

# S.N.P.S eSmart Committee

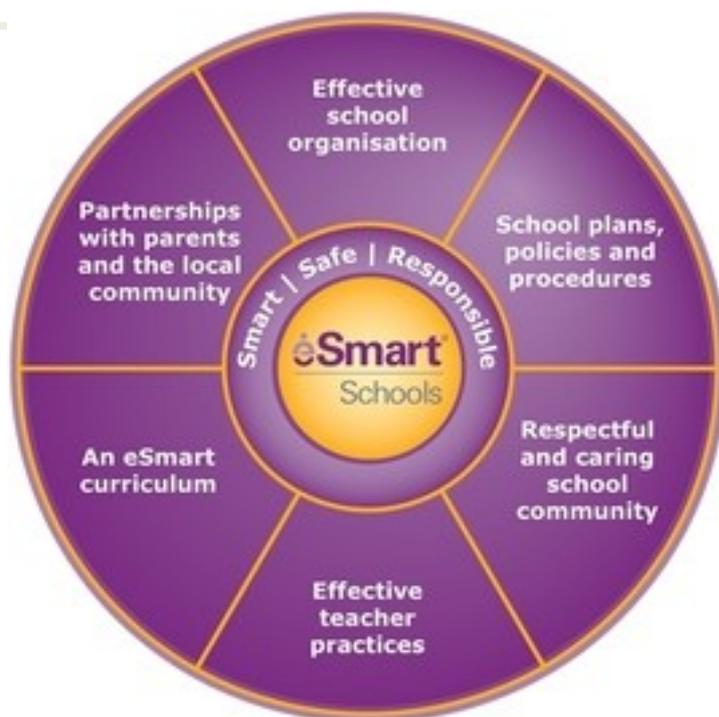
## News

The eSmart Committee has developed a newsletter to keep the community updated on our journey to becoming an eSmart school.

Our aim is to educate parents and the community about eSmart.

We encourage everyone in the school community to continue to uphold and promote eSmart behaviours, at school and at home.

If you are aware of any incidents of bullying, cyberbullying or risky online behaviour, please contact the classroom teacher.



## We are eSmart

Our school is proud to announce we are now officially an eSmart school.

Since we first registered with the program, we have introduced many new policies and activities to improve the way our school manages cybersafety, bullying and cyberbullying.

We feel confident our students, staff and the wider school community are now well supported to be smart, safe and responsible users of digital technology.

**eSmart**<sup>®</sup>  
Smart. Safe. Responsible.

We encourage everyone in the school community to continue to uphold and promote eSmart behaviours, at school and at home. If you are aware of any incidents of bullying, cyberbullying or risky online behaviour, please contact the Principal or our eSmart coordinator.



# 2017 Student Technology Audit

Our 3-6 students have recently completed the SNPS technology survey.

**147 students were surveyed this year.**

Our aim was to gain an insight on the following:

- How many students own a computer and/or electronic device
- The purpose of use on computers/electronic devices
  - The frequency of computer/electronic device use
    - Which apps our students are using
- Students settings and privacy settings on social networking and gaming sites
  - How our students stay 'safe' online
- What concerns our students have about being online

Our data has shown the following...

122 students have a  
computer

107 students own an  
electronic device

32% of students  
watch YouTube  
every day and 15%  
surf the web every  
day.

60% of students play  
games every day on  
an electronic device  
and 32% play games  
every day on a  
computer

