



# Parent Information Session - ICT @ BWPS

# 1

## ICT and Technology @ BWPS

### ICT and Technology as Educational Tools

- ▶ 1:1 chromebooks 3-6 + Library, iPads K-2
- ▶ Creation not just consumption
- ▶ Integrated ICT lessons in all classrooms across all KLAs.
- ▶ Genius Hour/Inquiry Learning/Robotics/Coding Club/

- ▶ Collaboration, Critical and Creative Thinking, Communication skills developed.
- ▶ Google for Education school

### 2020 DigiTech @ BWPS

- ▶ Full implementation of the new NSW Technology Syllabus with specialist lessons 1hr per week with Mr McKendrick (3-6).

# 2

## Digital Citizenship @ BWPS

### Digital Citizenship

- ▶ Explicitly taught digital citizenship lessons K-6 in Term 1.
- ▶ Internet safety
- ▶ Privacy and security
- ▶ Creative credit and copyright
- ▶ Cyberbullying and digital drama
- ▶ Information Literacy
- ▶ Digital Footprints and Reputation

### ICT User Agreement + Policy

- ▶ Developed to protect all students and support safe online learning environments at school.
- ▶ Recognises the link between online behaviours at home and issues at school.
- ▶ Clearly outlines expectations for all stakeholders.
- ▶

# 3

**How do we use media and the internet in balance as a family, find quality content, set expectations around healthy use to prevent conflict?**

# 4

## Ask yourself – is my child:

- ✓ Physically healthy and sleeping enough?
- ✓ Connecting socially with family and friends (in any form)?
- ✓ Engaged with and achieving in school?
- ✓ Pursuing interests and hobbies (in any form)?
- ✓ Having fun and learning in their use of digital media?

# 5

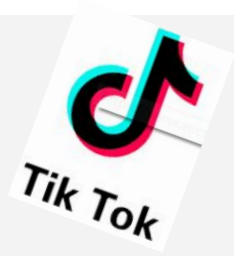
## Suggestions

### What are best practices around digital media and devices?

- ▶ Use media safely with your kids.
- ▶ Follow the **age guidelines on games**, apps and other media.
- ▶ Set expectations around use and screen/gaming time (and stick to them).
- ▶ Avoid devices in kids bedrooms - use in shared spaces.
- ▶ Talk about commercials and advertising and discuss the existence of 'fake news'.
- ▶ Encourage creation through technology - not just consumption.
- ▶ Model the behaviour you want to see in your kids.
- ▶ Limit your use of the phone/devices during family time.

# 6

## Social Media



musical.ly



WhatsApp

FACEBOOK TWITTER

TINDER MUSICALLY INSTAGRAM

GIFS LIVESTREAMING SNAPCHAT

EMOJIS GROUP VIDEO CHAT

LIVE.ME TEXTING



Instagram

YouTube<sup>AU</sup>

# 7

## Why do we say no @ BWPS?

### Legal Issues

- ▶ Terms and Conditions - they all state **nobody** under the age of 13 can **legally** create or use an account (even with parent permission)

### Safety

- ▶ Children can provide identifying information to strangers online.
- ▶ Children can be exposed to adult content through chats/video streams

### Social Impact

- ▶ Addictive form of screen entertainment.
- ▶ Can promote loss of family connections.
- ▶ Loss of 'real-world' social skills and
- ▶ Create real world problems and drama with friends.

- Not signing up to or using **any** social media account (even with parent permission) as this is legally prohibited by **ALL** social media apps and websites. Such social media sites/apps include but are **not limited to**; Skype, Snapchat, Instagram, Facebook, YouTube, WhatsApp, music.ly, TikTok, twitter etc.



# 8

Online +  
Gaming  
supervision  
is important

Did you know?

Your child is much more likely (1:3) to be bullied online than in the real-world - even by people they know in real life!

## Keyboards Can Make Us Careless and Cruel



# 9

## Gaming impacts on behaviour

### Did you know?

Some of the most popular games kids are playing are rated more than 10 years above their age.

### Inappropriate Content

- ▶ your child can be exposed to adult language themes and subjects they don't understand and find upsetting.
- ▶ **average online gamer age is 33**

### Sleep + Physical Development

- ▶ Excessive gaming can have a significant impact on children's physical health - particularly sleep.
- ▶ 10 hrs/night. Keeping gaming devices out of bedrooms helps kids sleep.

### Copied Behaviours and Language

- ▶ Some children copy content seen in games: from inappropriate language to violent and sexualised behaviours.
- ▶ Leads to playground and social/behaviour issues at school.





# 10

# THANKS!

**You can find more useful information  
to support you in keeping your  
child/ren safe online at:**

<https://www.commonsensemedia.org/>