

DiGii@School

Learning Content Directory Years 1-6

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A time-saving solution

DiGii@School is your all-in-one curriculum-aligned solution for teaching children in Years 1-6 skills, attitudes and behaviours that:

- ✓ Improve **digital literacy** and **digital citizenship**.
- ✓ Target the development of **protective behaviours** to offset digital risk factors.
- ✓ Develop **social and emotional intelligence and resilience**.

While Year 1-4 students are involved in teacher-led learning, Year 5-6 students have the opportunity to put skills into practice on the live and immersive DiGii Social platform.

A curriculum-aligned solution

DiGii@School's content covers learning outcomes in the following areas:

Learning Areas

- Digital Technologies
- HPE - Personal, Social & Community Health

General Capabilities

- Personal & Social Capabilities
- Ethical Understanding
- Creative and Critical Thinking
- Information & Communication Technology Capability

A planned use or responsive use solution

DiGii@School gives you the opportunity to target foundational, emerging and in-practice safeguarding and wellbeing skills across all year groups in these ways:

- Identified teaching periods within the week's timetable.
- Reactively to issues arising at school.

An evolving solution

The following directory of all learning content on DiGii@School will assist you to identify, at a glance, available learning content that can be used to assist forward planning. As the digital lives of children are rapidly evolving, so too is our content. Each term we expand content as follows:

- 2 Professional Learning webinars for educators
- 2 Parent webinars
- 2 all year group lesson plans
- 2 'DiGii Life Lessons' for students using the DiGii Social platform

Year 1 and 2 Overview

Protecting ME in a Digital World

The Year 1 and 2 teacher-led resources are focused on the child's emerging intrapersonal capabilities and competencies. With 'I' at the centre of learning, all lesson plans are focused on establishing a firm foundation for digital safety and wellbeing in the years ahead.

You'll notice in the outlined Learning Areas below that 'online' is in brackets. These lessons teach the underlying skills that are the foundation of all online behaviours to follow. To level the playing field between the device-access-haves and the device-access-have-nots, these people skills are taught as every day, general self and social awareness and management skills in real time, knowing that this foundation will impact all online behaviour to come.

Learning Areas

Learning Area 1 - I am SAFE (online)

For little children, being safe online is all about knowing the basics of self-protection by tuning into the body's early warning signs, following the rules and knowing simple processes to keep their identity safe.

Learning Area 2 - I am KIND (online)

Knowing and growing empathy is at the core of early social and emotional learning competence. Getting caught up and carried away with low empathy behaviours is common in childhood both online and off, and learning the explicit skills of how to be kind to self and others is essential.

Learning Area 3 - I am RESPONSIBLE (online)

Responsible decision making is a key social and emotional skill that helps every child to learn the skills of self-management. Being responsible online means understanding the power and permanence of digital life, being a wise consumer and respecting the intellectual property of others.

Learning Area 4 - I am STEADY (online)

Emotional self-regulation is at the core of all human success and endeavour. Being able to calm down promotes logical thinking and responsible decision-making. The online environment is rapid fire, always on and emotionally eruptive for most children. Learning to understand, monitor and manage big emotions helps children to stay safe and make good choices online.

Professional Learning

A 30 minute Professional Learning webinar exploring the development of students in Years 1 and 2 and how DiGii@School meets their protective behaviours and Social and Emotional Learning needs is available to watch [HERE](#).

Year 1

Lesson Plans

Year 2

Lesson Plans

Learning Area 1 – I am SAFE

LESSON 1

Listening to my body keeps me safe

LESSON 2

Playing by the rules keeps me safe

LESSON 3

My foundation toolkit to keep me safe

LESSON 4

I know who and how to ask for help

LESSON 1

My early warning signs keep me safe

LESSON 2

Keeping my profile private keeps me safe

LESSON 3

Knowing who my friends are keeps me safe

LESSON 4

Looking after me online

Learning Area 2 – I am KIND

LESSON 1

Why me being kind matters

LESSON 2

I look after my friends

LESSON 3

I play games fairly

LESSON 4

I choose kind words

LESSON 1

I don't join in pile ons

LESSON 2

The kindness butterfly effect

LESSON 3

Playing games fairly

LESSON 4

Not everyone is like me

Learning Area 3 – I am RESPONSIBLE

LESSON 1

I'm the boss of me

LESSON 2

I am respectful

LESSON 3

I use technology in different ways

LESSON 4

I can make responsible choices

LESSON 1

I can tell fact from fake

LESSON 2

I don't copy people's work

LESSON 3

Is it fair and safe? Consent & sharing

LESSON 4

What I post is who I am - and it lasts forever

Learning Area 4 – I am STEADY

LESSON 1

My feelings are my flag posts

LESSON 2

I can calm down online

LESSON 3

Good and bad choices

LESSON 4

Bouncing forward from mistakes and meltdowns

LESSON 1

My feelings are my flag posts

LESSON 2

Yoo-hoo - look at me!