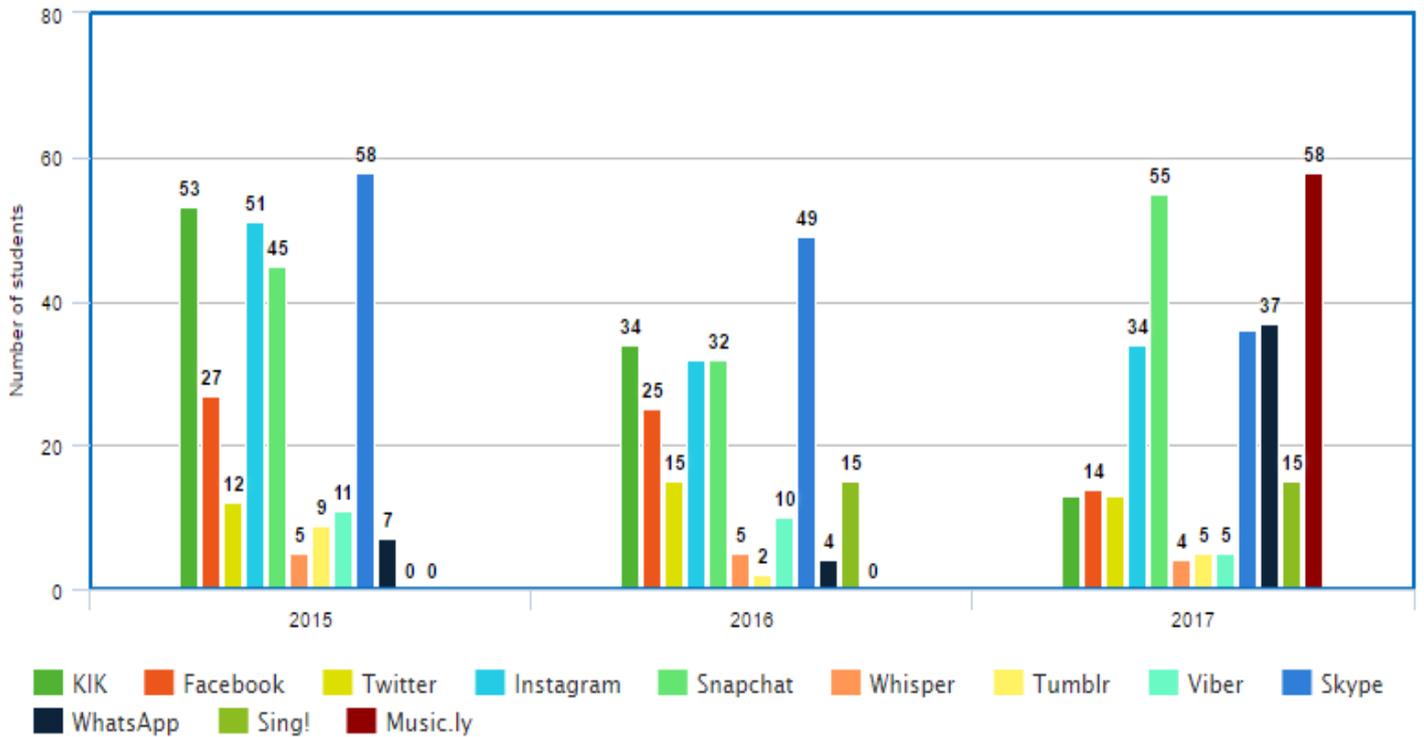
14 students send  
pictures every day

48 students play  
online games with  
people they don't  
