respectful relationships **Language & Literacy** • Language variation and change (ACELA1443) (ACELA1461) • Language for interaction (ACELA1444) (ACELY1789) **Digital Technologies** • Digital media literacy • Informed and safe use **Processes and Production Skills** (ACTDIP005) (ACTDIP006) **Capabilities – Level 2:** **Ethical Understanding Continuum** • Understanding Ethical Concepts and Ideas • Reasoning in Decision Making and Actions • Exploring Values, Rights and Responsibilities **Personal and Social Capability Learning Continuum** • Self Awareness • Self-Management • Social Awareness • Social Management **ICT Learning Continuum** • Applying Social and Ethical Protocols and Practices When Using ICT • Communicating With ICT	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	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 bookshop	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, 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 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 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	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 an avatar or cartoon picture of themselves. Supports teaching about digital identity and online safety **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 / dimensions	Term 1	Term 2	Term 3	Term 4
Health and Physical Education [Online Safety Dimensions] • Wellbeing • Respectful relationships • Digital media literacy **Personal, Social and Community Health** • Being healthy, safe and active (ACPPS035) (ACPPS036) • Communicating and interacting for health and wellbeing (ACPPS037) (ACPPS039) • Contributing to healthy and active communities (ACPPS040) (ACPPS042) **Media Arts** • Digital media literacy • Informed and safe use (ACAMAM060) **Digital Technologies** • Informed and safe use • Values, rights and responsibilities **Processes and Production Skills** • (ACTDIP012) (ACTDIP013) **Humanities and Social Sciences (HASS)** • Respectful relationships • Digital media literacy **Inquiry and Skills** • (ACHASSK064) (ACHASSI059) (ACHASSI080) **Knowledge and Understanding** • (ACHASSI077) **English** • Respectful relationships • Informed and safe use **Language & Literacy** • Language for interaction (ACELA1476) (ACELA1488) • Creating texts (ACELY1685) (ACELY1697) **Capabilities – Level 3:** **ICT Learning Continuum** • Applying Social and Ethical Protocols and Practices When Using ICT • Communicating With ICT **Personal and Social Capability Learning Continuum** • Self Awareness • Self-Management • Social Awareness • Social Management **Ethical Understanding Continuum** • Understanding Ethical Concepts and Ideas • Reasoning in Decision Making and Actions • Exploring Values, Rights and Responsibilities	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. Great Expectations – a Student Wellbeing Hub lesson plan that support students to familiarise 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. Eg.- Edublogs. All schools should research security and privacy settings before hosting any student pen pal 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	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	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, 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 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	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 **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 **[Online Safety Dimensions]** • Respectful relationships • Digital media literacy • Informed and safe use • Values, rights and responsibilities **Processes and Production Skills** • (ACTDIP022) (ACTDIP021) **Humanities and Social Sciences (HASS)** • Respectful relationships • Digital media literacy **Inquiry and Skills** • (ACHASSI127) (ACHASSI133) **Knowledge and Understanding** • (ACHASSK118) **Health and Physical Education** • Respectful relationships • Digital media literacy • Values, rights and responsibilities **Personal, Social and Community Health** • Being healthy, safe and active (ACPPS053) (ACPPS054) • Communicating and interacting for health and wellbeing (ACPPS056) (ACPPS057) • Contributing to healthy and active communities (ACPPS058) (ACPPS060) **Media Arts** (ACAMAM064) • Digital media literacy • Informed and safe use **Capabilities – Level 4:** **Personal and Social Capability Learning Continuum** • Self Awareness • Self-Management • Social Awareness • Social Management **Ethical Understanding Continuum** • Understanding Ethical Concepts and Ideas • Reasoning in Decision Making and Actions • Exploring Values, Rights and Responsibilities **ICT Learning Continuum** • Applying Social and Ethical Protocols and Practices When Using ICT • Communicating With ICT	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 **Lesson plan:** [Domains 3.1, 5.1, 5.2] Class Blog – A lesson plan from Digital Technologies Hub where Students investigate the concept, purpose and critical features of a good blog.	