



Scope and Sequence

Please consider the following points when using this document:

- This is an **eSmart** scope and sequence; it reflects the eSmart Schools Framework and 'Domain Five – An eSmart Curriculum'. It is not an ICT scope and sequence, additional teaching for the applications and software referred to may be necessary.
- View the clips/sites/apps prior to use to ensure they are suitable for the cohort and accessible. Please help us keep this resource relevant by reporting any broken links or resource changes to esmart@amf.org.au
- Schools can select the resources they wish to use in which year levels; they **do not** have to use all of the recommended resources.
- **Appy Hour** is a short online activity to reinforce key lessons and promote discussions.
- The curriculum links are based on what students should typically be able to do for the specified curriculum area by the end of the specified level.
- **Cross domain activities** are opportunities for addressing other domains and actions within the eSmart framework by extending the learning beyond the classroom.
- Emails and passwords are required for most app and sites.
- Annual national days for potential school events and/or celebrations:
 - Safer Internet Day (February)
 - National Day of Action against Bullying and Violence (March)
- eSmart Week (September)

Level	Curriculum links	General capability & elements	Term 1	Term 2	Term 3	Term 4
F	<p>Australian Curriculum: Health and Physical Education Personal Social and Community Health</p> <p>Digital Technologies Digital Technologies knowledge and understanding</p> <p>Digital Technologies processes and production skills</p> <p>AusVELS: Physical, Personal and Social Learning Civics and Citizenship</p> <p>Interpersonal Development</p> <p>Personal Learning</p> <p>Interdisciplinary Learning Information and Communications Technology</p> <p>Thinking Processes</p>	<p>Australian Curriculum: ICT</p> <p><i>Applying social and ethical protocols and practices when using ICT</i></p> <p><i>Investigating with ICT</i></p> <p><i>Creating with ICT</i></p> <p><i>Communicating with ICT</i></p> <p><i>Managing and operating ICT</i></p> <p>Personal and social capability</p> <p><i>Self-awareness</i></p> <p><i>Self-management</i></p> <p><i>Social Awareness</i></p> <p><i>Social Management</i></p> <p>Ethical Understanding</p> <p><i>Understanding ethical concepts and issues</i></p> <p><i>Reasoning in decision making and actions</i></p> <p><i>Exploring values, rights and responsibilities</i></p>	<p>Hector's World – Lesson Plans Set 1</p> <p>Building resilience (Foundation): Social & Emotional Material Topics 1 – 2</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p>Appy Hour – Avokiddo Emotions</p>	<p>Using technology in the classroom – Cybersmart. Use this activity to develop and discuss Acceptable Use Agreements</p> <p>Hector's World – Lesson Plans Set 2</p> <p>Building resilience (Foundation): Social & Emotional Material Topics 3-4</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p>Appy Hour – Wince Don't feed the WorryBug</p>	<p>Revisit Acceptable Use</p> <p>Hector's World – Lesson Plans Set 3</p> <p>Building resilience (Foundation): Social & Emotional Material Topics 5-6</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p>Appy Hour – Breathe, Think, Do with Sesame</p>	<p>Common Sense Media – Going Places Safely and A-B-C Searching</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p>Project – Students watch the Cyber-Five Internet Safety animation (on an individual or as a group). Teacher displays the five rules of internet safety. Students are to create a photo story showing the five rules of internet safety using software or an app such as Appy hour – 30 hands</p> <div style="border: 1px solid orange; padding: 5px;"> <p>Cross domain opportunity (Domain 3, Attribute 3.3): Use older students or buddies to teach the preps how to use 30 hands or similar program.</p> </div>

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1-2			<p>Discuss the THINK acronym with students and come up with an agreed set of behaviours that can be included in the Acceptable Use Agreements</p> <p>Common Sense media Sending Email and My Creative Work</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p>Safe Schools Activity Playground Detective Extension: get students to share their playground rules with younger grades.</p> <p>Appy Hour – Cyber smart Draw a Picture</p>	<p>Cybersmart Lower Primary Unit – Sharing personal information</p> <p>Safe Schools Hub Friendship Tree ICT opportunity – instead of getting students to draw a picture of themselves they could use digital cameras or devices to take a picture of themselves and/or create an avatar of themselves using Bitstrips or create a cartoon of a picture of themselves using Cartoonize</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p>Appy Hour – Digiducks Big Decision</p>	<p>Review and revisit the user agreement</p> <p>Common Sense Media Follow the Digital Trail, Screen Out The Mean and Show Respect Online</p> <p>Safe Schools Showing You Care Activity</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p>Appy Hour – Invisible Isabelle</p>	<p>Common Sense Media Using Key Words, Sites I Like and Powerful Passwords</p> <p>Project – Students use Scratch Junior or similar to create a Cybersafety animation or game based on THINK</p> <p>Ongoing – Circle time; staying safe online, values online</p> <div style="border: 1px solid orange; padding: 5px;"> <p>Cross domain opportunity (Domain 4 & 6, Attribute 4.4 and 6.1 and 6.3): Provide opportunities for parents and staff to play the students games or watch the animations.</p> </div>