know in real life

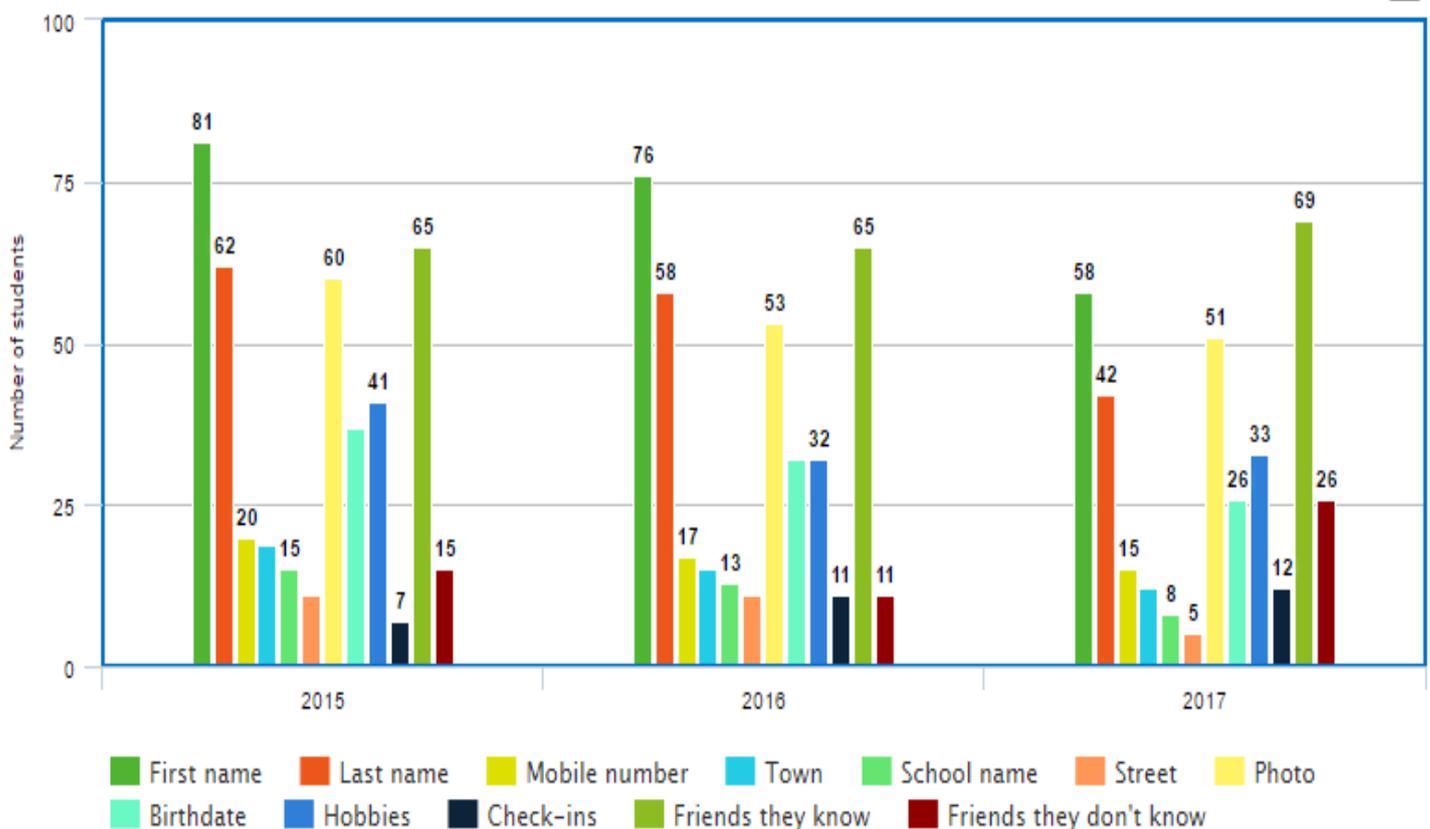
27 students take  
photos on their  
electronic device  
every day

