

#GAMEON Teacher Guide



Activity Sheet: #GAMEON Teacher Guide

Episode 2: Ringing Ryan

1. Teacher: Computers, smartphones, tablets—they're all part of our lives. But they're not without issues.

Why is the teacher speaking to Grace's class about using devices like computers, smartphones and tablets?

Divide the class into two groups. Ask Team A to list the advantages of using them. Ask Team B to list the disadvantages. Hold a class debate. Each team member should state at least one advantage or disadvantage of using devices online.

2. Teacher: If someone gets hold of your password, if you give out your personal details, you make it easy for someone to pretend to be you.

Why do we have passwords? Why is it important to keep your password a secret?

What are personal details? When do you enter your personal details in online environments? When is it safe to enter your personal details in online environments?

3. Sarah: What you doing?

Ollie: Nothing.

Sarah: Are you taking selfies again?

Ollie tells his sister that he is doing nothing.

What is a selfie? Why do you think Ollie tells his sister that he is doing 'nothing'?

4. Sarah: Well you wouldn't send them to someone you'd never met, would you?

Can you think of a reason why Ollie would send photos to someone he has never met?

5. Ryan, our phone is ringing ... Ryan, our phone is ringing ... Ryan our phone ...

Why does Ryan want to show off his new ringtone?

6. Why does Dean's teacher call his Aunty Trish?

If you could choose one word to describe how Dean feels about his aunty coming to school, what would it be? Why?

7. What does the police officer tell Grace's class about being cybersmart?

If you could give someone your age one safety tip for the online environment, what would it be?

8. Harry: Wanna go for a ride after school? We could build some jumps.

Dean: I dunno. Level twelve awaits!

Why doesn't Dean want to go for a ride after school?

If you were Harry, how would you feel when Dean said 'dunno'?

^{*} Approval for use and adaptation by the eSafety Commissioner #GameOn: Teacher Guide, page 13.