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. **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. **Video:** [Domains 5.2] How is your personal information kept secret online? - This video from ABC Splash discusses how private information is shared over the internet, and how you can make sure your details are kept safe.	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, 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 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	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 **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

Years 7-8

Learning area / capability	Term 1	Term 2	Term 3	Term 4
Digital Technologies [**Online Safety Dimensions**] • Respectful relationships • Digital media literacy • Values, rights and responsibilities **Processes and Production Skills** • (ACTDIP032) **Civics and Citizenship** • Values, rights and responsibilities **Knowledge and Understanding** • (ACHCK052) **Humanities and Social Sciences (HASS)** • Values, rights and responsibilities • Respectful relationships **Knowledge and Understanding** • (ACHASSK197) **Media Arts** (ACAMAM070) • Values, rights and responsibilities • Digital media literacy • Informed and safe use **Health and Physical Education** • Wellbeing • Digital media literacy • Informed and safe use **Personal, Social and Community Health** • Being healthy, safe and active (ACPPS072) (ACPPS073) • Contributing to healthy and active communities (ACPPS077) (ACPPS079) **Capabilities – Level 5:** **ICT Learning Continuum** • Applying Social and Ethical Protocols and Practices When Using ICT • Communicating With ICT **Personal and Social Capability Learning Continuum** • Self Awareness • Self-Management • Social Awareness • Social Management **Ethical Understanding Continuum** • Understanding Ethical Concepts and Ideas • Reasoning in Decision Making and Actions • Exploring Values, Rights and Responsibilities	Start the eSmart Secondary Digital Licence [Domains 3, 5, 6.2] Start the eSmart Media Literacy Lab [Domains 3, 5, 6.2] Teachers can facilitate sessions with: **Module 1 – What is Media?** Establishes the role of media in the 21st Century, who creates it and how it is constructed; analysis of media and the messaging within. **Module 2 – My Relationship with Media** Looks at when we are creating, consuming, or being consumed by media; unpacks students own habits to enhance critical engagement. **Advice** [Domains 2.3, 3.1, 5.1, 5.2, 6.2] Write/update Acceptable Use Agreements with strong student voice and parent engagement. Alongside understanding their school's policy and intervention response to cyber bullying, it is important students understand how to Lodge a Cyber bullying Complaint through the Office of the eSafety Commissioner. In support of this, teachers can guide students though reporting methods in their favourite Games, Apps and Socials (social networking sites) with this regularly-updated list **Values focus:** [Domain 3] Encourage students to examine how values can promote cohesion within Victorian communities by immersing in this Google Arts & Culture exhibit, Of Kind and Kin. Artefacts from Public Record Office Victoria 1900-2016 **Game/interactive:** [Domains 5.1, 5.2] Be Internet Awesome – an interactive game from Google exploring their 5 Internet Awesome pillars. Includes lessons plans and teaching resources. **Lesson Plan** [Domains 5.1, 5.2] What's your brand? – A slidedeck and lesson plan to educate students and promote discussion around building a positive digital brand for yourself.	