



Cyber AU: Privacy and security F-2

Unplugged activities for students



Teachers

This activity is for: Years F-2

Digital Detectives

This activity teaches safe online behaviour

This activity will help students to understand safe online behaviour through familiar scenarios. Students discover the importance of asking permission from a parent or carer before entering personal details, as well as safe ways to engage online while keeping their personal information safe.

- This activity should take **between 15 and 20 minutes**
- Students should work in **groups of 2-4**.

You will need:

- **1 set of Digital Detectives F-2 cards for each group of students**



How to play

Break your class into pairs or small groups (maximum of 4 students). Game cards should be placed FRONT side up in a pile in the middle of the group. Players take turns, in a clockwise direction, to pick up 1 card from the pile. Play finishes when all the cards have been used OR when the chosen duration of time ends. The player with the most cards wins.

Step by step

- 1 Player must only look at the FRONT side of the card
- 2 Player to read the scenario and choose 1 answer
- 3 Player to say their answer aloud before they turn the card over
- 4 Player to follow the instructions on the back of the card for their chosen answer.



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Want more?

Here are some further activities, online resources, extension ideas and curriculum references.

Adapting this activity

This activity can be completed as a whole class activity using the **Digital Detectives F-2 PowerPoint**. Display each scenario on the screen. Ask students to choose Option A or B. Students then move to one side of the classroom (e.g. left) if they believe Option A is the right choice or move to other side of the classroom (e.g. right) if they believe Option B is the right choice.

Keep the conversation going

- Ask students to think of a different way to handle the scenario detailed on the card
- Students explain their reason for choosing Option A or B to the other members of the group/the whole class
- Students explain why the 'unsafe' option shares their personal data to the other members of the group/the whole class.

Keep learning

- Create an alternative card using one of the blank F-2 card templates provided.
- In groups of 2 or 3, develop and act out a role play for one of the card scenarios. Find a worksheet for role-play creation at <https://groklearning.com/a/resources/dt-applied-design-thinking-student/>.

Linking it back to the Australian Curriculum: Digital Technologies

Privacy and security

Foundation Year ([AC9TDIFP01](#))

Students learn to identify some data that is personal and owned by them.

- listing things that contain personal and public data, for example photos of themselves with their family (private) and photos of local community sites (public)
- identifying apps and websites they use where their personal data could be made visible, for example photos of themselves on parents' or carers' social media, or their username being shown to others in online games.

Years 1-2 ([AC9TDI2P07](#))

Students learn to discuss that some websites and apps store their personal data online.

- sharing examples of the data collected by apps and websites they commonly use, for example usernames and email addresses used by school websites and games to log in
- discussing the importance of asking permission from a parent or carer before entering personal details online such as address, phone number and date of birth.