



BACCHUS MARSH
PRIMARY SCHOOL



eSmart
Schools

ESMART SCOPE + SEQUENCE CHART

- This is an eSmart scope and sequence chart designed to reflect Domain 5 from the eSmart Framework about the eSmart Curriculum. It incorporates a range of curriculum areas that aligns with the eSmart framework. Additional teaching may be required when using the applications and software listed.
- View the clips/sites/apps prior to use to ensure that are suitable for the cohort and accessible. Please help us keep this resource relevant by reporting any broken links to a member of the Tech Team.
- Year levels can select the recommended activities and **MUST** complete at least **ONE** activity a term.
- The curriculum links are based on what students should typically be able to do for the specified curriculum area by the end of the specified level.
- Cross domain activities are opportunities for addressing other domains and actions within the eSmart framework by extending the learning beyond the classroom.
- Annual National days for potential school events and/or celebrations:
 - Safer Internet Day (February)
 - National day of action against bullying and violence (March)
 - Harmony Day (March)
 - eSmart Week (September)
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Level	Vic Curric	Term 1	Term 2	Term 3	Term 4
Foundation	<p><u>Personal and Social Capability:</u> Self-Awareness & Mgmt: - Recognition/ expression of emotions - Development of resilience Social Awareness & Management: - Relationships/diversity - Collaboration</p> <p>Capabilities Curriculum: Critical & Creative Thinking: - Questions & possibilities Ethical Capability: - Understanding concepts - Decision making/actions Intercultural Capability: - Cultural practices - Cultural diversity</p> <p><u>Health & PE:</u> Personal, Social & Community Health: - Being healthy, safe & active - Communicating & interacting for health & wellbeing - Contributing to healthy & active communities</p> <p><u>Digital Technologies:</u> - Data & information</p>	<p>Hector's World - Lesson Plans Set 1</p> <p>Appy Hour - Avokiddo Emotions</p> <p>Ongoing- Circle time;staying safe online,values online</p>	<p>Using technology in the classroom - Cybersmart. Use this activity to develop and discuss Acceptable Use Agreements Hector's World - Lesson Plans Set 2</p> <p>Appy Hour - Wince Don't feed the Worry Bug</p> <p>Ongoing- Circle time;staying safe online,values online</p>	<p>Revisit and review the user agreement</p> <p>Hector's World - Lesson plan Set 3</p> <p>Appy hour - Breathe, Think, Do with Sesame</p> <p>Ongoing- Circle time;staying safe online,values online</p>	<p>Common Sense Media Going Places Safely and A-B-C Searching</p> <p>Project - Students watch the Cyber-Five Internet Safety animation (as an individual or as a group)</p> <p>Students are to create a photo story showing the five rules of internet safety using software or an app such as - Appy Hour- 30 Hands</p> <p>Ongoing circle time; staying safe online, values online</p>

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1-2	<p>Personal & Social Capability: Self-Awareness & Mgmt: - Recognition/expression of emotions - Development of resilience</p> <p>Social Awareness & Management: - Relationships/diversity - Collaboration</p> <p>Capabilities Curriculum: Critical & Creative Thinking: - Questions & possibilities</p> <p>Ethical Capability: - Understanding concepts - Decision making/actions</p> <p>Intercultural Capability: - Cultural practices - Cultural diversity</p> <p>Health & PE: Personal, Social & Community Health: - Being healthy, safe & active - Communicating & interacting for health and wellbeing - Contributing to healthy & active communities</p> <p>Digital Technologies: - Data and Information</p>	<p>Discuss the THINK acronym with students and come up with an agreed set of behaviours that can be included in the Acceptable Use Agreements (Grade 1/2)</p> <p>Common Sense media Web Site My Creative Work (Grade 1/2) PDF doc</p> <p>Ongoing – Circle time; staying safe online, values Online (Grade 1/2)</p> <p>Safe Schools Activity Playground Detective Extension: get students to share their playground rules with younger grades (Grade 2). PDF doc</p> <p>Appy Hour – Netsmartz Password Rap (requires Flash Player, which is on the iPad) (Grade 1/2)</p>	<p>Media Smarts – Representing Ourselves Online (Grade 1/2).</p> <p>Safe Schools Hub Friendship Tree (Grade 1) PDF doc</p> <p>ICT opportunity – instead of getting students to draw a picture of themselves they could use digital cameras or devices to take a picture of themselves and/or create an avatar of themselves using Bitmoji or create a cartoon of a picture of themselves using Cartoonize (Grade 1/2)</p> <p>Ongoing – Circle time; staying safe online, values online (Grade 1/2)</p> <p>Appy Hour – Digiducks Big Decision (Grade 1/2)</p>	<p>Review and revisit the user agreement (Grade 2)</p> <p>Common Sense Media</p> <p>Safe Schools-Showing You Care Activity (Grade 1)</p> <p>Ongoing – Circle time; staying safe online, values Online (Grade 1/2)</p> <p>Appy Hour-Invisible Isabelle (Grade 1/2) Youtube video</p>	<p>Common Sense Media Using Key Words, Sites I like and Powerful Passwords (Grade 1/2)</p> <p>Project – Students use Scratch Junior or similar to create a Cybersafety animation or game based on THINK (Grade 1/2)</p> <p>Ongoing – Circle time; staying safe online, values Online (Grade 1/2)</p> <div style="border: 1px solid black; padding: 5px;"> <p>Cross domain opportunity: (Domain 4 & 6, Attribute 4.4 and 6.1 and 6.3): Provide opportunities for parents and staff to play the students games or watch the animations.</p> </div>

