DIGITAL CITIZENSHIP 2021

Focus

- Care and Respect for Devices
- Responsible USE of Devices
- Digital Footprint / Tattoo
- Safe Use of the Internet
- Sharing of Technology

Use only devices, apps, websites and email that help me with my learning.

Tell & show my teacher & not other students if I accidentally come across dangerous or illegal material.

Care and show respect for all technology and devices.

Share school owned technology when required.

Use only my own name, own accounts and keep my passwords to myself. Access only my own work

Communicate using kind words and images that support my own and others learning.

SILVERDALE SCHOOL

Digital Citizenship
Responsible Use Agreement for Students and Parents/Caregivers

Parents/Caregivers Name: _____

Learners Name: _____

Teacher:_____

Year: _____

Room: _____

Terms of Use Agreement
Student Agreement

Devices: All Students

- I will use devices for educational purposes **only** and websites set out by the teacher.
- I will not add extensions, games or apps.
- I will not use screensavers, backgrounds or take pictures without teacher permission.
- I will respect the Chromebook and iPad and endeavour to keep it safe, including not leaving it on the floor, walking around with a Chromebook open and not having food and/or drink near the device.
- If at any time I have permission to bring my own device (including mobile phone and digital watch) to school, I will give it to my teacher for safe keeping during school hours of 9.00am-3.00pm and I understand that the school takes no responsibility for loss or damage of the device.

1:1 Chromebook Use: Year 3 to Year 6

- I will know where my Chromebook is at all times and will be the only individual using the device.
- I will NOT loan the Chromebook or cords to other individuals.
- I will be responsible for ensuring the Chromebook is put on charge in the storage unit at the end of each school day (making sure the cord is not caught in the door).
- I will notify the teacher if the sticker code is lost/incorrect and needs replacement (TRO).
- I will return the Chromebook and all its peripherals in good working condition.

Google accounts: Year 3 to Year 6

- I understand that my Google account is school property. Teachers can access my account at any time and are able to monitor my use.
- I understand that my Google account is for school use and not to be used to; create my own accounts on other platforms/websites, online, download extensions or add-ons.
- I will keep my password private from other students and will not change my password without the school administrator's permission.
- I will produce work and use this space in a way that I would be proud of.
- I will show our KERI values when using my account to communicate or collaborate with others.
- I will be a Digital Citizenship in all online spaces and leave a positive digital footprint, respecting myself and others at all times.
- I will notify the teacher or the Principal/Deputy Principal if I have concerns about my Google account being compromised (hacked).

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FAMILY ZONE

CREATE CYBER-SAFE COMMUNITIES WHERE STUDENTS THRIVE

Support well-being | Powerful insights | Peace of mind

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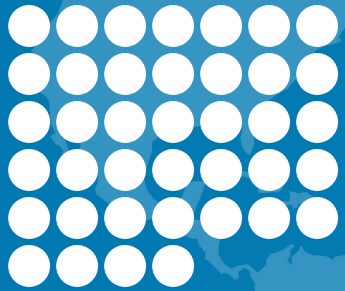
WHO WE ARE



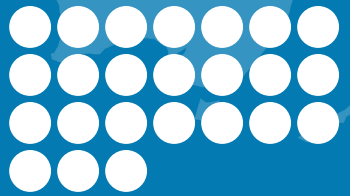
2,050 USA SCHOOLS

18 UK SCHOOLS

Linewize is meeting the evolving needs of schools to provide a **safe** and **focused** learning environment for their students **irrelevant** of location, whilst also **empowering parents** with the **tools** and **education** to guide their children's online activities

