# Young Children in Digital Society: Connections to the *Australian Curriculum V9.0* (Lower Primary)



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# About this document

In this document, resources from the *Young Children in Digital Society* website (www.youngchildrendigitalsociety.com.au) are mapped to learning areas and general capabilities described in the Australian Curriculum (V9.0) for the lower primary years – Foundation (Prep) to Year 2 (Australian Curriculum Assessment and Reporting Authority, 2024). Related resources developed by the eSafety Commissioner have also been included.

*Young Children in Digital Society* is a project bringing together leading national organisations and researchers to help educators and services support children and their families to use digital technologies. The project is based on the Early Childhood Australia (ECA, 2018) Statement on Young Children and Digital Technologies which describes technology use in the best interests of children as occurring in digital contexts via four main areas of importance:

1. **Relationships:** Young children in digital contexts interact, engage, access, and learn how to use digital technologies in relationship with other people.
2. **Health and Wellbeing:** Young children interact, engage with, and experience digital technologies in contexts that can have implications for their physical activity, posture, vision, sleep and emotions.
3. **Citizenship:** Young children are active participants in their communities where digital rights, privacy, and online safety provide a foundation for their citizenship in digital contexts.
4. **Play and Pedagogy:** Young children use a range of working and non-working digital devices for exploration, meaning-making, collaboration, and problem solving in digital contexts.

In the Australian Curriculum, learning areas and general capabilities for the lower primary years are specifically designed to equip 5- to 8-year-old children with the essential knowledge, skills, behaviours, and dispositions they require to thrive in the world in which they live. These learning areas and general capabilities build on the five key learning outcomes described in Belonging, Being, and Becoming: The Early Years Learning Framework for Australia (Australian Government Department of Education, 2022). This document has thus been compiled to assist lower primary teachers to utilise *Young Children in Digital Society* resources in ways that align with learning areas and general capabilities that directly and indirectly relate to the four ECA digital contexts described above. Information in this document was prepared by experienced lower primary teachers and researchers.

**References**

Australian Curriculum, Assessment, and Reporting Authority. (2024). *Australian curriculum V9.0.* https://v9.australiancurriculum.edu.au

Australian Government Department of Education. (2022). *Belonging, being, and becoming: The early years learning framework for Australia V2.0.* https://www.acecqa.gov.au/sites/default/files/2023-01/EYLF-2022-V2.0.pdf

Early Childhood Australia. (ECA, 2018). *Statement on young children and digital technologies.* https://www.earlychildhoodaustralia.org.au/wp-content/uploads/2018/10/Digital-policy-statement.pdf

# Table of Contents

# Section 1: Foundation (Prep)

## 1.1 Learning Area: Digital Technologies

### 1.1.1 Knowledge and Understanding: Digital Systems

| Content Description | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| AC9TDIFK01<br>Students learn to recognise and explore digital systems (hardware and software) for a purpose. | **Relationships:**<br>• Play in a digital world: Ideas and tips<br>• Using screen time and digital technology for learning: Children and pre-teens<br>• Supporting peer learning with technology<br><br>**Health and Wellbeing:**<br>• Staying active in the digital playground<br><br>**Citizenship:**<br>• What is the internet?<br>• The wooden internet<br>• Play-based learning with a wooden internet<br>• Playing IT Safe – *What is the Internet?* and *Connected Home Corner* resources<br><br>**Play and Pedagogy:**<br>• Using apps and websites to support children's interests and skills<br>• Everyday learning to build young children's digital technology skills<br>• Technologies used in play<br>• Tinkering with unplugged technology<br>• Tinker play with unplugged tech |

| Related resources from the eSafety Commissioner |
|---|
| **Kiya's Excellent e-Birthday!**<br>This special ABC Kids Play School episode is about online safety for young children. Key eSafety messages are woven throughout and educator notes provide further information on how this episode can be used with children for learning experiences about online safety. |

