This page is for

Cyber AU: Privacy and security Y3-4
Unplugged activities for students

Teachers

This activity is for: Years 3-4

Digital Detectives

This activity teaches safe online behaviour

Students develop an understanding of how to protect and secure data, as students are often unaware of the risks of sharing personal data online. Understanding these risks is a vital step in being cyber secure. This activity will help students to take a proactive and skills-based approach when sharing personal data.

− This activity should take between 20 and 30 minutes
− Students should work in groups of 2-4.

You will need:
− **1 set of Digital Detectives Y3-4** cards for each group of students, OR
− Digital Detectives 3-4 PPT.

Getting started

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 Choose the first player (e.g. youngest). Player 1 must pick up the top card of the deck and only look at the FRONT side of the card.

2 Player 1 to read the scenario and choose 1 answer (Option A, B or C).

3 Player 1 to say their answer aloud before they turn the card over.

4 Player 1 to follow the instructions on the back of the card for their chosen answer.

5 Play continues with students taking turns, in a clockwise direction.

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 3-4 PPT. Display each scenario on the screen. Asks students to choose Option A, B or C. Students move to a corner of the room as designated by the teacher as Option A, B or C.

Students may complete the activity individually, using a set of cards, students choose Option A, B, or C, and write their reason in their books.

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, B or C 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 3-4 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 Years 3-4 (AC9TDI4P08)
Students learn to access their school account using a memorised password and explain why it should be easy to remember, but hard for others to guess.

- Recalling their school username and password from memory to login to a school laptop or desktop
- Explaining how keeping a password secret prevents others from accessing their data, for example how their work is saved in their account and can only be accessed using their secret password
- Exploring techniques to create an easy to remember and hard to guess password, for example creating a password using 3 unrelated but easy to remember words.

Years 3-4 (AC9TDI4P09). Students learn to identify what personal data is stored and shared in their online accounts and discuss any associated risks.

- Identifying the personal data stored in accounts they use at school and at home and who has access to it, for example documents in their school cloud storage are accessible by the teacher, or their nickname in their online gaming accounts is visible to all players
- Discussing how personal data stored in online accounts forms a person's digital identity and can reveal detailed information about people, for example looking at photographs of themselves, friends or fictional characters that reveal details about a person's location, habits or home.