>1.7M STUDENTS | **>3,100** SCHOOLS | **>6 yrs** In AU/NZ

580 ANZ SCHOOLS



ASX

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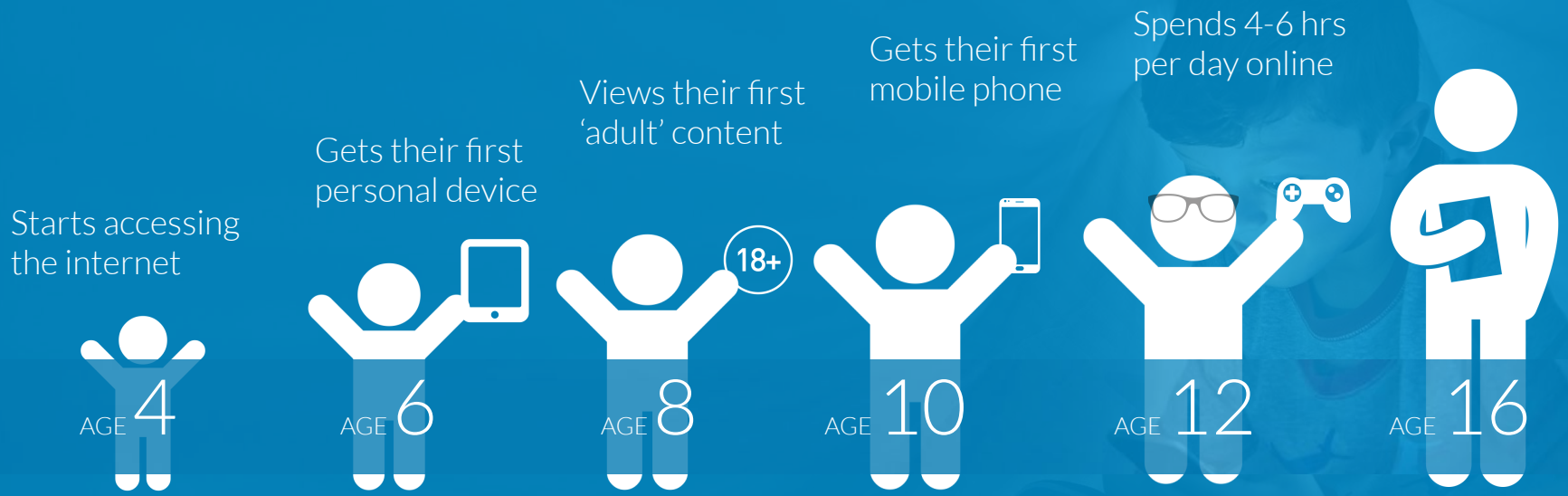
THE AVERAGE CHILD IN 2019



By 16 almost all are regularly exposed to cyber bullying, pornography, sexting and gambling.

PORNOGRAPHY

93% of boys & **62%** of girls have watched **pornography**

According to the AMA there is a "strong link" between online porn and adverse sexual and mental health outcomes.

SLEEP

3 out of 4 teens do not get **sufficient sleep**

Research clearly shows a high correlation between a lack of sleep and depression, as well as behavioural and learning issues.

CYBERBULLYING

of today's youth have been exposed to **cyberbullying**

Research shows over 30% of students have experienced cyberbullying and almost all have been exposed to it.

SCREENTIME

The average teen is online for **5 hours a day**

and checks their phone **50 times a day**

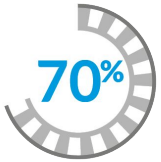
After rising since the early 1990s, adolescent self-esteem plunged after 2012. Research suggests that teens who spend less time in front of screens are "happier".

SEXTING

70% of teenage girls believe **sexting** is normal

The majority of teenagers now regard sharing explicit material as normal. Over half of girls feel pressure to take & share sexual photos.

GAMBLING



of teens **gamble** each year

20% of adolescents access **gambling sites**

Gamblification is the term coined by experts concerned about the growing inclusion of gambling features in children's apps.

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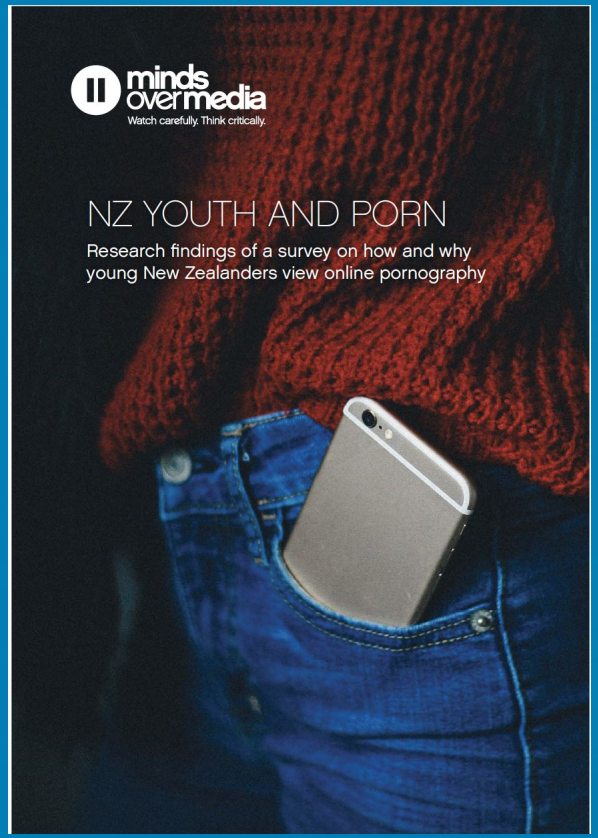
NEW ZEALAND - THE FACTS



