As schools around the world grapple with the new way of learning we’re here to help.

Over the coming weeks and months we are committed to supporting schools and keeping kids safe through equipping young people with the skills they need to manage a new way of learning and extra time online.

As communities around the globe are dealing with the Coronavirus (COVID-19) crisis, we want to share how we are here to help and will continue to support our school communities over the coming weeks and months.

Now, more than ever before, young people have greater access to technology for learning, connecting and playing. We will continue our commitment to support students, parents and teachers through this period of isolation and home learning. Our mission is to keep Australian kids safe online, so with this in mind, we have developed a range of support options and resources to ensure children and families in your school community are equipped with the skills and knowledge needed to stay safe.

Cyber safety learning is still happening. It just looks different!
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).
STUDENT WORKSHOPS

LIVE STREAM
WITH TRENT & SAM

Join Trent & Sam online as they stream LIVE for 30 minutes in an entertaining and informative session designed to support, empower and equip students with the knowledge and skills to maintain their safety when connecting online. Students will also discover strategies to manage the extra time they will spend on technology at home.

The experiences are targeted to Years 3-4, Years 5-6 or Years 7-8
• 2 x 30 minute live streamed sessions with interactive engagement activities
• 1 x teacher lesson plan with question prompts and worksheet (facilitated by classroom teachers between live sessions)
The NEW Cyber Safety Project Curriculum Framework is now available with 16 easy to implement lessons for every year level (Foundation to Year 6). Schools can now purchase a 12 month licence giving digital access to the curriculum for just $990.00+GST.

We’ve taken the hard work out of creating engaging learning activities that foster the character qualities of Responsibility, Integrity, Strength and Empathy. All activities, games and conversation starters are mapped to the Australian and State curriculum outcomes including Digital Technologies, Civics & Citizenship, Personal & Social, Ethical and Critical Thinking General Capabilities.

LESSONS & ACTIVITIES

✓ Foundation – Year 6
✓ 16 x Lesson plans and activities per year level
✓ Aligned to the Australian Curriculum
✓ Emotions Cards and Conversation Starters
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.
# School Packages during Social Distancing

## Student Sessions
- **LIVE SESSIONS**
  - For Students
  - 2 x Live stream 30min sessions per year level
  - 1 x Teacher lesson plan and follow up activity
  - Delivered via your Digital Portal or private video conferencing

## Curriculum
- **CURRICULUM**
  - For Teachers
  - 16 x Lessons per year level for Foundation – Year 6
  - Aligned to the Australian/Victorian Curriculum Outcomes
  - Lesson outlines and digital/PDF packages

## Parent Session
- **WEBINARS**
  - For Parents
  - 3 x Webinar topic options
    - Opt-in for one or all three
  - Price listed are per webinar
  - 14 day on-demand re-watch

## Pricing
- **Package** $990.00 + GST
- **Licence** $1200.00 + GST
- **$450.00 + GST per webinar**