![btn logo]

Teacher Resource

Safer Internet Day 2022

Focus Questions

Discuss the BTN Safer Internet Day 2022 story as a class and record the main points of the discussion. Students will then respond to the following:

1. Discuss the BTN story with another student. Record the main points of your discussion.
2. What are some examples of cyberbullying or online abuse?
3. What can you do if you experience cyberbullying or online abuse?
4. What are some tips for staying safe online?
5. What website has a tool that lets you report online abuse?

Activity: Class Discussion

Ask students to think about how they spend their time online. Students will take notes about what they do online, if their devices have controls or filters on and how they stay safe online. Ask students to bring this information to a class discussion.

Use the following questions to get the discussion started...

- List all the ways you use technology for communication.
- What does it mean to you to be safe online? Give examples.
- What are some examples of cyberbullying or online abuse?
- What can you do if you experience cyberbullying or online abuse?

Activity: Six Hat Thinking

As a class, use Edward De Bono's Six Hat Thinking to explore the issues raised in the BTN Safer Internet Day 2022 story. Make your own coloured hat cut outs and place on the floor. Students will take it in turns answering questions in relation to what they already know about

the issue, what they have learned from the story and what they want to learn further about the topic. Ask students to respond to the following questions:

- How did the Safer Internet Day 2022 story make you feel?
- What do you know about staying safe online?
- What have you learnt from the story?
- Were there any positives from the story? If so, what were they?
- What are some of the negatives or challenges that you learnt from the story?
- Why is it important to find out more about the staying safe online?
- What questions were raised during this activity?
- What do you want to learn further about this topic?

Six Thinking Hats

FACTS
Gather data to understand the issue or problem.

FEELINGS
State hunches and intuition without judgement or prejudice.

CREATIVITY
Express new concepts and perceptions.

POSITIVITY
Be optimistic, probe for value and benefits.

JUDGEMENT
Spot difficulties and dangers, question the feasibility of approaches to the problem.

ANALYSIS
Used to manage the process and make sure each hat is used correctly.

Reflection

After this activity, ask students to reflect on what they have learnt. Students can include details about how their thinking on this issue has changed.

Activity: Cyber citizen

Students will explore the issue of cyber bullying and what it means to be a responsible cyber citizen. Ask students to brainstorm the positive and negative aspects of young people accessing information communication technologies and experiences they have using social networking.

Divide the class into groups of 4-5 students. Assign each group one of the following roles:
- The bully (consider the reasons they do it and the excuses they use)
- The victim (how it makes them feel and reasons why they might not tell an adult)
- The parents (what they can do)
- The bystander witnessing cyber bulling (their responsibilities)
- The school (what role do schools play in the issue)

Record students' responses and discuss questions about the issue that they may have. These questions can be used to guide their research. Other possibilities include:
- What does it mean to be a responsible cyber citizen?
- What can be the consequences for people who bully online?
- What does it mean to be cyber smart?

Students will create and publish a guide on how to stay safe and be smart online. Students' guides will educate and support other young people in their community.

Activity: #GameOn

This [eSafety resource](#) uses videos to teach kids about the differences and similarities of online and face-to-face interactions and how they can protect their privacy and security online. The resource is based on a short online drama series.

Lesson plans based on the issues raised in the videos are provided in study guides for upper primary and lower secondary students. This resource has also been designed to support students learning from home.

[#GameOn resource – eSafety Commissioner](#)

The student activities in this resource cover some of the following topics:

- Your digital reflection
- Playing Safe
- Online Friendships
- Cybercitizenship
- Personal digital devices
- Do you live your life online?
- Screen Time vs Green Time

Activity: Be smart online – Take up the challenge

These [teacher-led activities](#) use animated videos to introduce students to key online safety issues including cyberbullying, protecting personal information and sharing images.

Forever	Detectives	Hero
Be smart about sharing things online.	Be smart about protecting yourself from inappropriate contact online	Be smart about cyberbullying and supporting others online.

Useful Websites

- [Safer Internet Day 2021](#) – BTN
- [Digital Footprint](#) – BTN
- [Online Trolls](#) – BTN
- [Avoid these passwords](#) – BTN Newsbreak
- [Cyberbullying](#) – Kids Helpline
- [Cyberbullying](#) – eSafety Commissioner
- [Online safety videos for educators](#) – eSafety Commissioner