- **27% seen porn by age 12**
- **53% seen porn by age 14**
- **71% were not seeking it out when they first saw it**
  - 37% saw it by accident
  - 34% someone else showed it to them

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Our Commitment to Privacy

Family Zone provides a cyber-safety service for schools and parents to use to keep kids safe online.

Where we capture device and usage information, it is to provide that service and optimise its functioning for users.

We won't sell or provide your information for marketing purposes.

We will not market to children.

We are committed to complying with the Family Education Rights and Privacy Act ("FERPA") and the Children's Online Privacy Protection Act ("COPPA") in all applicable respects with regards to the collection, use, disclosure, and retention of the Personally Identifiable Information of minors. We have also taken the Student Privacy Pledge introduced by the Future of Privacy Forum (FPF) and The Software & Information Industry Association (SIIA).

Visit familyzone.com/legal to view our Privacy Policy.

If you have any questions about this Privacy Statement, the information that we collect from you or your End Users, or the Products, please contact us at privacy@familyzone.com

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Family Zone App

WHAT IS THE FAMILY ZONE APP?

- A downloadable application you install on your child's **phones, tablets & laptops**
- Enables parents to protect their kids online, anywhere, anytime.
- Schools can enforce school policies during school time.
- Parents can monitor and manage children's internet access
- Parents get insights into children's internet usage, apps, location etc
- Can be activated on unlimited devices

SUBSCRIPTIONS

Family Zone Insights

Allows you to monitor your children's internet usage and glean insights on devices with the **Family Zone App** activated.

Family Zone Premium

All the benefits of FZ Insights + allows families to filter the internet (eg block adult content) and apply routines (eg study and sleep times) to devices with the **Family Zone App** activated. If your account starts as **Insights**, you can subscribe to Family Zone Premium in the 'My services' settings of your account.

