

eSmart Scope and Sequence: Classroom resources F-10

- This document has been created to support schools who are working towards Focus Area 2.3 in their eSmart journey. It is not a mandatory requirement for completing your eSmart plan but provides examples of classroom-based activities and lesson plans which will engage your students in their development of positive digital practices.
- You may wish to follow the suggested sequence or pick activities most appropriate to your needs.
- The document features alignment to the Australian Curriculum Version 9.0, along with the eSafety Best Practice Framework for Online Safety Education. Activities have also been linked to the goals within Focus Area 2.3
- While activities range in length and may have multiple elements, they have been separated into the following four categories:
 1. **Storytime** suggests a text or online storybook to introduce a them and encourage discussion
 2. **Hands on** involved concrete materials and group or individual activities
 3. **Tech time** requires students to use devices to engage with games or online exploration of ideas
 4. **Watch and learn** involves the use of short videos, viewed individually or as a whole class, supported with follow-up activities
- Where an eSmart program (for example, the Digital Licence+) exists to develop a skill or understanding, we have suggested that program. If your school is happy with an alternative program that you currently subscribe to, we recommend reading the intention and selecting the content which best aligns with this as a replacement activity.
- While this document will be continually reviewed to ensure it remains relevant, we appreciate your support in informing us of any broken links by emailing eSmart@amf.org.au
- We have chosen activities we deem to be appropriate for the designated age range, we encourage you to review the resources prior to implementing them, to ensure they are accessible and suitable for your specific cohorts' needs.
- We recommend that any class activity which may involve the discussion of or reflection on sensitive topics be preceded by a group agreement.

Foundation

Australian Curriculum Version 9.0	Term 1	Term 2	Term 3	Term 4
<p>HPE AC9HPFP02 AC9HPFP03 AC9HPFP04</p> <p>English AC9EFLA01</p> <p>General capabilities: Digital Literacy</p> <ul style="list-style-type: none"> Practice digital safety and wellbeing Managing and operating <p>Personal and Social</p> <ul style="list-style-type: none"> Personal awareness Emotional awareness <p>Ethical Understanding</p> <ul style="list-style-type: none"> Recognise influences on ethical behaviours and perspectives Examine values, rights, responsibilities and values and ethical norms <p>eSafety Best Practice alignment codes available after each activity</p>	<p>Storytime: Read Swoosh, glide and rule number 5 and use as a guide to create your own list of rules for using the internet. (1.3, 3.1)</p> <p>Goal: 2.3.1</p>	<p>Hands on: Select play-based activities from Playing IT Safe. Although designed for Early Childhood, you will find activities within the Pre-School age that will support your students (2.1,2.3)</p> <p>Goal: 2.3.1</p>	<p>Tech time: Play Share that photo from Playing IT Safe, to explore how content can be shared widely online (1.3, 3.3)</p> <p>Goal: 2.3.1</p>	<p>Tech time: Play Who can help from Playing IT Safe, to learn about seeking help in online and offline situations (1.3, 4.4)</p> <p>Goal: 2.3.2</p>
	<p>Hands on: Complete the activity Guess Who from Playing IT Safe to explore seeking consent and image manipulation. Although designed for Early Childhood, activities will support your Foundation students (2.1,2.3)</p> <p>Goal: 2.3.2</p>	<p>Watch and Learn: Complete eSmart's Socialising Safely to explore how to use the internet to communicate with others safely (1.1, 2.1)</p> <p>Goal: 2.3.3</p>	<p>Tech time: As a class, explore the eSafety Kids guide. Take summary notes on where to find help (3.1, 4.4)</p> <p>Goal: 2.3.2</p>	<p>Storytime: Read Digiduck's Big Decision to learn about kindness to others online (1.1, 2.1)</p> <p>Goal: 2.3.3</p>
	<p>Hands on: Complete eSmart's My device and me to explore responsible and careful use of technology (1.3, 3.3)</p> <p>Goal: 2.3.5</p>	<p>Storytime: Read Ruby's Worry by Tom Percival to explore how to seek help with worrying thoughts (4.2, 4.4)</p> <p>Goal: 2.3.2</p>	<p>Storytime: Ask students if they have rules at home about being around a pool or a pond to keep them safe. Share reading The Internet is Like a Puddle by Shona Innes and record why there are rules to keep safe when using the internet (1.1, 3.3)</p> <p>Goal: 2.3.5</p>	<p>Storytime: Read Digiduck Saves the Day to celebrate how applying digital citizenship skills can lead to positive experiences (2.1, 3.3)</p> <p>Goal: 2.3.2</p>

