It takes a village to raise a child, so here at the Cyber Safety Project we believe in a whole community approach to supporting young people to successfully live, play, learn and work online.

Our mission is to empower every young Australian to self manage their digital safety and wellbeing through proactive education.

Cyber safety learning tailored to your school’s needs.

- **SECONDARY SCHOOLS PROGRAM**
- **STUDENT PROGRAMS**
- **PROFESSIONAL LEARNING**
- **PARENT NIGHTS & WEBINARS**

**KEY VALUES TO CREATE A STRONG FOUNDATION**

- **RESPONSIBILITY**
- **INTEGRITY**
- **STRENGTH**
- **EMPATHY**

Digital safety and digital wellbeing.
THE PEOPLE BEHIND THE CYBER SAFETY PROJECT

**Trent Ray** has over 13 years experience working as a primary/secondary school teacher and leader in Victorian Schools. More recently, Trent's roles include Co-Founder of the Cyber Safety Project, Director of Collective Education Australia and working in partnership with the Education team at Microsoft Australia.

**Sam Macaulay** is primary school teacher whose advocacy for student leadership led him towards becoming a Co-Founder of the Cyber Safety Project. In 2017 Sam was the deserving recipient of the Deakin Community Award for his outstanding contributions to his local community (Deakin Electorate in Melbourne).
A one size fits all approach just doesn’t cut it. Before visiting your school we like to conduct an in-depth analysis of how young people in your community access and use technology. This intel informs our sessions and allows us to engage in discussions aligned to your students’ needs.

Chat to the Cyber Safety Project team to learn more about our educator skills check and parent surveys with reports.
LEVEL UP YOUR DIGITAL REPUTATION

STUDENT SESSION

Empowering young people to take control of living digital through the #YouChoose campaign, students will discover the positive effects of respectful digital interactions and creating a community of supportive digital citizens. Students will reflect on the perspectives of others when engaging in online communities and discover proactive measures they can take to protect themselves and others when things go wrong online. Finishing the session with a digital pledge, students will make a commitment to deliver on their promise of creating inclusive and safe online experiences for everyone.
This project starts with a digital habits survey where students will evaluate their own school data and discover cyber safety challenges in their community.

Using real and authentic data, students become problem solvers by inquiring into the cause and impacts of their chosen cyber safety themes.

Students will be guided through an inquiry process to build upon their prior knowledge, make new connections with complex digital issues, design and test out ideas, take action, and reflect on the process of learning.

All scaffolds and workbooks provided in either OneNote, PowerPoint or PDF format.
WHAT’S YOUR GAME PLAN?
STUDENT SESSION

Our middle to senior school sessions focus is underpinned by four key values which are the foundations for thriving in both the offline and online worlds:

- Responsibility
- Integrity
- Strength
- Empathy

Whilst they think they’ve “heard it all before” we reset, reframe and refocus the thinking of these young impressionable community members. The aim is for students to understand how their current and future digital habits will impact their digital reputation as they transition into adulthood.

Students walk away with strategies to maintain respectful relationships, positive digital reputations and develop their own personalised social media game plan.
WEBINAR TOPIC 1: PLAN, PREVENT, PROTECT

The Cyber Safety Project Team will share insights and practical resources to help support and manage online child safety in the home. Introducing parents to a simple methodology PLANNING for the use of technology at home, PREVENTING unsafe encounters and PROTECTING children who connect, learn and play online.

WEBINAR TOPIC 2: KEEPING KIDS SAFE ON SOCIAL MEDIA

Whilst it is impossible to know the ins and outs of every single social media platform, there are commonalities across social platforms today. Knowledge is power so we will discuss trending platforms such as Instagram, Snapchat, TikTok and Houseparty and provide practical tips that can be immediately implemented to keep kids safe.

WEBINAR TOPIC 3: KEEPING KIDS SAFE WHO GAME

Gaming today is social. It's where young people go to play, connect and communicate with their friends. This webinar will uncover the appeal of gaming, expose the ways game developers encourage young people to regularly play and provide practical tips for helping to manage screen time and the development of self-regulation skills in young gamers.
**STUDENT SESSIONS**

Year 7 to 12: 60 - 70 minutes
*Max 120 students per session

$990.00 + GST per session

**DIGITAL HABITS SURVEY**

1 x Student Digital Habits Survey
*link provided 14 days prior

3 x Live Webinar topic options
Plan, Prevent & Protect
Social Media
Gaming Online
*Opt-in for one or all three
*Price listed are per webinar
*14 day on-demand re-watch

$750.00 + GST

**TEACHERS/PARENTS**

3 x Live Webinar topic options
Plan, Prevent & Protect
Social Media
Gaming Online

$450.00 + GST per webinar

**INQUIRY PROJECT**

6 – 8 week project
*curriculum & resources provided for classroom teacher facilitation

$850.00 + GST (Licence Fee)
1300 114 117

info@cybersafetyproject.com.au

www.cybersafetyproject.com.au