1.1.2 Processes and Productions Skills: Privacy and Security

| Content Description | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| AC9TDIFP01<br><br>Students learn to identify some data that is personal and owned by them. | **Citizenship:**<br>• eSafety Lower Primary Professional Learning Modules<br>• eSafety Mighty Heroes video series<br>• Playing IT Safe – *Passwords* resource |

| Related resources from the eSafety Commissioner |
|---|
| **Kiya's Excellent e-Birthday!**<br>This special ABC Kids Play School episode is about online safety for young children. Key eSafety messages are woven throughout and educator notes provide further information on how this episode can be used with children for learning experiences about online safety.<br><br>**Cybersmart Challenge**<br>These teacher-led activities use animated videos to introduce primary school students to key online safety issues including cyberbullying, protecting personal information, and sharing images. This resource is designed to cover a broad age range (i.e., lower primary, middle primary, upper primary) so teachers may wish to preview it to ensure they can adapt it to suit the age of their students. |

## 1.2 Learning Area: Health and Physical Education

### 1.2.1 Personal, social and community health: Interacting with others

| Content Description | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| AC9HPFP02<br><br>Students learn to practise personal and social skills to interact respectfully with others. | **Relationships:**<br>• Using technology to build relationships and social skills<br>• Supporting children's relationships with technologies<br><br>**Citizenship:**<br>• Healthy social media use<br>• Playing IT Safe – *How do I feel?* resource<br><br>**Play and Pedagogy:**<br>• Developing a culture of consent |

| Related resources from the eSafety Commissioner |
|---|
| **Kiya's Excellent e-Birthday!**<br>This special ABC Kids Play School episode is about online safety for young children. Key eSafety messages are woven throughout and educator notes provide further information on how this episode can be used with children for learning experiences about online safety.<br><br>**Online safety classroom posters - a Mighty Heroes resource**<br>These posters for lower primary students can be displayed in the classroom and used to start online safety discussions during lessons across key learning areas. |

1.2.2 Personal, social and community health: Making healthy and safe choices

| Content Description | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| AC9HPFP05<br><br>Students learn to demonstrate protective behaviours, name body parts and rehearse help-seeking strategies that help keep them safe. | **Citizenship:**<br>• Cyberbullying<br>• eSafety Lower Primary Professional Learning Modules<br>• Healthy social media use<br>• eSafety Mighty Heroes video series<br>• Jack Changes the Game<br>• Swoosh, Glide, and Rule Number 5<br>• Storytelling for a connected childhood |

| Related resources from the eSafety Commissioner |
|---|
| **Ask for help - a Mighty Heroes resource**<br>This classroom activity is designed to help students recognise an unsafe situation when using digital technologies and explore help-seeking strategies.<br><br>**Spotlight on cyberbullying**<br>This spotlight on cyberbullying includes links to a range of resources across the eSafety website and includes downloadable material created to help school communities prevent and respond to cyberbullying. |

1.2.3 Movement and physical activity: Moving our bodies

| Content Description | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| AC9HPFM02<br><br>Students learn to experiment with different ways of moving their body safely and manipulating objects and space. | **Health and Wellbeing:**<br>• Get moving with Humpty's Big Adventure<br><br>**Play and Pedagogy:**<br>• Tinkering with unplugged technology<br>• Tinker play with unplugged tech |

1.2.4 Movement and physical activity: Making active choices

| Content Description | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| AC9HPFM03<br><br>Students learn to participate in a range of activities in natural and outdoor settings and explore the benefits of being physically active. | **Health and Wellbeing:**<br>• Staying active in the digital playground<br>• Screen time doesn't have to be sedentary<br>• Four ways to use technology to help kids be active<br>• How can technology help get kids moving? |

## 1.3 General Capability: Digital Literacy

### 1.3.1 Manage online safety

| Skill | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| Students use online tools that are safe or only under direct supervision, seeking help from trusted adults when feeling unsafe. | **Citizenship:**<br>• eSafety Mighty Heroes video series<br>• eSafety Lower Primary Professional Learning Modules<br>• Cyberbullying<br>• Jack Changes the Game<br>• Swoosh, Glide, and Rule Number 5<br>• Storytelling for a connected childhood<br>• Healthy social media use |

