

Activities for students to take the lead in online safety

Foundation to Year 3

eSafety Toolkit for Schools

Creating safer online environments

This resource provides range of activities to empower students in Foundation to Year 3 to help cultivate safe online environments. It has been adapted with permission from the Australian Education Authorities' website [Bullying. No Way!](#). It draws extensively from *Meaningful Student Involvement: Guide to Students as Partners in School Change*.*

Students play a central role in creating and maintaining a safe online environment at their school and within their community. It is important to create opportunities for young people to participate and be involved in this process in ways that are authentic and resonate well with them. This gives students confidence that their views are respected and their voices are being heard.



*Fletcher. (2015). *Meaningful Student Involvement: Guide to Students as Partners in School Change*.



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Important note

Prior to using the suggested activities, it's important to consider how suitable these are for your school and the students' age/stage. Carefully consider wellbeing, confidentiality, privacy and disclosure of personal information and ensure appropriate safeguards are in place. Avoid activities such as roleplays if there are students currently experiencing online safety issues in your class. Schools are encouraged to have appropriate processes and support services in place for managing student disclosures.

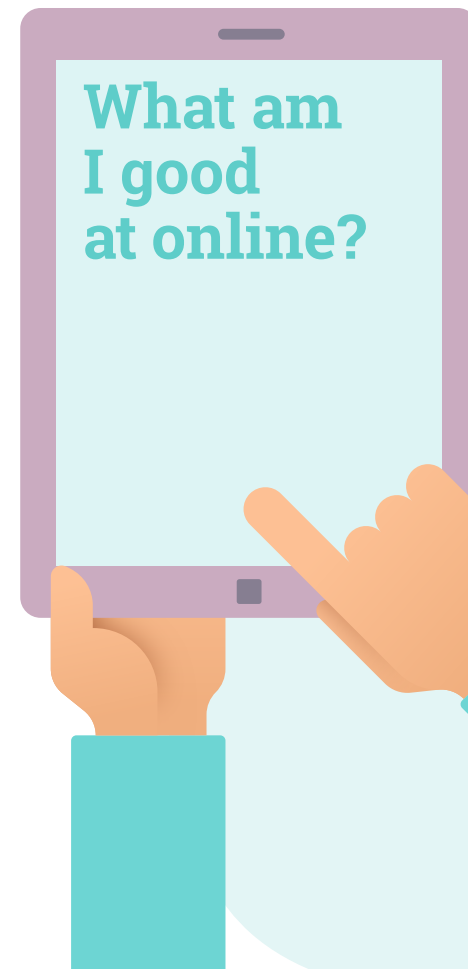
The activities link to a range of useful websites and eSafety resources that teachers can use. Teachers may also deliver or tailor activities designed for other age ranges, depending on the needs of their students.

Students can lead in online safety:

Young people have many strengths and skills that can be called on as they take the lead in online safety. It is important to consider these skills when tailoring approaches to engage with young people in the school community.

To start, consider asking students the following questions:

- What are you good at online?
- What do you enjoy most about being online?
- What things make you feel unsafe online?
- How can you help your friends to stay safe online?



Students involved in online safety can be...



Planners



Students can plan activities and lessons to ensure they know what, how and why they are learning certain concepts and skills.

- **ACTIVITY:** Help their teacher plan a class event for families to attend that focuses on what makes a good digital citizen. [ACHASSK030](#)
- **ACTIVITY:** Create a personal online safety plan using [eSafety's Be Secure](#) resource as a prompt. [ACTDIP006](#) [ACHASSI008](#)

Researchers



Students can research their school community to understand shared experiences and trends in order to produce meaningful solutions.

- **ACTIVITY:** With a teacher, brainstorm words that represent a safe and inclusive online environment (e.g. respect, kindness, empathy) and create a word wall. [ACELA1429](#)
- **ACTIVITY:** Ask family members what online safety means to them and share findings with the class. [ACHASSI008](#) [ACHASSI002](#)

Teachers & Mentors



Students can teach and support others as a way to strengthen learning and help teachers to understand their perspectives.

- **ACTIVITY:** Explain to new students the class rules about appropriate and inappropriate online behaviours and technology use.
- **ACTIVITY:** As a class, create an online safety booklet to teach parents/carers how to keep safe online, including topics like password sharing and safe content. [ACELY1664](#)

Evaluators



Students can undertake and deliver purposeful reflections on learning and behaviour.

- **ACTIVITY:** Use the [Hector's World](#) resource as a prompt to discuss a character's behaviour in an online situation.
- **ACTIVITY:** As a class, discuss online situations and possible reactions, and evaluate which reaction is appropriate. [ACPPS038](#)

Decision makers



Students can partner with school staff to make decisions on a range of issues that affect them — from lesson content to class activities and school policies.

- **ACTIVITY:** Decide on a class mascot for [Safer Internet Day](#) and the [National Day of Action Against Bullying and Violence](#) as well as messages the mascot will promote.
- **ACTIVITY:** Create a decision-making wheel to help with different online events. For example: someone asks me for my password- should I share it? (Yes/No/Depends). [ACPPS040](#)

Advocates



Students can raise issues and come up with solutions to affect change within communities.

- **ACTIVITY:** Contribute to school assemblies, year group meetings or newsletters with tips and strategies for being inclusive and respectful of other students, both online and off. [ACADRM029](#)
- **ACTIVITY:** Encourage students to sign a pledge — taking a stand to create a respectful online world.