Office of the Children’s eSafety Commissioner

1. National leadership and coordination
   Promotion of online safety for children

2. Handles complaints
   about serious cyberbullying material and illegal online content

3. Education role
   Research, resources, education assistance to schools
Submitting a complaint

Cyberbullying

How to report cyberbullying material

1. Report the cyberbullying material to the social media service
2. Collect evidence — copy URLs or take screenshots of the material
   If the content is not removed within 48 hours...
4. Block the person and talk to someone you trust

If you are in immediate danger, call Triple Zero (000).
If you need to talk to someone, visit Kids Helpline online or call them on 1800 55 1800, 24 hours a day, seven days a week.

STICKS AND STONES MAY BREAK MY BONES

BUT WORDS CAN HURT ME TOO

Report child cyberbullying
www.esafety.gov.au
Protecting young people online

Parents/Carers

Government

Social Media Services

Schools

Police

Australian Government

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How we connect

**SCHOOL**
- Duty of care obligations
- Monitor students involved
- Work with students and families
- Help to change behaviour

**OFFICE**
- Identify emerging issues
- Help resolve complaints
- Help remove cyberbullying material

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Young people and technology

- Technology is central to young people’s lives
- Highly valued, very important
- Always online, constantly connected
- Mobile, multi-device access
Priorities

Issues

Challenges

Solutions
A comprehensive program

- Skilled, aware teachers, strong leadership
- Responsible schools
- Supportive education sectors
- Involved partnerships
- Quality teaching resources
- Engaged parents
- Students who feel respected

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Enhancing online safety

The Office of the Children’s eSafety Commissioner protects Australian children when they experience cyberbullying by administering a complaints scheme and deals with complaints about prohibited online content.

Read more about the Office of the Children’s eSafety Commissioner.

I need help with cyberbullying  I want to report content that may be illegal or is offensive  I want to get eSafety information  Regulatory obligations of social media service providers

Easily accessible education resources

**Safer Internet Day 2016**
Be Smart, Play your part!
Tuesday 9 February 2016 is Safer Internet Day, join the global celebration and play your part for a better internet.

**Classroom resources**
All educational resources are provided free of charge and supported by lesson plans and classroom resources.

**Parent resources**
Online safety resources targeted to the needs of parents and carers.

**Outreach**
The Outreach program has been developed to train students, parents and teachers about online safety through the provision of web-based and face-to-face events.

**School policies**
The National Safe Schools Framework and state departments of education provide a leadership role in assisting schools to develop their own student safety and wellbeing policies.

**Voluntary certification scheme**
The Voluntary certification scheme has been developed to ensure online safety education delivered to Australian schools is of high quality and appropriate for students.
Professional Development

- Internet Safety Awareness presentations
- Professional Development Workshops for Educators
- Preservice Teacher program
- Connect.ed

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Virtual classrooms

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Virtual classrooms

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Classroom resources - primary

Budd:e
Budd:e Cybersecurity Education package is designed to raise the e-security awareness of Australian primary and secondary school students and help them stay smart online.

Cybersmart Access
Cybersmart Access is a series of fun games designed to reinforce key cybersafety messages to children with special education needs.

Cybersmart Detectives
Cybersmart Detectives is a teacher-led online resource, for use in schools for Years 5–7, that reinforces messages about unwanted contact and protecting personal information.

Games and quizzes
These fun and interactive games and quizzes are designed to reinforce key cybersafety messages to children.

#GameOn
Over five short episodes, the students find themselves in situations that catch them off-guard and teach them the consequences of making poor decisions online.

Hector's World
The experiences of Hector and his friends offer children practical guidance on managing risks and reinforce the importance of responsible online behaviour.

Standalone lesson plans for primary classes
Classroom lesson plans designed for primary teachers to build a range of skills, knowledge and behaviours in their students.

Zippep's Astro Circus
The experiences of Zippep and his circus friends offer prep to year 2 children practical guidance on managing risks and reinforce the importance of responsible online behavior.
Classroom resources - secondary

**Be Deadly Online**
Tackling cyberbullying, sexting and digital footprint management, Be Deadly Online offers positive, practical advice to help young people online.

**Budd:e**
Budd:e Cybersecurity Education package is designed to raise the e-security awareness of Australian primary and secondary school students and help them stay smart online.

**#GameOn**
Over five short episodes, the students find themselves in situations that catch them off-guard and teach them the consequences of making poor decisions online.

**Standalone lesson plans for secondary classes**
Classroom lesson plans designed for secondary teachers to address a range of e-safety issues and encourage positive online behaviours in their students.

**Tagged**
When a group of high-school friends post a rumour about a rival it sparks a chain reaction that leaves no one untouched. Will these friends avoid being tagged forever?
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Supporting classroom materials

Activity Sheets Teacher Introduction

The #GameOn Activity Sheets: Lower Secondary are blank sheets that allow students to explore the

cybersafety issues raised by #GameOn. While numbered, the #GameOn Activity Sheets do not need to be
tackled in a sequential way. Activity sheets may be selected so that teachers can learn more about their
students’ use of digital technology and online behaviour. In addition, teachers may choose activity sheets
based on their students’ needs and their students’ interests in the issues raised by #GameOn.

Activity 1: Your online presence

Activity 2: Online Security

Study Guide
Lower Secondary

#GAMEON

Task A

When you look in a mirror, what do you see?

Task B

Your digital reflection is formed by your use of digital technology and your online activity.

Use this table to record information about your use of digital technology and your online activity.

<table>
<thead>
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<th>Devices That You Use</th>
<th>How You Use the Device</th>
<th>How Often You Use the Device</th>
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The National Safe Schools Framework

All Australian schools are safe, supportive and respectful teaching and learning communities that promote student wellbeing

www.safeschoolshub.edu.au
Questions?

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www.esafety.gov.au