| Related resources from the eSafety Commissioner |
|---|
| **Toolkit for schools: Prepare**<br>These resources help schools assess their readiness to deal with online safety issues and provide suggestions to improve their practices. They are useful for designing or strengthening school policies and procedures in online safety.<br><br>**Ask for help - a Mighty Heroes resource**<br>This classroom activity is designed to help students recognise an unsafe situation when using digital technologies and explore help-seeking strategies.<br><br>**Online safety classroom posters - a Mighty Heroes resource**<br>These posters for lower primary students can be displayed in the classroom and used to start online safety discussions during lessons across key learning areas.<br><br>**How our class stays safe online - a Mighty Heroes resource**<br>This resource can be used in the classroom to teach students aged 5 to 8 years about safe online behaviour. It includes discussion questions, a poster and guidelines about how to create a tech agreement.<br><br>**Being safe online - Easy Read**<br>A booklet providing advice about being safe online, in Easy Read format – simple everyday language supported by images. This is sometimes known as 'Easy English' format. This resource could be used with emergent readers in the classroom and/or recommended to parents/carers with literacy challenges.<br><br>**Cybersmart Challenge**<br>Teacher-led activities using animated videos to introduce primary school students to key online safety issues including cyberbullying, protecting personal information and sharing images. This resource is designed to cover a broad age range (i.e., lower primary, middle primary, upper primary) so teachers may wish to preview it to ensure they can adapt it to suit the age of their students.<br><br>**Spotlight on cyberbullying**<br>This spotlight on cyberbullying includes links to a range of resources across the eSafety website and includes downloadable material created to help school communities prevent and respond to cyberbullying. |

1.3.2 Manage digital privacy and identity

| Skill | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| Students recognise their personal data and that data (including text, images, and video) can be seen by others when shared online. | **Citizenship:**<br>• eSafety Mighty Heroes video series<br>• eSafety Lower Primary Professional Learning Modules<br>• Playing IT Safe – *Passwords* resource |

| Related resources from the eSafety Commissioner |
|---|
| **Kiya's Excellent e-Birthday!**<br>This special ABC Kids Play School episode is about online safety for young children. Key eSafety messages are woven throughout and educator notes provide further information on how this episode can be used with children for learning experiences about online safety.<br><br>**Cybersmart Challenge**<br>Teacher-led activities using animated videos to introduce primary school students to key online safety issues including cyberbullying, protecting personal information and sharing images. This resource is designed to cover a broad age range (i.e., lower primary, middle primary, upper primary) so teachers may wish to preview it to ensure they can adapt it to suit the age of their students. |

1.3.3 Manage digital wellbeing

| Skill | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| Students follow adult directions for the use of digital tools at school and home. | **Citizenship:**<br>• Jack Changes the Game<br>• Swoosh, Glide, and Rule Number 5<br>• Storytelling for a connected childhood |

| Related resources from the eSafety Commissioner |
|---|
| **How our class stays safe online - a Mighty Heroes resource**<br>This resource can be used in the classroom to teach students aged 5 to 8 years about safe online behaviour. It includes discussion questions, a poster, and guidelines about how to create a tech agreement.<br><br>**Family tech agreements**<br>This resource can be recommended to parents/carers to help them develop a family tech agreement that suits the age and needs of their child(ren). A family tech agreement is a set of rules about how devices, like smartphones, tablets, computers, TVs and gaming consoles are used in the home. |

# 1.4 General Capability: Ethical Understanding

## 1.4.1 Examine values, rights and responsibilities and ethical norms

| Skill | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| Students identify examples of values, rights and responsibilities | **Citizenship:**<br>• eSafety Mighty Heroes video series<br>• eSafety Lower Primary Professional Learning Modules<br>• Cyberbullying<br>• Healthy social media use<br>• Playing IT Safe – *How do I feel?* resource<br><br>**Play and Pedagogy:**<br>• Developing a culture of consent |

| Related resources from the eSafety Commissioner |
|---|
| **Kiya's Excellent e-Birthday!**<br>This special ABC Kids Play School episode is about online safety for young children. Key eSafety messages are woven throughout and educator notes provide further information on how this episode can be used with children for learning experiences about online safety.<br><br>**Online safety classroom posters - a Mighty Heroes resource**<br>These posters for lower primary students can be displayed in the classroom and used to start online safety discussions during lessons across key learning areas.<br><br>**Keep it sweet online**<br>Three slide presentations that will give young students strategies for dealing with online risks, identifying and reporting cyberbullying, and dealing with unwanted contact.<br><br>**Spotlight on cyberbullying**<br>This spotlight on cyberbullying includes links to a range of resources across the eSafety website and includes downloadable material created to help school communities prevent and respond to cyberbullying. |