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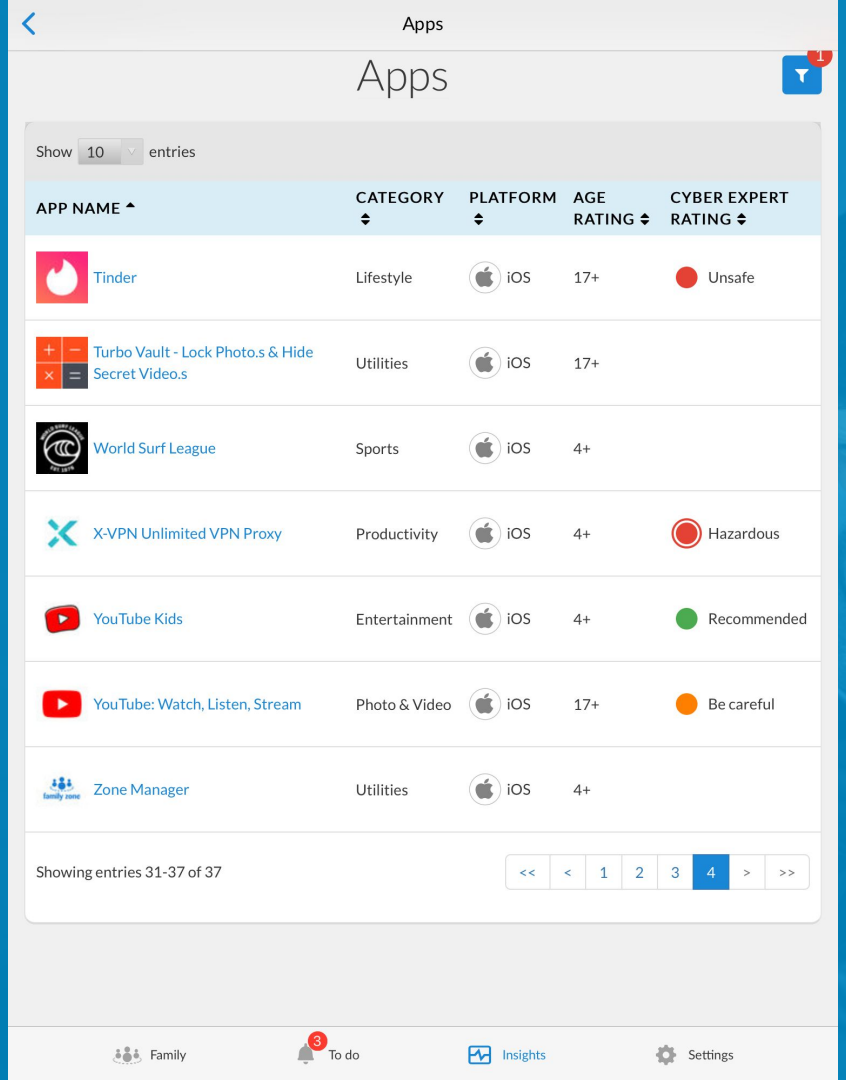
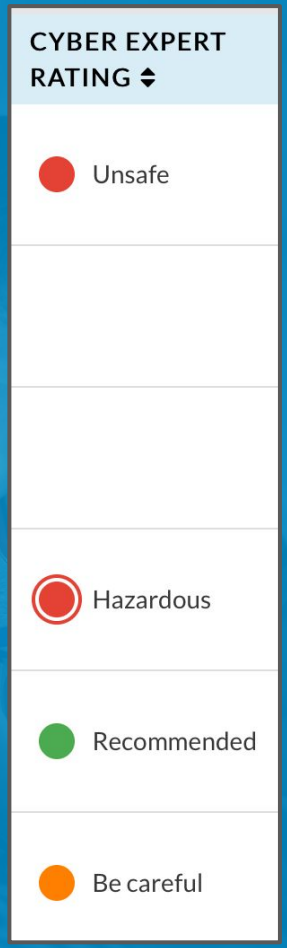
View and learn about **unsafe/hazardous apps.**





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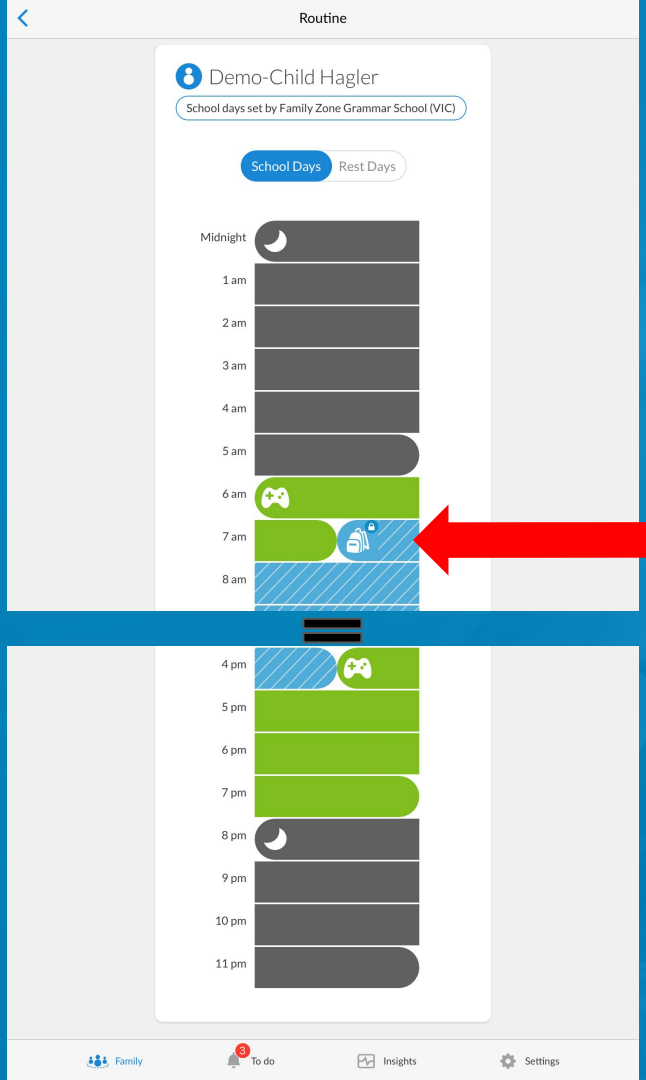
Set ‘Routines’.