Foundation (continued)

Australian Curriculum Version 9.0	Term 1	Term 2	Term 3	Term 4
<p>Suggestions to involve school and home community:</p> <p>EVENTS</p> <ul style="list-style-type: none"> • Safer Internet Day, Feb 6th • National eSmart Week 	<p>Hands on: Use information gathered from all of the above activities to write an acceptable use agreement for school use (1.4)</p> <p>Goal: 2.3.1</p>	<p>Storytime: Read Digiduck and the Magic Castle to learn about strong passwords and online settings (1.3, 2.2)</p> <p>Goal: 2.3.5</p>		<p>Hands on: Learn the song My Family Rules by using the provided sheet music or audio track. Record class performing the song, after asking students what they need to do to check that the recording is being made safely and responsibly. (1.4, 3.5)</p> <p>Goal: 2.3.5</p>
<p>DISPLAYS</p> <p>Share performance of <i>My Family Rules</i> with parent community</p>	<p>Watch and learn: Complete the We the digital citizens activity to learn about being a responsible digital citizen (1.1, 1.4, 2.1)</p> <p>Goal: 2.3.3</p>			

Year 1 and 2

Australian Curriculum Version 9.0	Term 1	Term 2	Term 3	Term 4
<p>HPE AC9HP2P02 AC9HP2P03 AC9HP2P05</p> <p>English AC9E1LA01 AC9E2LA01 AC9E1LA05 AC9E2LA05</p> <p>General capabilities: Digital Literacy</p> <ul style="list-style-type: none"> Practice digital safety and wellbeing Managing and operating <p>Personal and Social</p> <ul style="list-style-type: none"> Personal awareness Emotional awareness <p>Ethical Understanding</p> <ul style="list-style-type: none"> Recognise influences on ethical behaviours and perspectives Examine values, rights, responsibilities and ethical norms 	<p>Watch and Learn: Complete eSmart's Socialising Safely. Use this to create a technology agreement (1.1, 1.4)</p> <p>Goal: 2.3.1</p>	<p>Story time: Read <i>If you give a mouse an iPhone</i> by Ann Droyd to explore digital wellbeing and balanced use of technology (1.3, 3.3)</p> <p>Goal: 2.3.1</p>	<p>Hands on: Complete eSmart's The footprint I want to learn about our online identity (2.4, 3.4)</p> <p>Goal: 2.3.1</p>	<p>Hands on: Complete eSmart's Digital Literacy: What could happen? Lesson to encourage students to think before posting online. Use the T.H.I.N.K poster available in the eSmart portal resource library to support. (1.1, 1.3)</p> <p>Goal: 2.3.1</p>
	<p>Hands on: Explore the concepts of a digital network in order to understand the risks and benefits of connection, eSafety activity Questions we have about the internet</p> <p>Goal: 2.3.5</p>	<p>Hands on: Complete eSmart's Digital Detective lesson to learn about identifying real information online (3.3, 4.1)</p> <p>Goal: 2.3.4</p>	<p>Hands on: Complete eSmart's Being Courageous Online lesson to explore seeking help (4.2, 4.4)</p> <p>Goal: 2.3.2</p>	<p>Hands on: Complete the Lower Primary lesson plan for Hectors World: The Info gang to investigate tuning in to feelings to avoid online risks (4.2, 4.3)</p> <p>Goal: 2.3.2</p>
	<p>Watch and Learn: Complete the Lower Primary lesson plan for Hector's World: Details details to learn about keeping personal information secure (2.2, 2.4)</p> <p>Goal: 2.3.2</p>	<p>Watch and learn: Use the Mighty Heroes- Dusty resource, and accompanying activity pack, to learn about asking for help (4.2, 4.4)</p> <p>Goal: 2.3.2</p>	<p>Hands on: Use the eSafety resource Keep it Sweet Online to learn strategies for dealing with online risks, and how to report cyberbullying (2.2, 4.4)</p> <p>Goal: 2.3.2</p>	<p>Watch and learn: Complete the Lower Primary lesson plan for Hector's World: Oops to explore strategies for avoiding scams (2.2, 2.4)</p> <p>Goal: 2.3.4</p>