## 1.5 General Capability: Personal and Social Capability

### 1.5.1 Self-awareness: Emotional awareness

| Skill | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| Children identify their own emotional responses. | **Citizenship:**<br>• Jack Changes the Game<br>• Swoosh, Glide, and Rule Number 5<br>• Storytelling for a connected childhood<br>• eSafety Mighty Heroes video series<br>• Playing IT Safe – *How do I feel?* Resource |

| Related resources from the eSafety Commissioner |
|---|
| **Kiya's Excellent e-Birthday!**<br>This special ABC Kids Play School episode is about online safety for young children. Key eSafety messages are woven throughout and educator notes provide further information on how this episode can be used with children for learning experiences about online safety.<br><br>**Cybersmart Challenge**<br>Teacher-led activities using animated videos to introduce primary school students to key online safety issues including cyberbullying, protecting personal information and sharing images. This resource is designed to cover a broad age range (i.e., lower primary, middle primary, upper primary) so teachers may wish to preview it to ensure they can adapt it to suit the age of their students. |

1.5.2 Social awareness: Relational awareness

| Skill | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| Children demonstrate an awareness of how shared interests and behaviours help build relationships. | **Relationships:** <br> • Using technology to build relationships and social skills <br> • Supporting children's relationships with technologies <br> • Supporting peer learning with technology <br><br> **Citizenship:** <br> • Healthy social media use <br> • Cyberbullying |

| Related resources from the eSafety Commissioner |
|---|
| **Toolkit for schools: Prepare** <br> These resources help schools assess their readiness to deal with online safety issues and provide suggestions to improve their practices. They are useful for designing or strengthening school policies and procedures in online safety. <br><br> **Spotlight on cyberbullying** <br> This spotlight on cyberbullying includes links to a range of resources across the eSafety website and includes downloadable material created to help school communities prevent and respond to cyberbullying. |

## 1.6 General Capability: Critical and Creative Thinking

### 1.6.1 Create possibilities

| Skill | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| Children use imagination to create possibilities by exploring and connecting ideas in ways that are new to them. | **Relationships:**<br>• Play in a digital world: Ideas and tips<br><br>**Citizenship:**<br>• The wooden internet<br>• Play-based learning with a wooden internet<br><br>**Play and Pedagogy:**<br>• Using apps and websites to support children's interests and skills<br>• Tinkering with unplugged technology<br>• Tinker play with unplugged tech<br>• Media as a portal to play<br>• What to do with children's media interests<br>• Unpacking imagination in action with Bluey<br>• Technologies used in play<br>• When the dinosaurs came to kindy |

# Section 2: Years 1 and 2

## 2.1 Learning Area: Digital Technologies

### 2.1.1 Knowledge and Understanding: Digital Systems

| Content Description | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| AC9TDI2K01<br>Students learn to identify and explore digital systems and their components for a purpose. | **Relationships:**<br>• Play in a digital world: Ideas and tips<br>• Using screen time and digital technology for learning: Children and pre-teens<br>• Supporting peer learning with technology<br><br>**Health and Wellbeing:**<br>• Staying active in the digital playground<br><br>**Citizenship:**<br>• What is the internet?<br>• The wooden internet<br>• Play-based learning with a wooden internet<br><br>**Play and Pedagogy:**<br>• Using apps and websites to support children's interests and skills<br>• Everyday learning to build young children's digital technology skills<br>• Technologies used in play<br>• Tinkering with unplugged technology<br>• Tinker play with unplugged tech |

| Related resources from the eSafety Commissioner |
|---|
| **Questions we have about the internet - a Mighty Heroes resource**<br>This classroom activity is designed to help students understand that the internet is a digital network that connects people all over the world. This means it is important to be safe when you go online. |