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3-4	<p>As above</p> <p>In addition: Australian Curriculum: Civics and Citizenship Civics and Citizenship Knowledge and Understanding</p> <p>Civics and Citizenship Skills</p> <p>AusVELS: Health and Physical Education</p>	<p>Use the Cybersmart Citizenship lesson as a basis for collaborating as a class to establish a user agreement and a set of accepted behaviours when using technology.</p> <p>Cybersmart Balancing Your Time Online Safe Schools Activity Great Expectations Activity (1-4 lessons)</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p>Appy Hour – Cybersmart Comic Book Capers</p>	<p>Cybersmart Cyberbullying lesson plan</p> <p>Safe Schools Hub Activity My Class. My Teacher and Me</p> <p>Common Sense Media Rings of Responsibility, Digital Citizenship Pledge App: The Allen Adventure App Lesson Plans The Allen Adventure</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p>Appy Hour – Lee and Kim clip</p>	<p>Review and revisit the user agreement</p> <p>Cybersmart budd:e activity</p> <p>Common Sense Media Talking Safely Online, Super Digital Citizens</p> <p>Safe Schools Hub Activity Play It Safe</p> <p>Subscription for Grade 3 – 4 on Skooville or free alternative Edmodo</p> <p>Additional teaching ideas: Extensions and adaptations and Sharing Ideas with the rest of the school</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p>Appy Hour – CEOP Jigsaw: 8 – 10 year olds</p>	<p>Common Sense Media How to Cite a Site, Picture Perfect and Selling Stereotypes</p> <p>Continued interaction and learning via Skooville or Edmodo Project – www.storybird.com/create</p> <p>Suggested additional teaching resources guide for users (ICT additional focus) Introduction – Story Bird Lesson & Story Bird Video</p> <div style="border: 1px solid orange; padding: 5px;"> <p>Cross domain opportunity (Domain 3, 4 & 6, Attribute 3.3 4.4 and 6.1 and 6.3): Provide opportunities for students to read their stories with younger grade and place on a blog for parents and staff to view.</p> </div> <p>Ongoing – Circle time; staying safe online, values online</p>

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5-6			<p>Utilise students as leaders in the school to develop a "Role Model Code of Conduct" eg. as leaders of the school we will set a good example by...</p> <p>Use this code of conduct to consult with students on what the acceptable use agreements should look like for their year level.</p> <p>Upper Primary Cybersmart Access</p> <p>Safe Schools Hub Activity Perceptions</p> <p>Safe Schools Hub Activity Supportive and Safe Schools</p> <p>Appy Hour – Cybersmart How Cybersmart are you?</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p>Cross domain opportunity (Domain 2, 3, 4 & 6, Attribute 2.1, 3.3 4.4, 6.2 and 6.3): Establish a team of senior students to be eSmart Leaders within the school.</p> <p>They're 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. For example plan and run activities incorporating cybersafety for National Day of Action against cyberbullying.</p>	<p>Cybersmart #GameOn</p> <p>Bully Stoppers Interactive Learning Modules</p> <p>Bullying and Social media (Level 6) See also the activity guides (Level 6)</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p>eSmart Digital Licence</p> <p>Cross domain opportunity (Domain 3, 4 & 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 – Digizen game</p>	<p>Review and revisit the user agreement</p> <p>Behind the News – Internet Trolls</p> <p>Extension – Students can complete the 'Raising Awareness' activity from the teacher resources.</p> <p>Behind the News – Web Secrets</p> <p>Get students to pick one of the social networking sites from a hat Cybersmart – About the Technology and/or The Easy Guide to Socialising Online. They are then to create a Tellagami 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>Cross domain opportunity (Domain 3, 4 & 6, Attribute 3.3 4.4 and 6.1 and 6.3): Share Tellagami with students, parents and teachers.</p> <p>Ongoing – Circle time; staying safe online, values online</p> <p>Appy Hour - SXTING (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>Common Sense Media Digital Life 101, A Creator's Responsibility.</p> <p>Project – Students create a school cybersafety website aimed at an audience of their choice such as parents or the community and maintain is throughout the term. Platforms that could be used for website building include Wix.com or Weebly</p> <p>Cross domain opportunity (Domain 3, 4 & 6, Attribute 3.3 4.4 and 6.1 and 6.3): 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>School transition and resilience (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>