Year 1 and 2 (continued)

Australian Curriculum Version 9.0	Term 1	Term 2	Term 3	Term 4
<p>eSafety Best Practice alignment codes available after each activity.</p> <p>Suggestions to involve school and home community:</p> <p>EVENTS:</p> <ul style="list-style-type: none"> • Safer Internet Day, Feb 6th • National eSmart Week <p>DISPLAYS:</p> <ul style="list-style-type: none"> • Display posters from <i>Bringing good vibes to the internet</i> in a common area around your school • Invite families in to view the role plays created in response to scenarios in <i>Role play respect online</i> 	<p>Hands on: Use eSmart's Bringing good vibes to the internet to explore positive online behaviour (1.1, 2.4)</p> <p>Goal: 2.3.1</p>	<p>Hands on: Use the activity Role play respect online to practice communicating safely and fairly online (1,1, 2.1)</p> <p>Goal: 2.3.1</p>	<p>Watch and learn: Complete the Lower Primary lesson plan for Hector's World: You're not alone to learn the importance of supporting others who may be bullied (2.2)</p> <p>Goal: 2.3.1</p>	<p>Tech time: Select a range of expressive emojis and project these to your class. Discuss how each could be used to communicate feelings and tone if things are not being said face to face (1.1, 2.4)</p> <p>Goal: 2.3.3</p>

Year 3 and 4

Australian Curriculum Version 9.0	Term 1	Term 2	Term 3	Term 4
<p>HPE AC9HP4P06 AC9HP4P07 AC9HP4P08</p> <p>HASS AC9HS3K06 AC9HS4K07</p> <p>English AC9E3LA10 AC9E3LE02 AC9E4LE02</p> <p>General capabilities: Digital Literacy</p> <ul style="list-style-type: none"> Practice digital safety and wellbeing Investigating <p>Personal and Social</p> <ul style="list-style-type: none"> Personal awareness Emotional awareness <p>Ethical Understanding</p> <ul style="list-style-type: none"> Recognise influences on ethical behaviours and perspectives 	<p>Hands on: Complete Digital Literacy: Choose your audience to practice choosing appropriate communication methods (1.1, 3.3)</p> <p>Goal: 2.3.5</p>	<p>Hands on: Complete eSmart's Send me a pic to create agreed guidelines on when it is ok to share photos, and how to ask permission (1.1, 1.4)</p> <p>Goal: 2.3.2</p>	<p>Watch and learn: Complete eSmart's Think before you share lesson to explore empathy online (1.1, 2.1, 3.3)</p> <p>Goal: 2.3.3</p>	<p>Watch and learn: Complete eSmart's Protect your identity to explore phishing scams (2.2, 4.1)</p> <p>Goal: 2.3.2</p>
	<p>Hands on: Introduce the topic of Online bullying by completing the eSmart lesson Four Corners (1.3, 4.3)</p> <p>Goal: 2.3.2</p>	<p>Watch and Learn: Complete eSmart's Digital Literacy: Protect your passwords lesson to explore how to make and remember strong passwords (2.1, 3.3)</p> <p>Goal: 2.3.5</p>	<p>Hands on: Complete eSmart's Being Courageous Online lesson to explore help-seeking behaviours (4.2, 4.4)</p> <p>Goal: 2.3.2</p>	<p>Hands on: Complete eSmart's What it feels like online to explore the impact of our online words and actions on others (1.1, 4.2)</p> <p>Goal: 2.3.1</p>
	<p>Watch and learn: Complete the Middle Primary lesson plan for Lesson 7: You're not alone from Hector's World to explore supporting others (4.2, 4.4)</p> <p>Goal: 2.3.1</p>	<p>Tech time: Select mini-games from Common sense education to explore digital literacy and citizenship skills (3.2, 4.1)</p> <p>Goal: 2.3.1</p>	<p>Hands on: Complete eSmart's Spending 'real' money online to explore the persuasive devices games and apps use to encourage usage (4.1, 4.3)</p> <p>Goal: 2.3.5</p>	<p>Hands on: Complete eSmart's 5 Ps of a positive digital footprint to explore online reputation (1.3, 1.4)</p> <p>Goal: 2.3.1</p>