2.1.2 Processes and Productions Skills: Collaborating and Managing

| Content Description | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| **AC9TDI2P04**<br>Students learn to use the basic features of common digital tools to create, locate and communicate content. | **Relationships:**<br>• Play in a digital world: Ideas and tips<br><br>**Play and Pedagogy:**<br>• Using apps and websites to support children's interests and skills |
| **AC9TDI2P05**<br>Students learn to use the basic features of common digital tools to share content and collaborate demonstrating agreed behaviours, guided by trusted adults. | **Citizenship:**<br>• Healthy social media use<br><br>**Play and Pedagogy:**<br>• Developing a culture of consent |

| Related resources from the eSafety Commissioner |
|---|
| **Role-play respect online - a Mighty Heroes resource**<br>This classroom activity is designed to help students identify what communicating respectfully and fairly looks like online by role-playing in a range of scenarios.<br><br>**Ask for help - a Mighty Heroes resource**<br>This classroom activity is designed to help students recognise an unsafe situation when using digital technologies and explore help-seeking strategies.<br><br>**Online safety classroom posters - a Mighty Heroes resource**<br>These posters for lower primary students can be displayed in the classroom and used to start online safety discussions during lessons across key learning areas.<br><br>**Keep it sweet online**<br>Three slide presentations that will give young students strategies for dealing with online risks, identifying and reporting cyberbullying, and dealing with unwanted contact.<br><br>**Guidelines for setting up a gaming club**<br>These guidelines are designed to help schools set up and facilitate organised gaming activities for students. This resource can be used alongside school or sector standards or policies, to ensure planned activities are safe and meet expectations. |

2.1.3 Processes and Productions Skills: Privacy and Security

| Content Description | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| AC9TDI2P07<br><br>Students learn to discuss that some websites and apps store their personal data online | **Citizenship:**<br>• eSafety Lower Primary Professional Learning Modules<br>• eSafety Mighty Heroes video series |

| Related resources from the eSafety Commissioner |
|---|
| **Under lock and key - a Mighty Heroes resource**<br>This classroom activity is designed to help students understand the concept of personal information and why it's important to protect personal information that identifies you. |

## 2.2 Learning Area: Health and Physical Education

### 2.2.1 Personal, social and community health: Interacting with others

| Content Description | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| AC9HP2P02<br>Students learn to identify and explore skills and strategies to develop respectful relationships. | **Relationships:**<br>• Using technology to build relationships and social skills<br>• Supporting children's relationships with technologies<br><br>**Citizenship:**<br>• Healthy social media use<br><br>**Play and Pedagogy:**<br>• Developing a culture of consent |
| AC9HP2P04<br>Students learn to practise strategies they can use when they need to seek, give or deny permission respectfully | **Play and Pedagogy:**<br>• Developing a culture of consent |

| Related resources from the eSafety Commissioner |
|---|
| **Role-play respect online - a Mighty Heroes resource**<br>This classroom activity is designed to help students identify what communicating respectfully and fairly looks like online by role-playing in a range of scenarios.<br><br>**Ask for help - a Mighty Heroes resource**<br>This classroom activity is designed to help students recognise an unsafe situation when using digital technologies and explore help-seeking strategies.<br><br>**Online safety classroom posters - a Mighty Heroes resource**<br>These posters for lower primary students can be displayed in the classroom and used to start online safety discussions during lessons across key learning areas.<br><br>**Spotlight on cyberbullying**<br>This spotlight on cyberbullying includes links to a range of resources across the eSafety website and includes downloadable material created to help school communities prevent and respond to cyberbullying. |

2.2.2 Personal, social and community health: Making healthy and safe choices

| Content Description | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| AC9HP2P05<br>Students learn to identify and demonstrate protective behaviours and help-seeking strategies they can use to help them and others stay safe. | **Citizenship:**<br>• Cyberbullying<br>• eSafety Lower Primary Professional Learning Modules<br>• Healthy social media use<br>• eSafety Mighty Heroes video series<br>• Jack Changes the Game<br>• Swoosh, Glide, and Rule Number 5<br>• Storytelling for a connected childhood |

| Related resources from the eSafety Commissioner |
|---|
| **Ask for help - a Mighty Heroes resource**<br>This classroom activity is designed to help students recognise an unsafe situation when using digital technologies and explore help-seeking strategies.<br><br>**Investigating the truth - a Mighty Heroes resource**<br>This classroom activity is designed to help students recognise that not everything they see or hear online is true. It aims to help students to develop questioning skills to identify when something is fake or trying to trick or scam them.<br><br>**Spotlight on cyberbullying**<br>This spotlight on cyberbullying includes links to a range of resources across the eSafety website and includes downloadable material created to help school communities prevent and respond to cyberbullying. |