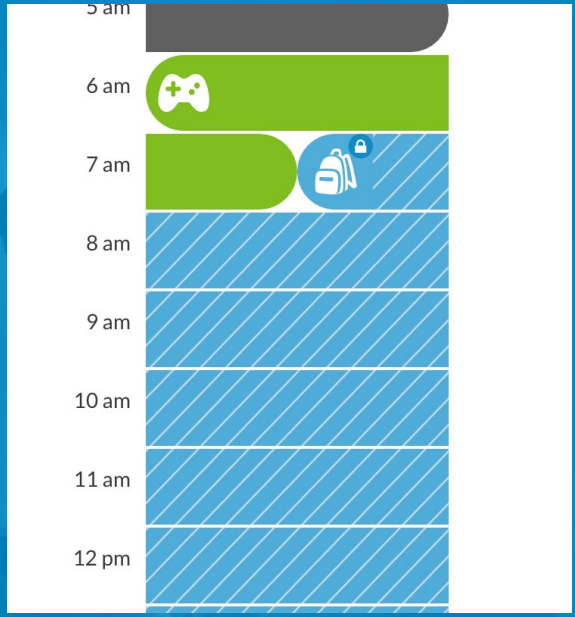
BLACK = SLEEP = no internet

GREEN = PLAY = age appropriate only

BLUE = STUDY/SCHOOL = education only

**Requires FZ Premium Subscription*





SCHOOL TIME

School filtering applies to Mobile Zone protected devices if students attempt to use unsafe networks (eg mobile data).

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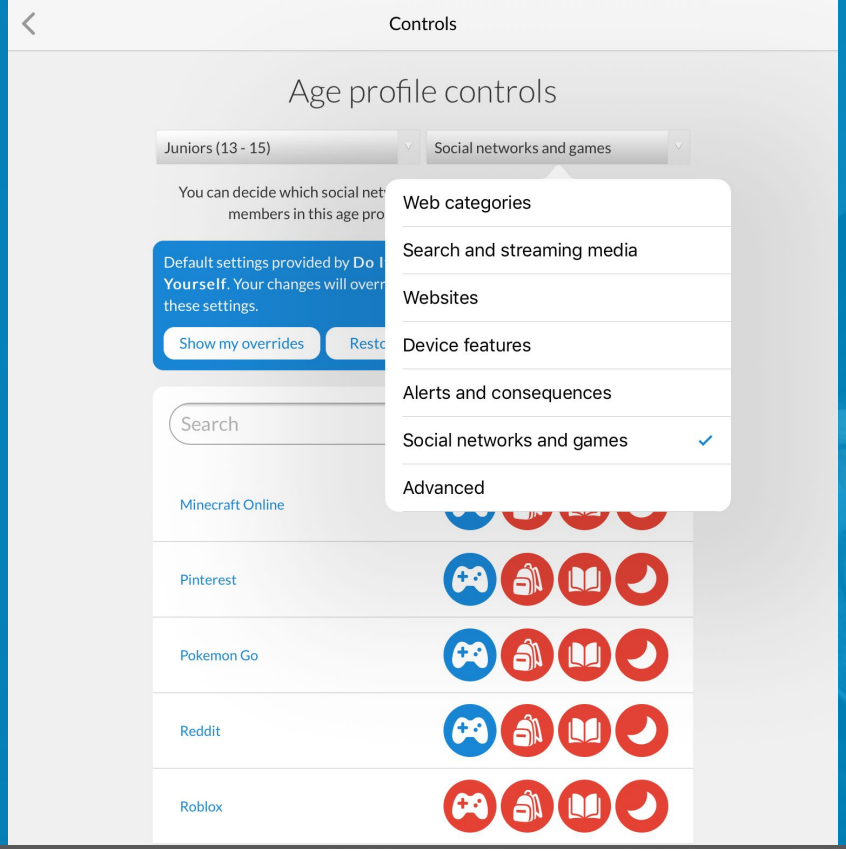
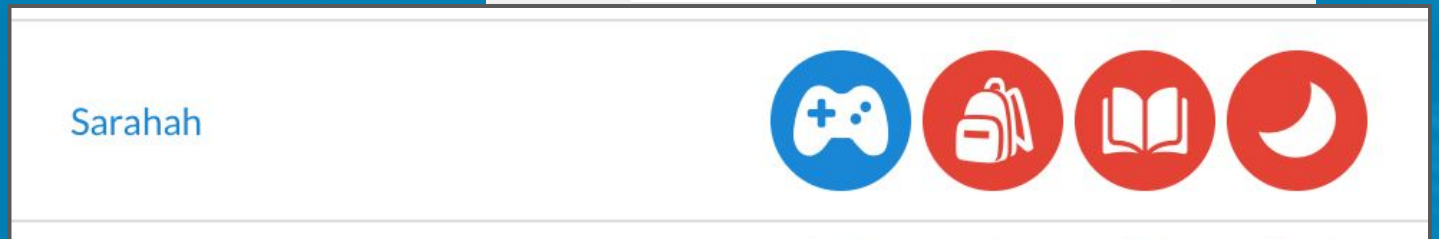
Manage access via
‘Filters & Rules’