Year 3 and 4 (continued)

Australian Curriculum Version 9.0	Term 1	Term 2	Term 3	Term 4
<ul style="list-style-type: none"> Examine values, rights, responsibilities and values and ethical norms. <p>eSafety Best Practice alignment codes available after each activity.</p> <p>Suggestions to involve school and home community:</p> <p>EVENTS</p> <ul style="list-style-type: none"> Safer Internet Day, Feb 6th National eSmart Week National Day of Action against Bullying and Violence <p>DISPLAYS</p> <ul style="list-style-type: none"> Publish list of ways to show kindness online in school newsletter. 	<p>Hands on: Create a responsible use of technology document. Ensure that this is agreed upon before students have access to their devices. (1.1, 1.4)</p> <p>Goal: 2.3.5</p>	<p>Story time: Read or view the picture book <i>Chicken Clicking</i> and complete the accompanying activities to explore avoiding scams online (2.2)</p> <p>Goal: 2.3.4</p>	<p>Story time: Read the story <i>Be Kind</i> by Pat Zietlow Miler. Create a list of ways you can apply these things in the online space too (1.1, 1.4)</p> <p>Goal: 2.3.1</p>	

Year 5 and 6

Australian Curriculum Version 9.0	Term 1	Term 2	Term 3	Term 4
<p>HPE AC9HP6P01 AC9HP6P08 AC9HP6P04 AC9HP6P06 AC9HP6P07 AC9HP6P10</p> <p>HASS AC9HS5S06</p> <p>English AC9E5LA01 AC9E6LY04 AC9E6LY02</p> <p>General capabilities: Digital Literacy</p> <ul style="list-style-type: none"> • Practice digital safety and wellbeing • Creating and exchanging <p>Personal and Social</p> <ul style="list-style-type: none"> • Personal awareness • Emotional awareness 	<p>Tech time: Begin DL+ Module 1: Traversing the tightrope of technology, and accompanying activities, to learn about balance and self-regulation (1.3, 3.5)</p> <p>Goal: 2.3.1</p>	<p>Tech time: Begin DL+ Module 7: Having a digital heart, and accompanying activities, to explore kindness in the online space (2.1, 4.2)</p> <p>Goal: 2.3.3</p>	<p>Work unit: Complete the Cool Australia eSafety lessons Know the Internet and Cleaning Up to explore the impact of digital footprints and reputation (1.3, 2.2)</p> <p>Goal: 2.3.2</p>	<p>Hands on: Review your Digital Licence+ certificate and the pledges made. Reflect on how you have done these things this year (3.5)</p> <p>Goal: 2.3.1</p>
	<p>Watch and Learn: Complete eSmart's Digital Literacy: Protect your passwords lesson to explore how to make and remember strong passwords (2.2, 4.3)</p> <p>Goal: 2.3.5</p>	<p>Watch and Learn: Use the Bullying is never ok! Resource to explore ways to support others (2.1, 4.4)</p> <p>Goal: 2.3.3</p>	<p>Work unit: Complete the Cool Australia eSafety lesson Feeling Fishy to explore critical thinking about online behaviours (1.3, 4.4)</p> <p>Goal: 2.3.3</p>	<p>Work unit: Complete the Cool Australia eSafety lesson Express yourself safely to learn about the developing brain and its impact on expression (3.3, 4.3)</p> <p>Goal: 2.3.1</p>

Year 5 and 6 (continued)

Australian Curriculum Version 9.0	Term 1	Term 2	Term 3	Term 4
<p>Ethical Understanding</p> <ul style="list-style-type: none"> Recognise influences on ethical behaviours and perspectives Examine values, rights, responsibilities and values and ethical norms <p>eSafety Best Practice alignment codes available after each activity.</p> <p>Suggestions to involve school and home community:</p> <p>EVENTS</p> <ul style="list-style-type: none"> Safer Internet Day, Feb 6th National eSmart Week National Day of Action against Bullying and Violence Media Literacy Week <p>DISPLAYS</p> <ul style="list-style-type: none"> Share podcast or website created in Term 4 on your school's website or social media account 	<p>Tech time: Begin DL+ Module 3: The best offence is kindness (1.1, 4.2)</p> <p>Goal: 2.3.3</p>	<p>Tech time: Begin DL+ Module 5: Building your shield (2.2, 3.3)</p> <p>Goal: 2.3.5</p>	<p>Tech time: Select mini-games from Common sense education to explore digital literacy skills (3.2, 3.3)</p> <p>Goal: 2.3.5</p>	<p>Tech time: Explore ways to design a webpage or podcast about your understandings to share with school community (1.4, 3.3)</p> <p>Goal: 2.3.5</p>