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7-8			<p>Use the Cybersmart Citizenship lesson as a basis for collaborating as a class to establish a user agreement and a set of accepted behaviours when using technology.</p> <p>School transition and resilience (adapt activities to your cohort from page 34 - 56 onwards). You may wish to view the rest of the document for some additional activities.</p> <p>Cross domain opportunity (Domain 1 & 3 Attribute 1.5 and 3.3): By completing the <i>School Transition and Resilience</i> activities these attributes will also be addressed.</p> <p>Cybersmart lower secondary Digital Citizenship lessons</p> <p>Building Resilience: Social and Emotional Learning Materials Level 7 – 8: Topic 1</p> <p>Common Sense Media – Digital Compass</p> <p>Appy hour – Photo fail</p>	<p>Safe Schools Hub Values Activities (1-4)</p> <p>Common Sense Media Scope and Sequence Year 6 – 8 Unit 3 – Trillion Dollar Footprint, Identifying High-Quality Sites, Scams and Schemes, Which me should I be? And Rework, reuse, remix</p> <p>Reach Out Building Resilience in Young People resource</p> <p>Building Resilience: Social and Emotional Learning Materials Level 7 – 8: Topic 3</p> <p>Appy hour – Smiling Mind a modern meditation for young people. It is a unique web and App-based program, designed to help bring balance to young lives.</p>	<p>Review and revisit the user agreement</p> <p>Cybersmart – Lets fight it together</p> <p>Bullying now way – Take a stand together Students watch the animated videos about bullying and choose different endings. Students can also build an avatar and share it with their and can select their own anti-bullying message and send it with the avatar to the online gallery at Bullying. No Way! Also watch videos of real students sharing their thoughts about bullying</p> <p>Building Resilience: Social and Emotional Learning Materials Level 7 – 8: Topic 4 & 5</p> <p>Appy hour – Take a stand together</p>	<p>Project – As a class review watch the Growing Up Digital – main video Split the class into six groups and allocate each group one of the topic based clips.</p> <p>After watching their designated clip the groups are their own to own clip based on the same topic. The clip does not have to be a panel discussion but simply cover the same topic. You may wish to show this example for inspiration.</p> <p>Encourage students to be creative, work as a team and research their topic. It might be useful having them submit a script prior to production.</p> <p>As an alternative to making a video students could use an animation App like Puppet Pals</p> <p>Cross domain opportunity (Domain 3 & 6 Attribute 3.3, 6.1, 6.2 and 6.3): Extend this to a whole of school video competition this could involve parents/families and/or the wider community.</p> <p>Appy hour – Shopping Sham</p>

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9-10			<p>Use the Cybersmart Citizenship lesson as a basis for collaborating as a class to establish a user agreement and a set of accepted behaviours when using technology.</p> <p>Bully Stoppers Interactive Learning Modules</p> <p>Bullying and Social Media (Level 8)</p> <p>See also the activity guide (Level 8)</p> <p>Common Sense Media Scope and Sequence (9 – 12) Unit 2</p> <p>Safe Schools Hub Activity – Through My Eyes</p> <p>Building Resilience: Social and Emotional Learning Materials Level 9 – 10: Topic 1</p> <p>Cross domain opportunity (Domain 2, 3, 4 & 6, Attribute 2.1, 3.3 4.4, 6.2 and 6.3): Establish a team of students to be eSmart Leaders within the school.</p> <p>They're 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.</p> <p>Appy hour – Cyber Slap</p>	<p>Project - Students design a bullying and cybersafety survey to research the attitudes and experiences of certain members of the school community. Students could be split into groups and allocated different members of the school community eg. Year 7's, Year 8's parents and staff.</p> <p>Student will analysis their data and create infographics displaying the findings to the rest of the school community.</p> <p>Extension activity – students can be put into student action teams to develop a solution to the major problems found in their research. The Student Action Group resource might be a useful guide.</p> <p>Cross domain opportunity (Domain 1, 4 & 6, Attribute 1.3, 3.3 4.4 and 6.1, 6.2 and 6.3): By completing the survey project.</p> <p>Safe Schools Hub Activity – Putting Our Heads Together</p> <p>Building Resilience: Social and Emotional Learning Materials Level 9 - 10: Topic 2 & 3</p> <p>Safe Schools Hub Stand Up and Be Counted – Activity 1& 2 only.</p> <p>Appy hour – Back me Up commercial</p>	<p>Review and revisit the user agreement</p> <p>Common Sense Media – Taking perspectives on cyberbullying and Becoming a web celeb</p> <p>Cybersmart Tagged</p> <p>Building Resilience: Social and Emotional Learning Materials Level 9 - 10: Topic 4 & 5</p> <p>Appy hour – There's no such thing as safe sexting</p>	<p>Common Sense Media Scope and Sequence (9 – 12) Unit 4</p> <p>Watch Daniel Cui's Facebook story. Create individual or class Y Charts on what bullying may feel, look and sound like for Daniel Cui, the perpetrator and Daniel's classmates.</p> <p>View Be eSmart students use Make beliefs comix to develop their own "top tips" based on the cyber issues outlined on the Cybersmart schools page. These can be distributed around the school as resources for students, staff and parents.</p> <p>Cross domain opportunity (Domain 3, 4 & 6, Attribute 3.3 4.4 and 6.1 and 6.3): Share comix with students, parents and teachers.</p> <p>Appy hour – Amazing mind reader reveals his 'gift'</p>