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3-4	<p><u>Personal & Social Capability:</u> Self-Awareness & mgmt: - Recognition/expression of emotions - Development of resilience Social Awareness & Management: - Relationships & diversity - Collaboration</p> <p><u>Capabilities Curriculum:</u> Critical & Creative Thinking: - Questions/possibilities - Reasoning - Metacognition Ethical Capability: - Understanding concepts - Decision making/actions Intercultural Capability: - Cultural practices - Cultural diversity</p> <p><u>Health & PE:</u> Personal, Social & Community Health: - Being healthy, safe & active - Communicating & interacting for health and wellbeing - Contributing to healthy & active communities</p> <p><u>Digital Technologies:</u> - Data and Information</p>	<p>Use the Middle Primary eSafety Office Using Technology in the Classroom as a basis for collaborating as a class to establish a user agreement and a set of accepted behaviours when using Technology. (Grade 3/4)</p> <p>eSafety Office Balancing Your Time Online Safe Schools Activity (Introduce in Grade 3/ review in grade 4)</p> <p>Appy Hour – Cybersmart Comic Book Capers (Grade 3)</p>	<p>eSafety Office Middle Primary Cyberbullying lesson plan (Grade 3/4)</p> <p>Safe Schools Hub Activities (Grade 3/4)</p> <p>Ongoing – Circle time; staying safe online, values Online (Grade 3/4)</p> <p>Appy Hour – Lee and Kim (Grade 4)</p>	<p>Ongoing eSafety Office Cybersmart Detectives (Grade 4)</p> <p>Ongoing – Circle time; staying safe online, values online (Grade 3/4)</p>	<p>Project: Story Bird Lesson & support Video (Grade 3/4)</p> <p>Ongoing – Circle time; staying safe online, values online (Grade 3/4)</p>

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5-6	<p><u>Personal & Social Capability:</u> Self-Awareness & mgmt:</p> <ul style="list-style-type: none"> - Recognition & expression of emotions - Development of resilience <p>Social Awareness & mgmt:</p> <ul style="list-style-type: none"> - Relationships/diversity - Collaboration <p><u>Capabilities Curriculum:</u> Critical & Creative Thinking:</p> <ul style="list-style-type: none"> - Questions/possibilities - Reasoning - Metacognition <p><u>Ethical Capability:</u></p> <ul style="list-style-type: none"> - Understanding concepts - Decision making/actions <p><u>Intercultural Capability:</u></p> <ul style="list-style-type: none"> - Cultural practices - Cultural diversity <p><u>Health & PE:</u> Personal, Social & Community Health:</p> <ul style="list-style-type: none"> - Being healthy, safe & active - Communicating & interacting for health & wellbeing - Contributing to healthy & active communities <p><u>Digital Technologies:</u></p> <ul style="list-style-type: none"> - Data & information 	<p>Utilise students as leaders in the school to develop a “Role Model Code of Conduct” e.g. as leaders of the school we will set a good example by.... (Grade 5/6)</p> <p>Cybersmart Access (Grade 5)</p> <p>Appy Hour – eSafety Office How Cybersmart are you? (Grade 5)</p> <p>6 - Safe Schools Hunt Activity 2 Safe Schools Circuit (Grade 6)</p> <p>Ongoing – Circle time; staying safe online, values online (Grade 5/6)</p>	<p>eSafety Office #GameOn (Grade 5/6)</p> <p>Bully Stoppers Interactive Learning Modules Bullying and Social media See also the activity guides (Grade 6)</p> <p>eSmart Digital License (Grade 5/6)</p> <p>Appy Hour – Digizen game (Grade 6)</p> <p>Ongoing – Circle time; staying safe online, values Online (Grade 5/6)</p>	<p>Behind the News – Internet Trolls (Grade 6) Cyberbullying & Trolling Guide Diagram eSafety</p> <p>Behind the News – Web Secrets (Grade 5)</p> <p>Get students to pick one of the Games, apps or social networking sites from the eSafety website. They are then to create a Tellagami (or other presentation format) outlining the site and important information users need to be aware of. ICT opportunity – Tellagami is limited to 30 seconds therefore students may need to make a number of segments and join them together using a movie making software. (Grade 5/6)</p> <p>Ongoing – Circle time; staying safe online, values online (Grade 5/6)</p>	<p>Common Sense Media:</p> <ul style="list-style-type: none"> - Digital Life 101 - A Creator's Responsibility. (Grade 6) <p>Project – Students create a school cybersafety website aimed at an audience of their choice such as parents or the community and maintain it throughout the term. Platforms that could be used for website building include Wix.com or Weebly (Grade 5/6)</p> <p>School transition and resilience (adapt activities to your cohort from page 16 - 33 onwards). You may wish to view the rest of the document for some additional activities (Grade 6)</p>