Year 7 and 8

Australian Curriculum Version 9.0	Term 1	Term 2	Term 3	Term 4
HPE AC9HP8P01 AC9HP8P04 AC9HP8P06 AC9HP8P07 AC9HP8P08 AC9HP8P09 AC9HP8P10	Tech time: Begin DL+ module 2: Powered by will to learn about balanced use of technology and overcoming persuasive design (2.1, 4.3) Goal: 2.3.4	Tech time: Begin DL+ module 6: Shielding the greater network to learn about safety and vigilance when using devices (1.3, 1.4) Goal: 2.3.2	Tech time: Begin DL+ Module 8: Knowing the real you to understand the connection between online interactions and their emotions and behaviours (2.1, 4.2) Goal: 2.3.3	Hands on: Review your Digital Licence+ certificate and the pledges made. Reflect on how you have done these things this year (3.5) Goal: 2.3.1
Civics and Citizenship AC9HC7S02 AC9HC8S02 English AC9E7LA01 AC9E7LY01 AC9E8LA01 AC9E8LY01 AC9E8LY03	Hands on: Create an acceptable use agreement for classroom use (1.4, 3.5) Goal: 2.3.3	Tech time: Begin DL+ Module 4: Riding the content highway to explore responses to discriminatory or harmful content (1.1, 4.4) Goal: 2.3.2	Watch and learn: Use the resource Play it safe and fair online to learn strategies to manage wellbeing (2.2, 4.4) Goal: 2.3.1 and 2.3.3	Tech time: Continue the Media Literacy Lab modules Goal: 2.3.4
General capabilities: Digital Literacy <ul style="list-style-type: none"> Practice digital safety and wellbeing Creating and exchanging Personal and Social <ul style="list-style-type: none"> Personal awareness Emotional awareness 	Tech time: Start the age-appropriate Media Literacy Lab to develop critical thinking about media consumption (1.3, 4.1) Goal: 2.3.4	Tech time: Continue the Media Literacy Lab modules to develop critical thinking around media sharing (1.1, 4.3) Goal: 2.3.4	Tech time: Continue the Media Literacy Lab modules do develop understanding about the impact of their media creation (1.1, 1.2) Goal: 2.3.4	Hands on: Review upstanding behaviour, and showing kindness online, with the lesson plan Upstanders and Allies (1.1, 4.4) Goal: 2.3.3

Year 7 and 8 (continued)

Australian Curriculum Version 9.0	Term 1	Term 2	Term 3	Term 4
<p>Ethical Understanding</p> <ul style="list-style-type: none"> Recognise influences on ethical behaviours and perspectives Examine values, rights, responsibilities and values and ethical norms <p>eSafety Best Practice alignment codes available after each activity.</p> <p>Suggestions to involve school and home community:</p> <p>EVENTS</p> <ul style="list-style-type: none"> Safer Internet Day, Feb 6th National eSmart Week National Day of Action against Bullying and Violence Media Literacy Week R U OK Day <p>DISPLAYS</p> <ul style="list-style-type: none"> Hold a parent information session to outline your school's technology policies Share project created in Term 4 with parent audience. 		<p>Hands on: Use the Respect Matters teaching guide to teach about upstanding and bystanding, and respectful online behaviour (1.1, 2.1)</p> <p>Goal: 2.3.3</p>	<p>Hands on: Use the What's your Brand lessons to explore digital reputation (3.4, 4.2)</p> <p>Goal: 2.3.1</p>	<p>Watch and learn: Watch the clip on Sharenting from ABC's BTN. Use the eSmart Student Agency planning template to consider how to educate parents about the impact of their sharing (1.4, 4.3)</p> <p>Goal: 2.3.3 and 2.3.1</p>