2.2.3 Movement and physical activity: Moving our bodies

| Content Description | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| AC9HP2M02<br>Students learn to investigate different ways of moving their body, and manipulating objects and space, and draw conclusions about their effectiveness. | **Health and Wellbeing:**<br>• Get moving with Humpty's Big Adventure<br><br>**Play and Pedagogy:**<br>• Tinkering with unplugged technology<br>• Tinker play with unplugged tech |

2.2.4 Movement and physical activity: Making active choices

| Content Description | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| **AC9HP2M03**<br>Students learn to participate in a range of physical activities in natural and outdoor settings, and investigate factors and settings that make physical activity enjoyable. | **Health and Wellbeing:**<br>• Staying active in the digital playground<br>• Screen time doesn't have to be sedentary<br>• Four ways to use technology to help kids be active<br>• How can technology help get kids moving? |

## 2.3 General Capability: Digital Literacy

### 2.3.1 Manage online safety

| Skill | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| Students use online tools that are age appropriate or only under supervision, seeking help from trusted adults when feeling unsafe | **Citizenship:**<br>• eSafety Mighty Heroes video series<br>• eSafety Lower Primary Professional Learning Modules<br>• Cyberbullying<br>• Jack Changes the Game<br>• Swoosh, Glide, and Rule Number 5<br>• Storytelling for a connected childhood<br>• Healthy social media use |

| Related resources from the eSafety Commissioner |
|---|
| **Toolkit for schools: Prepare**<br>These resources help schools assess their readiness to deal with online safety issues and provide suggestions to improve their practices. They are useful for designing or strengthening school policies and procedures in online safety. |
| **Ask for help - a Mighty Heroes resource**<br>This classroom activity is designed to help students recognise an unsafe situation when using digital technologies and explore help-seeking strategies. |
| **Online safety classroom posters - a Mighty Heroes resource**<br>These posters for lower primary students can be displayed in the classroom and used to start online safety discussions during lessons across key learning areas. |
| **How our class stays safe online - a Mighty Heroes resource**<br>This resource can be used in the classroom to teach students aged 5 to 8 years about safe online behaviour. It includes discussion questions, a poster and guidelines about how to create a tech agreement. |
| **Being safe online - Easy Read**<br>A booklet providing advice about being safe online, in Easy Read format - simple everyday language supported by images. This is sometimes known as 'Easy English' format. This resource could be used with emergent readers in the classroom and/or recommended to parents/carers with literacy challenges. |
| **Cybersmart Challenge**<br>Teacher-led activities using animated videos to introduce primary school students to key online safety issues including cyberbullying, protecting personal information and sharing images. This resource is designed to cover a broad age range (i.e., lower primary, middle primary, upper primary) so teachers may wish to preview it to ensure they can adapt it to suit the age of their students. |
| **Spotlight on cyberbullying**<br>This spotlight on cyberbullying includes links to a range of resources across the eSafety website and includes downloadable material created to help school communities prevent and respond to cyberbullying. |

2.3.2 Manage digital privacy and identity

| Skill | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| Students recognise that online tools (website and apps) store their personal data, which may give an impression of them. | **Citizenship:**<br>• eSafety Mighty Heroes video series<br>• eSafety Lower Primary Professional Learning Modules |

| Related resources from the eSafety Commissioner |
|---|
| **Under lock and key - a Mighty Heroes resource**<br>This classroom activity is designed to help students understand the concept of personal information and why it's important to protect personal information that identifies you.<br><br>**Cybersmart Challenge**<br>Teacher-led activities using animated videos to introduce primary school students to key online safety issues including cyberbullying, protecting personal information and sharing images. This resource is designed to cover a broad age range (i.e., lower primary, middle primary, upper primary) so teachers may wish to preview it to ensure they can adapt it to suit the age of their students. |

2.3.3 Manage digital wellbeing

| Skill | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| Students follow agreed rules for the healthy use of digital tools and apply them at school and home. | **Citizenship:**<br>• Jack Changes the Game<br>• Swoosh, Glide, and Rule Number 5<br>• Storytelling for a connected childhood |

| Related resources from the eSafety Commissioner |
|---|
| **Investigating the truth - a Mighty Heroes resource**<br>This classroom activity is designed to help students recognise that not everything they see or hear online is true. It aims to help students to develop questioning skills to identify when something is fake or trying to trick or scam them. |

