

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 – Jay is upset because he keeps hearing people talking about a new show on Netflix. Jay’s parents say he can’t watch it. Jay’s friend, Sam, is allowed to watch it at their house. Would it be OK for Jay to watch it at Sam’s house?

- Preferred responses
 - No. Your house rules apply regardless of what happens in your friend’s home.
 - This is an ethical dilemma. Kids are masters of work arounds. Lead the conversation to whether Jay should ask his parents for permission to watch in in Sam’s home. It may be that Jay’s family doesn’t subscribe to the app rather than a safety issue. The desired solution is that the child asks permission.
- **Sam also had access to a gaming console and plays games that looked violent or had things Jay knew his parents would think were not appropriate. Should Jay play the game? Should Jay stay and watch other people play the games?**
 - No. 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. See if they try to make ‘watching’ OK. Exposure is the concern, regardless of whether it’s playing the game or watching others play. It can still be frightening, worrying, or upsetting to see violence, drugs, or sexually explicit content.
 - 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 ‘Sam’ to avoid seeing things that will upset or hurt them. Sam’s family rules or supervision are Sam’s family’s business. Jay’s parents know Jay best and understand how to protect him. Suggest other things or ask to call your parents and have them say to their parents that they need to come home.

2– What are some of the rules when riding a bike?

- Preferred responses
 - Wear a helmet. Look before you cross the road. Stay left on the road or on the footpath if there is one. Give way to cars and pedestrians.
 - 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.
- **In sport, what happens if you break the rules of the game?**

- Penalties, sent off, kept on the bench. Why? Even playing field. Safety.
- **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.

3 – You're playing a game online and a window comes up asking for your full name and date of birth to customise the game especially for you. What would you do?

- This is to raise the issue of unwanted contact and data collection for businesses or scams.
- Action - Ignore and exit the pop-up.
- Remind them to play games online using a made-up name or part of their own name rather than their full proper name.
- **What would you do if the game was really good and you had many hours of play saved and you just couldn't keep playing unless you entered the details?**
 - This adds an emotional element to the decision. The response should still be to close it down. They could also show a parent and discuss it so that the game can be reported. This is a good time to explain that the people who make the games want to keep you hooked on the game. The more you are hooked, the more you are likely to 'give up' to stay in the game. They win.
 - The intention for gathering the data is the problem. It has nothing to do with the child's welfare or enjoyment of the game.
- **Would you give a stranger your name and birth date if they offered something nice?**
 - People you do not know in the physical world are strangers.

4 – A game you're playing on lets you buy tokens and hints and allows access to new sections of the game. In order to get these things, they want to know your parent's PayPal account and password. What do you do?

- Preferred responses
 - Don't click and ignore.
 - Talk about 'in-app purchases' and that this is real money that will come out of their parent's bank account.
- **What would happen if you took money out of your parent's purse or wallet without asking?**
 - 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.

