

Cyber Safety in Action – Teacher’s resource

These scenarios help to create conversation starters during class after Internet Safe Education has presented.

Key Messages

- I protect my personal details online
- People I only know on the internet are strangers
- We all have rules on the internet and computers
- I talk to a trusted adult if I have an online problem



1 – In sport you follow rules of the game. In a game of basketball you can’t kick the ball down to your half. What do you have to do with a basketball? What would happen if we all played sport with no rules?

- Preferred responses
 - A player can catch, bounce (dribble), pass, catch, and throw basketballs.
 - This is an opportunity to talk through the idea that the rules are there to keep everyone safe and to make sure everyone knows exactly what is expected of them. They know and follow the same rules as everyone else. It also means that if someone acts outside of the rule there will be a consequence such as a penalty.
- **What are some rules we have at school about mobile phones, iPads, email, and computers?**
 - This will depend on your school’s rules, but it might include the use of a password or that they can only use the apps the school loads on devices. The idea is to tie the physical/real world rules to the more abstract online world and to reinforce that rules keep us safe and show us what is expected of us. Choosing to do something outside of the rules often has a negative consequence.

2 – Alex talks to friends at school about a new game they are playing. Alex’s parent says it’s not suitable for Alex as it’s designed for children who are at least 12 years old. One of Alex’s friends, Jamie, has the game on their mobile phone and is allowed to play it. Should Alex play the game on Jamie’s mobile phone?

- Preferred responses
 - No. Your house rules apply. The fact that Jamie has access to the game does not make it OK for Alex to play the game on Jamie’s device.
 - This is an ethical dilemma. Kids are masters of work arounds. Lead the conversation to whether Alex should ask for parental permission.
 - Guide the conversation back to why the parent said no in the first place and why the age limits are in place eg content, language that cause harm/sadness/worry
- **Alex visits Jamie’s house and finds there is a gaming console with lots of Jamie’s older brother’s games. They are games Alex hasn’t played before and they are violent. Alex thinks he wouldn’t be allowed to play if he asked his parent. What could Alex say?**

- Suggest something else to do. Rules to keep you safe from adult content apply in all homes. Discuss how to do this and not feel like they're losing face with their friends.
- This is likely to happen without the child's ability to check in with their parents as they're already at the friend's home. This is an opportunity to give them words to say to 'Jamie' to avoid seeing things that will upset or hurt them. Alex's parents know Alex best. If Jamie insists on playing, Alex could ask to call home to ask to go home. It's OK to not want to play upsetting games.
- Exposure to harmful content often happens first by accident. Give them the language to avoid being put in that place if possible.

3 – David and Belinda are playing multiplayer Minecraft and are chatting with other people through their gaming consoles. A person they know from school starts to use swear words and threaten the other people in the chat. What should David and Belinda do?

- Background
 - Minecraft doesn't allow spoken chat but does allow written chat. If the kids are on a console (PlayStation, Xbox, Nintendo Switch) they can use the console to talk through headsets, or they can join a chat on their phones. Minecraft is suitable for 7+. This is a good way to find out how savvy they are about work arounds.
- Preferred responses – written chat
 - Leave the chat. Exclude that person from the chat (depending on where the chat is happening). Warn the other person to stop as you are taking a screen shot of the chat. Take a screen shot.
- Preferred responses – voice chat
 - Most chats allow you to disconnect someone (unless that person is the host). You can leave the chat. Any person can mute themselves. Take the person out the party chat so they can't re-join.
- Tell your parents if the situation upset you.
- **Should David and Belinda tell someone at school what happened?**
 - This will depend on your school rules around bullying. Parents often have some input into whether the situation is dealt with by the school.

4 – A game you're playing wants to know your full name, date of birth, and address so it can send you a birthday card. What would you do?

- Preferred responses
 - Ignore. End the game. Tell you parent.
- **Would you tell someone you met at the park this information?**
 - This is the physical/real world example of what they would actually be doing. It's a great idea to find a physical world example to anchor the more abstract online world example. Discuss how the information could be used.
 - The people who created the game may be using the game to collect information about you so that they can steal from you or your family or so that they know where you live and how old you are. Their intentions may not be kind.