## 2.4 General Capability: Ethical Understanding

2.4.1 Examine values, rights and responsibilities and ethical norms

| Skill | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| Identify values, rights and responsibilities and shared expectations, and explain why they are important | **Citizenship:**<br>• eSafety Mighty Heroes video series<br>• eSafety Lower Primary Professional Learning Modules<br>• Cyberbullying<br>• Healthy social media use<br><br>**Play and Pedagogy:**<br>• Developing a culture of consent |

| Related resources from eSafety Commissioner |
|---|
| **Role-play respect online - a Mighty Heroes resource**<br>This classroom activity is designed to help students identify what communicating respectfully and fairly looks like online by role-playing in a range of scenarios.<br><br>**Ask for help - a Mighty Heroes resource**<br>This classroom activity is designed to help students recognise an unsafe situation when using digital technologies and explore help-seeking strategies.<br><br>**Online safety classroom posters - a Mighty Heroes resource**<br>These posters for lower primary students can be displayed in the classroom and used to start online safety discussions during lessons across key learning areas.<br><br>**Keep it sweet online**<br>Three slide presentations that will give young students strategies for dealing with online risks, identifying and reporting cyberbullying, and dealing with unwanted contact.<br><br>**Spotlight on cyberbullying**<br>This spotlight on cyberbullying includes links to a range of resources across the eSafety website and includes downloadable material created to help school communities prevent and respond to cyberbullying. |

## 2.5 General Capability: Personal and Social Capability

### 2.5.1 Self-awareness: Emotional awareness

| Skill | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| Children describe the emotional responses of themselves and others. | **Citizenship:**<br>• Jack Changes the Game<br>• Swoosh, Glide, and Rule Number 5<br>• Storytelling for a connected childhood<br>• eSafety Mighty Heroes video series |

| Related resources from the eSafety Commissioner |
|---|
| **Cybersmart Challenge**<br>Teacher-led activities using animated videos to introduce primary school students to key online safety issues including cyberbullying, protecting personal information and sharing images. This resource is designed to cover a broad age range (i.e., lower primary, middle primary, upper primary) so teachers may wish to preview it to ensure they can adapt it to suit the age of their students.<br><br>**Role-play respect online - a Mighty Heroes resource**<br>This classroom activity is designed to help students identify what communicating respectfully and fairly looks like online by role-playing in a range of scenarios. |

### 2.5.2 Social awareness: Relational awareness

| Skill | Mapped resources from the *Young Children in Digital Society* website |
|---|---|
| Children describe ways they can initiate and develop relationships, including identifying how others may feel in a range of contexts. | **Relationships:**<br>• Using technology to build relationships and social skills<br>• Supporting children's relationships with technologies<br>• Supporting peer learning with technology<br><br>**Citizenship:**<br>• Healthy social media use<br>• Cyberbullying |

| Related resources from the eSafety Commissioner |
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| **Toolkit for schools: Prepare**<br>These resources help schools assess their readiness to deal with online safety issues and provide suggestions to improve their practices. They are useful for designing or strengthening school policies and procedures in online safety.<br><br>**Role-play respect online - a Mighty Heroes resource**<br>This classroom activity is designed to help students identify what communicating respectfully and fairly looks like online by role-playing in a range of scenarios.<br><br>**Spotlight on cyberbullying**<br>This spotlight on cyberbullying includes links to a range of resources across the eSafety website and includes downloadable material created to help school communities prevent and respond to cyberbullying. |

2.6 General Capability: Critical and Creative Thinking

2.6.1 Create possibilities

| Skill | Mapped resources from the<br>*Young Children in Digital Society* website |
|---|---|
| Children use imagination to create possibilities by exploring and connecting ideas in ways that are new to them. | **Relationships:**<br>• Play in a digital world: Ideas and tips<br><br>**Citizenship:**<br>• The wooden internet<br>• Play-based learning with a wooden internet<br><br>**Play and Pedagogy:**<br>• Using apps and websites to support children's interests and skills<br>• Tinkering with unplugged technology<br>• Tinker play with unplugged tech<br>• Media as a portal to play<br>• What to do with children's media interests<br>• Unpacking imagination in action with Bluey<br>• Technologies used in play<br>• When the dinosaurs came to kindy |