Continue or complete the eSmart Secondary Digital Licence [Domains 3, 5, 6.2] Explore and complete the eSmart Media Literacy Lab [Domains 3, 5, 6.2] Teachers can facilitate sessions with: **Module 3 – Information Disorder** A deep dive into fact vs opinion, fact-checking and how Mis, Dis & Mal-Information impacts society at personal, local, national and global levels. **Module 4 – Filter Bubbles, Algorithms, AI and Big Data** Examines the impact technology on our media production, consumption and on our understanding of ourselves and the world. **eSmart Student Voice Project:** [Domains 3 & 5] Students write, develop, present, perform and publish podcasts or vodcasts, using existing school/BYOD apps, or downloading apps like Podbean or Powtoon. In each episode students provide advice to peers, based on their researched eSmart topics, such as: cyber risks, online safety, privacy/security, messaging/chatting, geo-location and geotagging, IP and User Generated Content (UGC), live streaming, digital footprint etc. **Watch/listen:** [Domains 3.1, 5.1, 5.2] The Interview – in the context of pathways and career education, share and teach to this video on the potential impact of our digital footprint. By Office of the eSafety Commissioner Other resources to consider using/adapting: • Hot Topics [Childnet International] – internet safety advice for study/ research • Playing by the Rules Cyber Safety Program [FUSE] – Digital Demons AFL/cyber bullying resource • Tagged [Office of the eSafety Commissioner] –resources on the impact of online rumours	Continue or complete the eSmart Secondary Digital Licence [Domains 3, 5, 6.2] Explore and complete the eSmart Media Literacy Lab [Domains 3, 5, 6.2] Teachers can facilitate sessions with: **Module 5 – Media and Democracy** Explores links between media and democracy, responsibilities of being a citizen, and considers challenges faced by democracy. **Module 6 – Haters Gonna Hate** Countering hate speech online, the crime, how it impacts views and how to respond. Highlights the importance of digital advocacy and becoming a changemaker. **Advice** [3.3, 5.4,5.5 and Domain 6] Register and take part in our National eSmart Week, 6-12 September 2021 **Scheme of work:** [Domains 3.1, 5.1, 5.2, 5.5] I Heard It 'Round the Internet: Sexual health education and authenticating online information – a lesson plan by Media Smarts (Canada) designed to facilitate pragmatic classroom discussion on online sexual health information. Encourages students to critically evaluate messaging **Appy Hour:** [Domains 3.1, 5.1, 5.2, 5.5] Image Up – a tool by Telethon Kids to support students keep track of what they've posted on Instagram, Twitter and Facebook Students. Other resources to consider using/adapting: • Cyber Issues [Office of the eSafety Commissioner] – current trends in cyber safety issues for study/ research • Desktop comic generators - for e.g. to share cyber safety trend advice. Make Beliefs Comix, ToonyTool or Storyboard That	Hold a eSmart Secondary Digital Licence awards ceremony, involving the parents and school community [Domains 3, 5 and 6.2] Using the eSmart Media Literacy Lab [Domains 3, 5, 6.2] Explore digital assets, and recommended partner resources, explore a youth social justice issue of interest to your students. **Game/interactive:** [Domains 5.1, 5.2] The Lost Summer – Office of the eSafety Commissioner. An engaging, immersive role-playing video game designed to build digital intelligence skills and encourage online safety. Apple / Google Play / Desktop Download **Scheme of Work:** [Domains 5.2, 5.4] 1980s and 1970s Safety Signs and Posters – responding to these artefacts listed on Trove, instruct students to create new visual designs, that communicate to the Australian public common cyber issues, outlined here by the Office of the eSafety Commissioner. **Extension:** Vary messaging style, audience and issue-type i.e. cyber bullying, image-based abuse, unwanted contact etc. **Watch/listen:** [Domains 5.1, 5.2] The Amazing Mind Reader – this video by Duval Guillaume provides an opportunity to teach/revise topics of privacy, security and students' digital footprint **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

Years 9-10

Learning area / dimension	Term 1	Term 2	Term 3	Term 4
