Cyber Savvy
being smart online

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
* Offering a range of options – from a single session to several sessions for the same or different groups
* 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 several topics
* Costs are calculated on the number of sessions and location. Call or email us for a quick quote.

Values for Life
incursions

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Learning Focus

The **Cyber Savvy** incursion explores issues surrounding the use of technology including cyber-bullying, social networking and the addictive nature of it. This incursion explores the positive and negative effects of technology in our lives and encourages students to be cyber-safe 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:

- Cyber-bullying – what it is & strategies that help us be cyber-safe
- How technology is a wonderful tool but needs to be used wisely
- Exploring positive and negative effects of technology including how it effects our physical and mental health
- How technology can be addictive
- Highlights the impact of leaving a permanent digital footprint online
- 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
- Key factors that form our self-image including the media, peers and what we see online
- The promotion of empathy, values and building community

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 emphasis provided:

Strand	Domain	Dimension	Included	Major Focus	Teacher Manual
Physical, Personal & Social Learning	Health & PE	* Movement & physical activity	X		
		* Health knowledge & promotion		X	X
	Interpersonal Development	* Building social relationships		X	X
		* Working in teams	X		X
	Personal Learning	* The individual learner		X	X
		* Managing Personal learning		X	X
	Civics & Citizenship	* Civics knowledge and understanding	X		X
		* Community engagement		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		X	X
		* Presenting	X		X
	Thinking Processes	* Reasoning, processing & inquiry		X	X
		* Creativity, reflection & metacognition		X	X