LESSON 3

Good choices and bad choices

LESSON 4

Sticking up for others even when I'm scared

Year 3 and 4 Overview

Learning About US in a Digital World

The Year 3 and 4 teacher-led resources are focused on the middle childhood years when independent exploring of the internet begins in earnest. Working forward from the firm foundation laid in Year 1 and 2 of the foundation self and other awareness and management skills, these lesson plans work much more explicitly to embedding these skills in online life.

For many children, the middle primary school years brings the requirement for their own device as part of their daily school equipment. As a result of having access to their own device both at home and at school, social and emotional issues arise.

With the child's expanded digital horizons at the centre of learning, all lesson plans explore capabilities from self, to social to global that prepare, protect and prevent.

Learning Areas

Learning Area 1 - ME – Self-awareness and self-management

An alignment of self online and off is often difficult for children in the middle childhood years with tension between home, school and peer expectations. An exploration of emotions, values, self-responsibility and seeing self through the eyes of another is the foundation for successful self-management online.

Learning Area 2 - WE - Social awareness and social management

Social relationships in these year groups are complex online and off. Essential skills for cyber wellbeing include the ability to stand up for self and others, to clearly identify who are and aren't friends, to manage conflict and to develop respectful relationships around fairness and consent.

Learning Area 3 - US– part of the global digital community

Information permanence, the vastness of the online population, thoughtful use of time online and respecting the intellectual property rights of others are the skills every child needs as they expand their device use into education and entertainment.

Learning Area 4 - THEM – threats and opportunities online

Self-protective cyber skills include awareness of both threats and opportunities as well as practised skills to manage these. From abuse to exploitation, understanding algorithms that keep eyes on screens to identifying scams and clickbait, safe use of the internet requires the young user to be aware and skilled.

Professional Learning

A 30 minute Professional Learning webinar exploring the development of students in Years 3 and 4 and how DiGii@School meets their protective behaviours and Social and Emotional Learning needs is available to watch [HERE](#).

Year 3

Lesson Plans

Year 4

Lesson Plans

Learning Area 1 – ME - Self-awareness & self-management

LESSON 1

Me and my emotions online

LESSON 2

Me and my digital life values

LESSON 3

Responsible me – managing my time online

LESSON 4

Me through someone else's eyes

LESSON 1

Me and my big emotions online

LESSON 2

Me and my self-confidence -not defined by number of friends, likes and shares

LESSON 3

Responsible me – not all screen-time is equal

LESSON 4

Resilient me – coping and adapting to life online

Learning Area 2 – WE - Social awareness and management

LESSON 1

Upstanders and bystanders

LESSON 2

Friends are people I know

LESSON 3

Consent - permission to post

LESSON 4

Managing me and you - dealing with nastiness

LESSON 1

Upstanders and bystanders

LESSON 2

Dealing with friendship issues online

LESSON 3

Consent to post images of friends

LESSON 4

When friends do silly things online

Learning Area 3 – US – Part of the global community

LESSON 1

Me in the online space

LESSON 2

Help seeking

LESSON 3

Sharing identifying information

LESSON 4

There's a lot of people online

LESSON 1

Plagiarism, copyright, IP

LESSON 2

Friend requests - filtering out dangers and threats

LESSON 3

Help seeking

LESSON 4

Digital footprint of hate speech

Learning Area 4 – THEM – Threat and opportunities online

LESSON 1

Safe and unsafe connections

LESSON 2

Cyberbullying

LESSON 3

Clickbait

LESSON 4

Unsafe searching

LESSON 1

Cyberbullying and trolling responses

LESSON 2

Scams

LESSON 3

Big group chats

LESSON 4

Gaming

Year 5 and 6 Overview

Connecting SKILLS to PRACTICE in a Digital World

Year 5 and 6 student-led learning on the DiGii Social platform immerses young learners in a simulation environment that teaches them while they interact with classmates. The accumulated learning in Year 1 to 4 now comes into play on DiGii Social where every keystroke is monitored and educated, and system-deployed learning challenges teach students how to be safe, civil and savvy online.

Learning how to be and become a moral and compassionate Digital Citizen needs an immersive, experiential learning approach, where messy learning is allowed and educated.

Learning Areas

Learning Area 1 – Digital health and wellbeing

Learning content including sleep, positioning, eyes, movement and blue light radiation.

Learning Area 2 – Digital security

Learning content including secure passwords, location identifiers, identity theft, clickbait.