Digital Technologies [Online Safety Dimensions] • Wellbeing • Respectful relationships • Digital media literacy • Informed and safe use • Values, rights and responsibilities Processes and Production Skills • (ACTDIP043) (ACTDIP044) Civics and Citizenship • Values, rights and responsibilities • Respectful relationships • Digital media literacy Civics and Citizenship Skills • Citizenship, Diversity and Identity (ACHCK080) (ACHCK081) • Analysis, synthesis and interpretation (ACHCS098) • Problem-solving and decision-making (ACHCS099) • Communication and reflection (ACHCS102) Health and Physical Education • Wellbeing • Respectful relationships • Digital media literacy • Informed and safe use Personal, Social and Community Health • Being healthy, safe and active (ACPPS089) (ACPPS091) (ACPPS092) • Communicating and interacting for health and wellbeing (ACPPS093) (ACPPS094) • Contributing to healthy and active communities (ACPPS096) Media Arts (ACAMAM077) (ACAMAR078) • Digital media literacy • Informed and safe use Capabilities – Level 6: Personal and Social Capability Learning Continuum • Self Awareness • Self-Management • Social Awareness • Social Management Ethical Understanding Continuum • Understanding Ethical Concepts and Ideas • Reasoning in Decision Making and Actions • Exploring Values, Rights and Responsibilities ICT Learning Continuum • Applying Social and Ethical Protocols and Practices When Using ICT • Communicating With ICT	Start the eSmart Secondary Digital Licence [Domains 3, 5, 6.2] Start the eSmart Media Literacy Lab [Domains 3, 5, 6.2] Teachers can facilitate sessions with: **Module 1 – What is Media?** Establishes the role of media in the 21st Century, who creates it and how it is constructed; analysis of media and the messaging within. **Module 2 – My Relationship with Media** Looks at when we are creating, consuming, or being consumed by media; unpacks students own habits to enhance critical engagement. **Advice** [Domains 2.3, 3.1, 5.1, 5.2, 6.2] Write/update Acceptable Use Agreements with strong student voice and parent engagement. Alongside understanding their school's policy and postvention response to cyber bullying, it is important students understand how to Lodge a Cyber bullying Complaint through the Office of the eSafety Commissioner. In support of this, teachers can guide students though reporting methods in their favourite Games, Apps and Socials (social networking sites) with this regularly-updated list **Values focus:** [Domain 3] Exploring your Cultural Iceberg – an online questionnaire encouraging students to explore the visible and hidden aspects of their own cultural identities. By Together for Humanity, includes teacher notes. **Watch:** [Domains 3.1, 5.1, 5.2] The Hunting – SBS TV series exploring the impact of a nude teen photo scandal. Use the education resources include discussion guides, posters and shorter clips. **Scheme of work:** [Domains 3.1, 5.1, 5.5] The Yes Project – using this digital and social health program by Office of the eSafety Commissioner, teach Theme 1: 'How do I fit in the digital world?' this term, discussing online cultures, and the importance of being open-minded and challenging assumptions and can assist in developing. Extension: Incorporate this Stanford.edu definition of Insight Bias **Project:** [Domains 3, 5.1, 5.5] Karen Armstrong's TED Talk and Charter for Compassion – using these resources as source material, present to students the inquiry question: Does compassion lead to social cohesion?	Continue or complete the eSmart Secondary Digital Licence [Domains 3, 5, 6.2] Explore and complete the eSmart Media Literacy Lab [Domains 3, 5, 6.2] Teachers can facilitate sessions with: **Module 3 – Information Disorder** A deep dive into fact vs opinion, fact-checking and how Mis, Dis & Mal-Information impacts society at personal, local, national and global levels. **Module 4 – Filter Bubbles, Algorithms, AI and Big Data** Examines the impact technology on our media production, consumption and on our understanding of ourselves and the world. **eSmart Student Voice Project:** [Domains 3 & 5] Students write, develop, present, perform and publish podcasts or vodcasts, using existing school/BYOD apps, or downloading apps like Podbean or Powtoon. In each episode students provide advice to peers, based on their researched eSmart topics, such as: cyber risks, online safety, privacy/ security, messaging/chatting, geo-location and geotagging, IP and User Generated Content (UGC), live streaming, digital footprint etc. **Scheme of work:** [Domains 5.1, 5.2, 5.4, 5.5] The Yes Project – using this digital and social health program by Office of the eSafety Commissioner, teach Theme 2: How do I support and connect with others?' this term, emphasising empathy and ethical decision-making in respectful relationships. **Extension:** Using the story of being trolled by young Australian trailblazer Jade Hameister, teach about appropriate bystander behaviour in any kind of online interactions. Jade's #expandpossible