

Teacher Booster Discussion Guide



bCyberwise - Session 1 - Personal Safety Online

Introduction

These discussion questions are provided as suggestions to assist teachers to deepen the students comprehension of the content that has been taught as part of your schools Life Ed visit. The Booster Session discussions integrate a variety of question styles to engage learners; by activating prior knowledge, revisiting new knowledge and extending understanding by posing open-ended questions. The booster sessions can be used in a couple of ways after the Life Ed visit. Teachers may like to watch the video in full and use the discussion points as a summing up activity. Teachers may also like to stop the video throughout to pose questions, or respond to student ideas and questions.

Note:

Life Ed is committed to child safety, health and wellbeing. We want all children to be safe, happy and empowered. When learning about these important ideas and topics, teachers are reminded to follow your school's Child Protection Policy to ensure that classrooms are a safe learning space.

What positive things can the Internet be used for?

(Education, information, communication, entertainment, social networking, e-commerce including shopping and banking, making music, gaming)

What negative things can happen on the Internet?

(Stolen information, people being mean or asking for personal details, creepy messages, scams, getting hacked, viruses etc.)

(open ended)

What are some tips to protect your personal information when uploading safe photos of yourself or others?

(Don't upload anything that will give away personal information – school uniforms, street signs, numberplates, sports uniforms, Ask their permission. Etc.)

What are the parts of the digital forcefield we can use to keep ourselves safe online?

Age restrictions, Anti-virus software, Safe & respectful behaviour, Privacy settings, Strong passwords, Parental controls, eSafety.gov.au.

What are some ways we can prevent ourselves 'getting hacked', when someone breaks into a computer system to steal information or scam others?

(open ended)

What were the consequences of Nathan getting hooked on the new game that was too old for him?

(he fell asleep in class, he faked his age to play, he missed out on basketball with his friends, he lied to his mum, he didn't eat, he didn't get enough sleep, someone in the online game chat room cyber bullied / threatened to track him down. The game was messing up his life)

What does the reward system of the brain do?

(Releases dopamine & serotonin, These good feeling chemicals make us want to keep doing good things. The reward system can be tricked by eating good food, being active, hanging out with friends)