



**Cyber AU: Privacy and security F-2**  
Unplugged activities for students



Teachers

This activity is for: Years F-2

# Safe Password Booklet

## This activity teaches safe online behaviour

This activity will help students to understand the importance of creating a strong password. This activity will help students to be able to create and recognise safe passwords.

- This activity should take **between 20 and 30 minutes**
- Students should work **individually**.

## You will need:

- **Safe Password F-2 Booklet**
- Pencils/colouring pens.



## How to use this booklet

As a whole class, discuss passwords. Encourage students to think of times when they have needed to use a password. Explain the importance of having safe passwords to keep their personal information safe and secure. Provide each student with their own copy of the password booklet. Students to complete each page of the booklet.



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# Want more?

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

## Adapting this activity

You may choose to print each page individually, rather than have students complete as a booklet.

## Keep the conversation going

- Students explain why using your name or a pet's name can make a password unsafe
- Students explain why it is important to keep passwords secret and why passwords are not to be shared with anyone, including friends and family members
- Students explain why making a password long (more than 8 characters) can help to make a password safe.

## Keep learning

- In groups of 2 or 3, create a poster that explains a key thing that makes a password safe and secure
- Students individually draw an illustration or a comic strip that illustrates the importance of creating a safe password.

## Linking it back to the Australian Curriculum: Digital Technologies

### Privacy and security

#### Years 1-2 ([AC9TDI2P06](#))

Students learn to access their school account with a recorded username and password.

- Using username and password recorded in a private place to access a digital system, for example logging into a school computer using details given on a card by the teacher.