TEDxMelbourne talk, and from 20:30mins in her ABC One Plus One interview **Watch/listen:** [Domains 3.1, 5.1, 5.2] The Interview – in the context of pathways and career education, and in revision, share and teach to this video on the potential impact of our digital footprint. By Office of the eSafety Commissioner **Scheme of work** [Domains 3.1, 5.2, 5.4, 5.5] That's Not Cool – a US education resource project with a range of peer-to-peer (and potentially parent-inclusive) challenges promoting critical thinking, responsibility and awareness around online dating abuse. Common Sense Media Review	Continue or complete the eSmart Secondary Digital Licence [Domains 3, 5, 6.2] Explore and complete the eSmart Media Literacy Lab [Domains 3, 5, 6.2] Teachers can facilitate sessions with: **Module 5 – Media and Democracy** Explores links between media and democracy, responsibilities of being a citizen, and considers challenges faced by democracy. **Module 6 – Haters Gonna Hate** Countering hate speech online, the crime, how it impacts views and how to respond. Highlights the importance of digital advocacy and becoming a changemaker. **Advice** [3.3, 5.4,5.5 and Domain 6] Register and take part in our National eSmart Week, 6-12 September 2021 **Watch:** [Domains 3.1, 5.1] Girl Asleep – An Australian film exploring the themes of friendship, respectful relationships, adolescence and peer pressure. Use the study guide, available to rent on Youtube. **Scheme of work:** [Domains 3.1, 5.2, 5.4] Relationships and Sexuality in the Media – a lesson plan by Media Smarts (Canada) designed to facilitate pragmatic classroom discussion on how gender, sex and relationships are communicated in advertising. Includes a quiz and opportunities to develop a presentation **Scheme of work:** [Domains 3.1, 5.2, 5.4] Think.You.Know. Sexting, Selfies & Pics An educative approach can help students understand the issue and make informed decisions about how they use technology as part of their relationships **Set reading:** [Domains 3.1, 5.1, 5.2] Warning: Explicit language and adult themes – review for suitability first and consider only reading excerpts. Not recommended for under 16s. *Troll Hunting: Inside the World of Online Hate and Its Human Fallout* – students engage with Journalist Ginger Gorman's investigation in to cyber risks including trolling and associated crimes, with insights from the eSafety Commissioner. Booktopia	Find bookshop **Other resources to consider using/adapting:** • Perspectives on Cyber bullying [Common Sense Media] – different views on cyber bullying through the lens of television • Digital Life 102 [Common Sense Media] – lesson plan with opportunity for student reflection on social media	Hold a eSmart Secondary Digital Licence awards ceremony, involving the parents and school community [Domains 3, 5 and 6.2] Using the eSmart Media Literacy Lab modules [Domains 3, 5, 6.2] Explore digital assets, and recommended partner resources, explore a youth social justice issue of interest to your students. **Scheme of Work:** [Domains 3.1, 5.1, 5.2, 5.5] The Earth Charter – this charter, initiated by the United Nations, has emerged a declaration of global ethical principles, based on common goals and shared values. For our online world, facilitate students to research in groups/independently then present arguments on the themes: conflict resolution, rights and responsibility, and divergent values/beliefs **Scheme of work:** [Domains 3.1, 5.2, 5.4] The Pornography Debate – a lesson plan by Media Smarts (Canada) designed to facilitate pragmatic classroom discussion on pornography and how it is portrayed in advertising **Watch/listen:** [Domains 5.1, 5.2] The Amazing Mind Reader – this video by Duval Guillaume provides an opportunity to revise topics of privacy, security and students' digital footprint **Other resources to consider using/adapting:** • Rewrite Your Story [Office of the eSafety Commissioner] – intervention advice, what students can do to stay proactive and positive when things go wrong online, including after poor decision-making • Bullystoppers – online interactive student learning modules from DET. Topics include social media and bullying. **Cross-Domain Opportunities:** Domains 3, 5 & 6 • Consider facilitating lessons with these resources/apps in buddy pairs/groups, and with younger students. • Provide opportunities for parents and teachers to play/watch/view the content their children have created