We have compared this data to that of previous years.

Popular technology apps



Information visible on social networking sites



When you share things online you may be sharing with people you do not know or trust. Once a message, photo or video has been shared, you also won't be able to control where it goes.

# eSmart Curriculum

Seaford North Primary School is incorporating eSmart lessons into our everyday curriculum. We are using a Scope and Sequence designed by eSmart Schools and the Alannah and Madeline Foundation. This curriculum is being taught from foundation to grade six, focusing on a wide range of digital concepts.

Our aim is to teach our students critical digital skills to be smart, safe and responsible when online.

## Examples of our Scope and Sequence

Level	Australian Curriculum	Victorian Curriculum	TERM 1	TERM 2	TERM 3	TERM 4
Grade 5 & 6	<p><b>Health and Physical Education / Personal Social and Community Health &amp; Personal and social capability:</b></p> <ul style="list-style-type: none"> <li>- Self &amp; Social awareness and management</li> <li>- Ethical Understanding</li> <li>- Understanding ethical concepts and issues</li> <li>- Reasoning in decision making and actions</li> <li>- Exploring values, rights and responsibilities</li> </ul>	<p><b>Personal &amp; Social Capability:</b></p> <p><b>Self-Awareness &amp; mgmt:</b></p> <ul style="list-style-type: none"> <li>- Recognition &amp; expression of emotions</li> <li>- Development of resilience</li> </ul> <p><b>Social Awareness &amp; mgmt:</b></p> <ul style="list-style-type: none"> <li>- Relationships/diversity</li> <li>- Collaboration</li> </ul> <p><b>Capabilities Curriculum:</b></p> <p><b>Critical &amp; Creative Thinking:</b></p> <ul style="list-style-type: none"> <li>- Questions/possibilities</li> <li>- Reasoning</li> <li>- Metacognition</li> </ul> <p><b>Ethical Capability:</b></p> <ul style="list-style-type: none"> <li>- Understanding concepts</li> <li>- Decision making/actions</li> </ul> <p><b>Intercultural Capability:</b></p> <ul style="list-style-type: none"> <li>- Cultural practices</li> <li>- Cultural diversity</li> </ul> <p><b>Health &amp; PE:</b></p> <p><b>Personal, Social &amp; Community Health:</b></p> <ul style="list-style-type: none"> <li>- Being healthy, safe &amp; active</li> <li>- Communicating &amp; interacting for health &amp; wellbeing</li> <li>- Contributing to healthy &amp; active communities</li> </ul> <p><b>Digital Technologies:</b></p> <ul style="list-style-type: none"> <li>- Data &amp; information</li> </ul>	<p>Utilise students as leaders in the school to develop a "Role Model Code of Conduct" e.g. as leaders of the school we will set a good example by....</p> <p>Upper Primary <a href="#">Cybersmart Access</a></p> <p>Safe Schools Hub student activity 1 <a href="#">Do you see what I see?</a></p> <p>Safe Schools Hunt <a href="#">Activity 2 Safe Schools Circuit</a></p> <p>Appy Hour – eSafety Office <a href="#">How Cybersmart are you?</a></p> <p>Ongoing – Circle time; staying safe online, values making</p> <p><b>Cross domain opportunity (Domain 2, 3, 4 &amp; 6, Attribute 2.1, 3.3, 4.4, 6.2 and 6.3):</b> Est. a team of senior students to be eSmart Captains. The role can include but not limited to; supporting students, parents and teachers with the use of ICT, presenting and developing cybersafety resources for the school community and providing input for policies. Eg: plan and run activities incorporating cybersafety for <a href="#">National Day of Action against cyberbullying</a>.</p>	<p>eSafety Office <a href="#">#GameOn</a></p> <p>Bully Stoppers <a href="#">Interactive Learning Modules Bullying and Social media</a> (Level 6)</p> <p>See also the activity guides (Level 6)</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p><a href="#">eSmart Digital Licence</a></p> <p><b>Cross domain opportunity:</b> (Domain 3, 4 &amp; 6, Attribute 3.3, 4.4 and 6.1 and 6.3): Once students have achieved their eSmart Digital Licence they could repeat the modules working with their younger buddy, a staff member and/or parent.</p> <p>Appy Hour – <a href="#">Digizen game</a></p>	<p>Behind the News – <a href="#">Internet Trolls</a></p> <p>Behind the News – <a href="#">Web Secrets</a></p> <p>Get students to pick one of the Games, apps or social networking sites from the <a href="#">eSafety website</a>. They are then to create a <a href="#">Tellagami</a> outlining the site and important information users need to be aware of.</p> <p>ICT opportunity – Tellagami is limited to 30 seconds therefore students may need to make a number of segments and join them together using a movie making software.</p> <p><b>Cross domain opportunity (Domain 3, 4 &amp; 6, Attribute 3.3, 4.4 and 6.1 and 6.3):</b> Share Tellagami with students, parents and teachers.</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p>Appy Hour - <a href="#">SXTING</a> (this short clip is a non-explicit clip relating to the sending of inappropriate images and would work as a catalyst for a discussion on sexting)</p>	<p><a href="#">Common Sense Media Digital Life 101, A Creator's Responsibility.</a></p> <p>Project – Students create a school cybersafety website aimed at an audience of their choice such as parents or the community and maintain it throughout the term.</p> <p>Platforms that could be used for website building include <a href="#">Wix.com</a> or <a href="#">Weebly</a></p> <p><b>Cross domain opportunity (Domain 3, 4 &amp; 6, Attribute 3.3, 4.4 and 6.1 and 6.3):</b> Share their websites throughout the school community. For sustainability the students could do a "change over" with a student in a younger year level who could then continue to maintain and develop the website.</p> <p><a href="#">School transition and resilience</a> (adapt activities to your cohort from page 16 - 33 onwards). You may wish to view the rest of the document for some additional activities</p>
		<p><b>Digital Technologies Knowledge and understanding</b></p> <ul style="list-style-type: none"> <li>- Digital Technologies processes and production skills</li> <li>- ICT Applying social and ethical protocols and practices when using ICT</li> <li>- Investigating, creating and communicating with ICT</li> <li>- Managing and operating ICT</li> </ul> <p><b>Civics &amp; Citizenship Knowledge &amp; Understanding</b></p> <ul style="list-style-type: none"> <li>- Civics &amp; Citizenship skill</li> </ul>				

# App Information

As a parent, you are concerned about the safety and well-being of your children. In this day and age, the accessibility to dangerous social media platforms makes it difficult to protect your kids' online security. No-one wants to put their child in the way of danger, however, especially to those who are not 'tech-savvy', it is difficult to keep up with the amount of dangerous apps and websites that are popping up recently.

An important way for parents to keep their children safe is to be informed and observant. It is vital to know what they are doing online and who they are doing it with. Here is a list of apps and websites every parent should know to ensure their child remains safe online.

