

## 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.