Year 9 and 10

Australian Curriculum Version 9.0	Term 1	Term 2	Term 3	Term 4
<p>HPE AC9HP10P01 AC9HP10P04 AC9HP10P06 AC9HP10P07 AC9HP10P08 AC9HP10P10</p> <p>Civics and Citizenship AC9HC9K06</p> <p>English AC9E9LA01 AC9E10LA01 AC9E10LE05 AC9E10LE06 AC9E9LY03 AC9E10LY03</p> <p>General capabilities: Digital Literacy</p> <ul style="list-style-type: none"> Practice digital safety and wellbeing Creating and exchanging <p>Personal and Social</p> <ul style="list-style-type: none"> Personal awareness Emotional awareness 	<p>Hands on: Develop an appropriate use agreement for your classes, taking into consideration the ethical and responsible use of technology which has been covered in previous years (1.4, 3.5)</p> <p>Goal: 2.3.1</p>	<p>Watch and Learn: View the video Anonymous accounts and cyberbullying to explore empathy and kindness when participating online. Discuss why recognising and changing mistakes is important. (1.1, 4.2)</p> <p>Goal: 2.3.3</p>	<p>Hands on: View the Know your rights in the Digital World poster from the 5Rights Foundation. Create a chart showing how your class currently believes these rights are or are not being met. (1.4, 4.1)</p> <p>Goal: 2.3.1</p>	<p>Hands on: The Earth charter was initiated by the UN and is a declaration of global ethical principles. Apply this to the online world: Ask students to research and present arguments on the themes of conflict resolution, rights and responsibility, and divergent values (1.1, 1.4, 4.3)</p> <p>Goal: 2.3.1</p>
	<p>Tech time: Use the eSafety Guide to explore favourite games and apps. Make a note on how to update privacy settings. (1.4, 2.4, 4.3)</p> <p>Goal: 2.3.2</p>	<p>Tech time: Use the eSafety Guide to explore how to report online abuse, spam or inappropriate content in your favourite games and apps (1.4, 3.3, 4.4)</p> <p>Goal: 2.3.2</p>	<p>Tech time: Continue the Media Literacy Lab modules do develop understanding about the impact of their media creation (1.1, 1.2)</p> <p>Goal: 2.3.4</p>	<p>Watch and Learn: Select videos from Rewrite your story to explore how to respond to online abuse (1.1, 4.4)</p> <p>Goal: 2.3.2</p>
	<p>Watch and learn: View the video Amazing mind reader reveals his 'gift'. Follow up with a personal audit of what information you have available online. (2.1, 3.3)</p> <p>Goal: 2.3.5</p>	<p>Tech time: Continue the Media Literacy Lab modules to develop critical thinking around media sharing (1.1, 4.3)</p> <p>Goal: 2.3.4</p>	<p>Hands on: Complete the lesson When I post something online how permanent is it? to explore safe use of technology (2.1, 4.1)</p> <p>Goal: 2.3.5</p>	<p>Hands on: Complete the lesson plan Countering Hate Speech online to develop change-making skills as part of being a good digital citizen (1.3, 4.2)</p> <p>Goal: 2.3.3</p>

Year 9 and 10 (continued)

Australian Curriculum Version 9.0	Term 1	Term 2	Term 3	Term 4
<p>Ethical Understanding</p> <ul style="list-style-type: none"> Recognise influences on ethical behaviours and perspectives Examine values, rights, responsibilities and values and ethical norms <p>eSafety Best Practice alignment codes available after each activity.</p> <p>Unit 3: Suggestions to involve school and home community:</p> <p>EVENTS</p> <ul style="list-style-type: none"> Safer Internet Day, Feb 6th National eSmart Week National Day of Action against Bullying and Violence Media Literacy Week R U OK Day 	<p>Tech time: Start the age-appropriate Media Literacy Lab to develop critical thinking about media consumption (1.3, 4.1)</p> <p>Goal: 2.3.4</p>		<p>Hands on: Review empathy and kindness online by completing the lesson What you send in that moment when... (2.1, 4.2)</p> <p>Goal: 2.3.3</p>	
	<p>Hands on: Complete the lesson plan Chatting and Red Flags to learn about risks, boundaries and relationships when communicating online (1.1, 3.3)</p> <p>Goal: 2.3.3</p>			