Teaching notes

This resource can be used to explore the limits that may be necessary when sharing information about yourself and others on the internet. It also examines issues relating to social networking and online gaming and how to deal with them, as well as analysing the time management implications associated with young people spending more time social networking and gaming online.

Explore

Students can watch the *Frontline* episode Growing up online (56mins). They read a short webpage Balancing screen time that describes the importance of a balanced lifestyle while making the most of your time online. The commoncraft video, Protecting reputations online, describes potential outcomes as a result of sharing personal information online.

Your tasks

**Task 1 – OneNote**

Students are asked to consider the information they post about themselves online. This activity requires them to rank a list of different types of personal information from most risky to least risky. Students then complete a set of questions about the order they placed these items in. They are then required to identify ways that this can be used positively and negatively, and to outline strategies to protect themselves when sharing information online.

**Task 2 – Xtranormal**

Students investigate a particular topic relating to online gaming or social networking, such as cyberbullying, grooming, cyberstalking, gaming addiction and abuse towards other users. They need to:

- be able to provide a description and example of the issue
- know signs to be aware of
- know how to deal with the issue and get help
- know ways to protect themselves.

They are asked to present this information using a short animated movie in Xtranormal.

**Task 3 – Excel | Dipity or Preceden | Primarypad**

Students make a timeline reflecting their online activity for a week. See these examples. They then complete a questionnaire to identify the way they spend their leisure time, comparing their results with the rest of the class using the spreadsheet. Students reflect on the data and collaboratively write a newsletter article “Do you know your digital limits?”
How to use this resource

This resource, Digital limits, is designed to support the Digital Education Revolution – NSW (DER-NSW) program and has a specific orientation towards teaching Digital Citizenship. The resources and tasks are aimed at supporting student use of the DER-NSW laptops in both online and offline classroom environments.

If you have difficulty viewing this resource on the DER-NSW laptop screens you can switch your web browser to full screen mode. With your web browser open press F11 to switch between normal and full screen mode.

For more detailed support on how to use the DER-NSW laptop software referred to in this resource please visit the TaLe Tools+ site.

Resources

The content should be examined as appropriate for Stage Four students in the context of the particular class conversation.

Protecting Reputations Online in Plain English
ThinkUKnow.co.uk
Cyber[smart:] Wise up to it
Stay smart online
Teen health: Video games
Teen health: Cyberbullying
ThinkUKnow.org.au
Netsafe: Young people
Netsafe: Sex offenders and grooming
Netsafe: Chatting in games