CYBERSAFETY

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Lesson: Create a cybersafety game

Lesson Background ✖

This is a self-guided project that will allow students to demonstrate what they have learned about Cyber Safety by creating a 'GAME' resource for the library. The project could be used as an 'end assignment/assessment' after a series of the lessons in this module, OR can be used as a self-guided research task for older grades in which they demonstrate what they now know about appropriate Cyber Safety strategies through the game they create.

Curriculum Links ✖

HEALTH: Personal, Social & Community Health
- *Yr 5/6 - Plan and practise strategies to promote health, safety and wellbeing (ACPPS054);*
- *Yr 7/8 - Develop skills to evaluate health information and express health concerns (ACPPS076);*
- *Yr 7/8 - Investigate and select strategies to promote health, safety and wellbeing (ACPPS073);*

DESIGN & TECHNOLOGIES:
- *Yr 5/6 - Critique needs or opportunities for designing, and investigate materials, components, tools, equipment and processes to achieve intended designed solutions (ACTDEP024)*
- *Yr 5/6 - Apply safe procedures when using a variety of materials, components, tools, equipment and techniques to make designed solutions (ACTDEP026)*

Preparation Materials ✖

- ✓ 'The Challenge' – The Brief about the task [DOWNLOAD]
- ✓ Working Drawings Template [DOWNLOAD]
- ✓ Research Key [DOWNLOAD]
- ✓ Modifications Template [DOWNLOAD]
- ✓ Evaluation – Peer Evaluation sheet [DOWNLOAD]
- ✓ Evaluation – How good was your design [DOWNLOAD]
- ✓ Assessment Rubric [DOWNLOAD]
- ✓ Time Management Plan [DOWNLOAD]
- ✓ Variety of construction materials and paints for building the game board.

Student Activity ✖

Your brief to the students on this project will depend on how you plan to set out your teaching plan of Cyber Safety:
- *If this is the end of a module of lessons on the topic, it would likely be used as an assessment tool for what they have learned, and can work off the information from previous lessons.*
- *If this is a one-off project task designed for the students to self-guide their learning on the topic, there will be a significant research component to the task.*

1) Open the lesson by going through the task brief with the students ('The Challenge' brief is editable for you to insert criteria relevant to your class, school and needs). Students are to create a BOARD GAME which will include questions about Cyber Safety.

2) Begin by showing students some images/examples of 'question-based' board games (a Google Image search will do)

3) Go through rest of the package with the students:

    i. *First task involves the RESEARCH KEY. Students will research/come up with questions/facts about Cyber Safety in order to set a platform for building their board*

    ii. *Students will then begin designing the layout of their game board using the WORKING DRAWINGS TEMPLATE.*

    iii. *Once students have completed their research and demonstrated that they have a range of appropriate designs, they can begin construction of their game board.*

    iv. *When the board is complete, students will do a peer assessment by having peers play their game, and then fill out the PEER EVALUATION SHEET*

    v. *Students then do a self-assessment by completing the HOW GOOD WAS YOUR DESIGN sheet.*

Extension Activity ✖

Depending on what you wish to assess in the project, the TASK SHEET can be modified in a variety of ways to suit your intended purpose of the project. Some examples include:

- A game centred around TIPS for staying Cyber Safe
- A game that works on TRUE and FALSE ideas about Cyber Safety.