## *Snapchat*



A popular photo-sharing app that appeals because of its funky filters and "self destruct" messages. Every Snapchat message has a viewing time limit ranging from 1 to 10 seconds, as selected by the sender. When the time limit is reached, the message is deleted and can no longer be viewed using Snapchat. It has been known to promote cyberbullying as there is no evidence. Although, it still may be possible for recipients to take a screenshot or screen-capture if time permits. In addition; anyone who knows your username can send you a message.

The latest Snapchat update also has location settings which can help predators pinpoint your child. The function called 'Snap Map' allows users to share their real-time location, which friends then view on an interactive map. Pictures or videos that users or others submit to the 'Our Story' function will show up in the map mode and can be seen by any Snapchat user (not just friends).

Snapchat is intended for people who are at least 13 years old. Persons under the age of 13 are prohibited from creating Snapchat accounts. For certain features or functionality offered, users must be at least 18 years old.

## *Musical.ly*



Musical.ly lets you make and share music videos and its popularity has surged among children and young people. Users pick a song from within the app and dance or sing along, enhancing their videos with editing effects. They can then share their video or keep it private.

Because Musical.ly is an unmoderated live streaming app, parents should be aware that users can be viewed and contacted by others, including people they don't know.

There have been reports of requests for images of a sexual nature from strangers commenting on children's videos.

Musical.ly is intended for people over the age of 13, based on the following content warning:

- Infrequent/mild profanity or crude humour
- Infrequent/mild sexual content and nudity
- Infrequent/mild mature/suggestive themes
- Infrequent/mild cartoon or fantasy violence
- Infrequent/mild alcohol, tobacco, or drug use or references

# App Information

## WhatsApp



WhatsApp is a mobile messaging app which allows you to exchange messages and make phone calls without having to pay for SMS. It uses an existing internet data plan you have for email and web browsing. Users can also create groups, send each other images, video and audio media messages.

Likewise, as with all social media, caution is advised over your child's digital footprint, particularly the content (photos, videos and messages) they choose to share via WhatsApp. Once shared, it can be copied, re shared and posted anywhere online.

If privacy settings are set to 'everyone' your last seen, profile photo and/or status will be available to all WhatsApp users to see. WhatsApp also contains a group chat function. The feature lets users chat with up to 100 people in one conversation stream. Therefore, it's possible they could see or be contacted by someone they don't know and could be vulnerable to content posted by this person. Unknown numbers are also able to contact you; a user does not need to send a friend request to send messages to another user.

Anyone can sign up for a WhatsApp account providing you are over 13 and you agree to comply with the Terms of Service.

## Instagram



Instagram is a free photo and video sharing app with a huge and growing following, especially among young people. Like everybody, kids use it to capture special moments, but also to carry on conversations in a fun way – using photos, videos, filters, comments, captions, emoticons, hashtags and links elsewhere to talk about things and share interests. They can also view, comment and like posts shared by their friends on Instagram.

Instagram is intended for people over the age of 13. It is not possible to sign up for an Instagram account on the website. You need to sign up for an account within the Apple or Android app.

Our school actively discourages the use of social media where the terms of service specify a minimum age older than primary school levels.

**This means that our students should not be using social media such as Facebook, Instagram and KIK, because in order to do so, students would have to be dishonest about their age.**

**Children's personal information is at risk.**

If children are caught lying about their age, responsibility of this falls with parent/carer, and the social media outlet will not be held liable or accountable.

More information can be found at

<https://www.oaic.gov.au/privacy-law/privacy-archive/privacy-resources-archive/privacy-fact-sheet-2-national-privacy-principles>

# S.N.P.S eSmart Newsletter

For those who are unfamiliar, eSmart is a guiding framework for schools to implement a whole school culture and behaviour change relevant to the smart, safe and responsible use of digital technologies. eSmart helps teachers, students and the whole school community embrace the benefits of technology and reduce exposure to cyberspace risks such as cyber bullying, identity theft, online predators and inappropriate images and content.

The framework is divided into 6 domains:

1. Effective school organisation
2. School plans, policies and procedures
3. A respectful and caring school community
4. Effective teacher practices
5. An eSmart curriculum
6. Partnerships with parents and local communities



We have developed this newsletter to strengthen our partnership with the parent community.

Therefore, we would love your input to what goes into the newsletter.

We would like to know what direction we should take.

What information would you like included?



In the 'eSmart Committee News' I would like to see: (please tick preferred options)

- Information on trending apps
- Information on student friendly apps to be used at home
- Tips for being 'eSmart' at home
- Cybersafety news and research
- Resources and support services to keep my family safe online
- Other \_\_\_\_\_

