

Cyber Savvy

the influence of technology

for primary school



Values for Life Incursions

Values for Life is an educational program that provides student incursion workshops and teaching resources. These enable young people to develop community building values, make wise choices and fulfil their potential.



Incursion Details

- * Sessions are interactive and involve a variety of games, stories, discussion and multi-media to engage and educate
- * Flexible to your timetable - catering for single, half-day or full-day sessions
- * Single sessions are between 60 and 90 minutes (depending upon year level)
- * Follow-up lesson plans and resources for teachers are included
- * Parent sessions are also offered on a number of topics
- * Costs are calculated on the number of sessions and location. Call or email us for a quick quote.



Values for Life

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Learning Focus

The **Cyber Savvy** incursion and curriculum is designed to introduce the influence of technology and the media to students. The usage of computers, mobile phones and other devices is a significant influence on our life and has many positive and negative elements to it including cyber-bullying, lack of social bonding, isolation and a sedentary lifestyle. This incursion demonstrates these elements and encourages students to be aware of this influence and be able to use technology that enables them to be cyber-safe, to be responsible and have a healthy participation in the online as well as offline world. Through a variety of **interactive activities, games, discussion, stories, multi-media, and video** this workshop equips students with practical tools to use technology wisely and with a healthy balance.

The **Cyber Savvy** incursion is recommended for mid to upper primary students but can be tailored to meet the needs of students from lower primary as well. In addition to the student incursion, a complimentary teacher resource manual & curriculum is provided that can be implemented & modified to extend the learning outcomes in the classroom over several weeks.

Key concepts covered in the session:

The following are messages we want students to learn through the incursion:

- ▶ Cyber-bullying – what it is and 5 key factors that help us be cyber-safe
- ▶ The ways people interact and communicate through technology
- ▶ Potential negative effects of technology both our physical and mental health
- ▶ How technology can be addictive
- ▶ Responsibilities associated with the use of devices and using social networks
- ▶ Development of communication through history
- ▶ Social media – this can be a useful tool but shouldn't replace real friendships
- ▶ The media can be a big influence, is commercially driven and is not always real
- ▶ Our self-worth is shaped by others including our peers, the media, etc.
- ▶ Factors in helping us to be resilient including a core set of values

Essential Learning Standards

Values for Life Incursions present an interactive and engaging student learning program that intertwines elements of all three strands of the curriculum, the key focus is on the following dimensions:

- **Building social relationships and working in teams** (Interpersonal Development)
- **Listening, viewing and responding** (Communication)

The table below shows those dimensions addressed and the degree of emphasis provided:

Strand	Domain	Dimension	Included	Major Focus	Teacher Manual
Physical, Personal & Social Learning	Health & PE	* Movement & physical activity * Health knowledge & promotion	X	X	X
	Interpersonal Development	* Building social relationships * Working in teams	X	X	X
	Personal Learning	* The individual learner * Managing Personal learning		X X	X X
	Civics & Citizenship	* Civics knowledge and understanding * Community engagement	X	X	X
Discipline-based Learning	The Arts, English, Humanities, LOTE, Maths & Science	* Knowledge, understanding & skills gained through the domains		X	X
Interdisciplinary Learning	Communication	* Listening, viewing & responding * Presenting	X	X	X X
	Thinking Processes	* Reasoning, processing & inquiry * Creativity, reflection & metacognition		X X	X X