Learning Area 3 – Digital safety

Learning content including inappropriate contact, screenshots, reporting, help-seeking and identifying threat and risk sources, trolling and cyberbullying.

Learning Area 4 – Digital identity

Learning content including digital reputation, information permanence, comparison, moral choices, hate speech, exclusions, FOMO.

Learning Area 5 – Digital citizenship and legalities

Learning content including consent, inappropriate content, cyberbullying, being an upstander, help sources.

Learning Area 6 – Digital relationships

Learning content including managing exclusions, friend nastiness, how and when to help friends, boundary setting, friend requests.

Learning Activations

Tutorials – 90 second animations used for educating Strikes and Challenges.

Challenges – global, regular content encouraging broad learning of skills and concepts.

QuiZii – multi-level single and multi-play social learning content.

Strikes – AI monitoring of inappropriate content educated on the 3rd Strike with a Tutorial.

Global Message Board Posts – current trends educated on all feeds.

DiGii Life Lessons – Digital Social & Emotional Learning lessons taught end-to-end.

Professional Learning

A 30 minute Professional Learning webinar exploring the development of students in Years 5 and 6 and how DiGii@School meets their protective behaviours and Social and Emotional Learning needs is available to watch [HERE](#).

Year 5 and 6 Learning Content

Tutorials

On DiGii Social, Tutorial content is used in the following ways:

- ✓ Students watching voluntarily in the Learning Zone to earn DiGiiTs (privilege points).
- ✓ As a result of an AI-based Strikes.
- ✓ As part of the system-generated Challenges.
- ✓ Displayed/deployed by educators from their own dashboard.

Digital Health

1. Screen-time and why controlling it matters.
2. Green time – getting enough time outside and the reasons why.
3. Blue light, sleep, and screens.
4. Screens and eye health.

Digital Security

5. Creating a safe profile.
6. Setting and checking security settings.
7. Choosing a safe password.
8. Clickbait – what it is?
9. Clickbait – identity theft.

Digital Safety

10. Choosing online friends with care.
11. Identifying and managing dangerous friend requests.
12. Location identifiers appearing in tags and pictures.
13. When, why and how to take screenshots.
14. Defining and identifying cyberbullying.
15. Protecting yourself from cyberbullying.
16. When "It's only a joke" is actually cyberbullying in disguise.
17. Why and when should you report.
18. Understanding that reporting is anonymous and safe.
19. Reporting for a friend or someone you know.
20. Knowing when you need help.
21. How to help a friend online.
22. Staying connected to real world anchors.
23. What is trolling and what's the response?
24. Action steps to combat trolling.

Digital Identity

25. Who am I online? (DiGii - THINK).
26. Why comparing me to you doesn't matter (Self-acceptance).

27. Why likes and shares don't define you (Self-acceptance).
28. Bad language and profanity - What does it say about me?
29. Bad language and profanity - Would you say it to your grandma?
30. Bad language and profanity - It's disrespectful.
31. Excluding others - Be careful.
32. Excluding others - Think about their feelings.
33. Putting people down - What does it say about you?
34. Putting people down - How do they feel?
35. Hate speech - Learn to accept difference.
36. What's your permanent digital identity looking like?

Digital Citizenship & Legalities

37. Consent - What does it mean?
38. Consent - Tagging and sharing images of others.
39. Consent - Saying no to tagging and photo sharing.
40. Inappropriate content - You've seen something and you're worried.
41. Inappropriate content - You shared something and you're worried.
42. Cyberbullying - What is it and what to do?
43. Cyberbullying - It's just not on.
44. Being a Digital Citizen - What you scroll past is what you're willing to accept.

Digital Relationships

45. How to help a friend online.
46. What to do when online friendships get tricky.
47. Standing DiGiiTall - Being an upstander.
48. Standing DiGiiTall - Looking out for friends online.
49. Standing DiGiiTall - Doing, or joining in with things you know are wrong.
50. When being a good friend means asking for help.

QuiZii

Students move through 4 levels of competence, making increasingly difficult social and emotional choices in scenario-based learning. Play is single and multi-play depending on the level.

The 8 QuiZii topics include:

- Sleepovers and Hangouts
- eFriendships
- Gaming
- Protecting Me
- Following Links
- Using Apps
- IMs, DMs and Chats
- Filtering Out Fakes

DiGii Life Lessons

DiGii Life Lessons are shared on the platform twice each term with a focus on Social and Emotional learning skill development in each of these areas:



DiGii

SOCIAL



Educational training wheels
for digital life

We know time is a precious commodity in schools. Being respectful of that, we invite you to become better acquainted with how the DiGii Social platform works by watching either of the product demos below.

[10 minute demo](#)

[30 minute demo](#)

We are a super-responsive team, so if you have any questions or feature requests, do get in contact [HERE](#).