Online safety: Digital Technologies

Digital Technologies

The Australian Curriculum: Digital Technologies can provide students with practical opportunities to develop design thinking skills. When working with and building digital systems, the design thinking process places the user and their safety at the forefront of the design. The subject helps students to become innovative creators of digital solutions, effective users of digital systems, and critical consumers of information conveyed by digital systems. Digital Technologies delivers authentic learning challenges that foster curiosity, confidence, persistence, innovation, creativity, respect and cooperation. These qualities, supported by appropriate online behaviour, enrich the development of information systems to make sense of complex ideas and relationships.

Digital Technologies requires the communication and the collaboration of local, regional and global citizens who are capable of actively and ethically communicating and collaborating. Online safety awareness assists students to identify risks, social contexts and legal responsibilities when engaging online. At the same time, Safety by Design principles place the safety and rights of users at the centre of the design, development and deployment of digital technologies. Authentic consultation, typically in groups throughout the design process, encourages students to build empathy, develop respectful relationships and conflict management skills, and ensure that digital solutions are appropriate. The Digital Technologies curriculum is designed for students from Foundation to Year 8. This subject is offered as an elective to students In Years 9 and 10.

Website links

Personal Information - protection

https://www.esafety.gov.au/educators/classroom-resources/hectors-world/your-personal-information-online (Lower Primary)

Online interactions https://www.esafety.gov.au/educators/classroom-resources/gameon

Be eSafe https://www.esafety.gov.au/kids/be-an-esafe-kid/sharing-my-personal-information-online (Lower Primary)

Be Secure https://www.esafety.gov.au/educators/classroom-resources/be-secure (Lower/middle Primary)

Strong passwords

https://www.esafety.gov.au/educators/classroom-resources/hectors-world/computer-security (Lower Primary)

Lost Summer https://www.esafety.gov.au/educators/classroom-resources/lost-summer (Upper Primary/Lower Secondary)

YeS Project https://www.esafety.gov.au/educators/classroom-resources/yes-project (Secondary)

- Workshops 2, 3, 7, 8 and 9

Virtual Classroom https://www.esafety.gov.au/educators/virtual-classrooms

https://www.esafety.gov.au/sites/default/files/Keep_It_Sweet (Lower Primary)

Digital Footprint https://vimeo.com/268340563

Values, rights and responsibilities

Digital Technologies - Years 7 and 8

Content descriptions with elaborations:
Plan and manage projects that create and communicate ideas and information collaboratively online, taking safety and social contexts into account (ACTDIP032)

- establish a set of 'rules' about acceptable and unaceptable behaviour when collaborating online, considering how different social contexts affect participation in global virtual spaces, including considering the use of language, acronyms and humour, for example only applying tags to images of other people with their permission or considering social protocols of Aboriginal and Torres Strait Islander peoples
- discussing policies about the use of information systems ina range of settings, for example using mobile phones for learning and accessing social media websites at school

Respectful relationships

Digital Technologies - Years 7 and 8

Content descriptions with elaborations:
Plan and manage projects that create and communicate ideas and information collaboratively online, taking safety and social contexts into account (ACTDIP032)

- establish a set of 'rules' about acceptable and unaceptable behaviour when collaborating online, considering how different social contexts affect participation in global virtual spaces, including considering the use of language, acronyms and humour, for example only applying tags to images of other people with their permission or considering social protocols of Aboriginal and Torres Strait Islander peoples
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Digital media literacy

Digital Technologies - Years 7 and 8

Content descriptions with elaborations:
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- establish a set of 'rules' about acceptable and unaceptable behaviour when collaborating online, considering how different social contexts affect participation in global virtual spaces, including considering the use of language, acronyms and humour, for example only applying tags to images of other people with their permission or considering social protocols of Aboriginal and Torres Strait Islander peoples
- discussing policies about the use of information systems in a range of settings, for example using mobile phones for learning and accessing social media websites at school

Informed and safe use of information and devices

Digital Technologies - Years - 7 and 8

Content descriptions with elaborations:

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- establish a set of 'rules' about acceptable and unaceptable behaviour when collaborating online, considering how different social contexts affect participation in global virtual spaces, including considering the use of language, acronyms and humour, for example only applying tags to images of other people with their permission or considering social protocols of Aboriginal and Torres Strait Islander peoples
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Digital Technologies - Years - 7 and 8