BLUE = Allowed
RED = Blocked

**Requires FZ Premium Subscription*



- Web categories
- Search and streaming media
- Websites
- Device features
- Alerts and consequences
- Social networks and games
- Advanced



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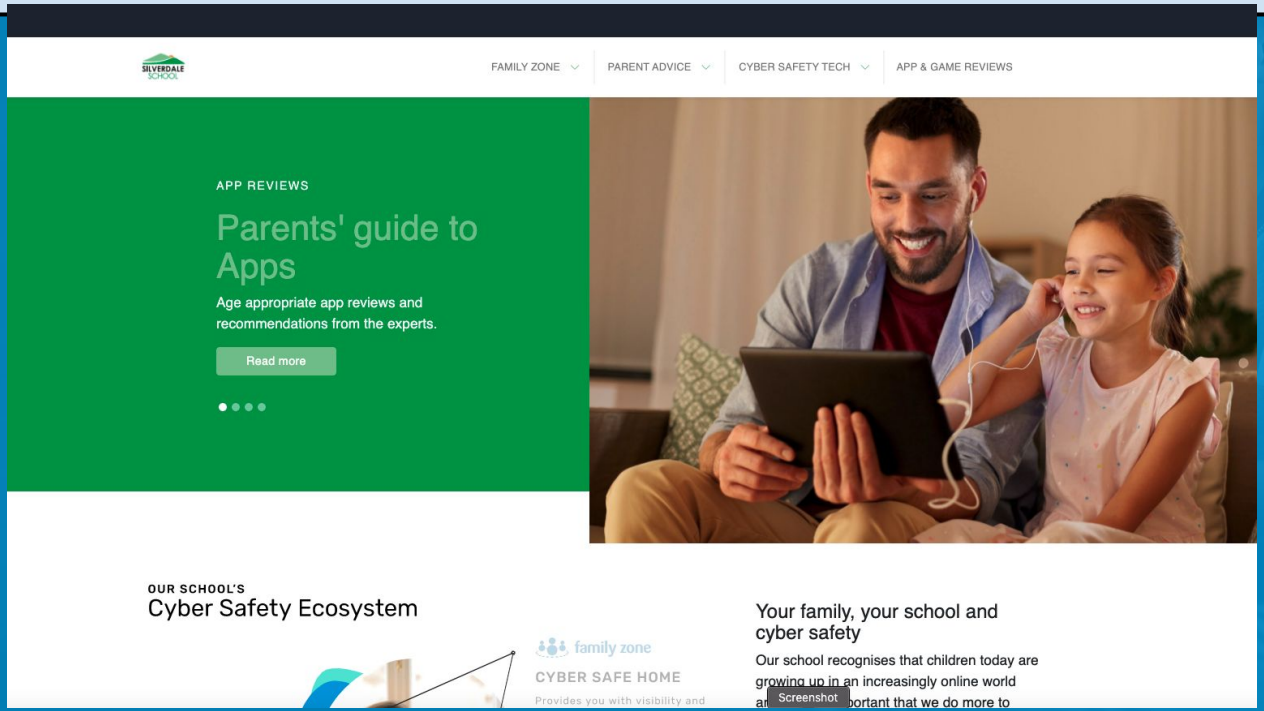
1. Set Up Your Account

Visit silverdaleprimary.cybersafetyhub.nz to learn more



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2. Install the Family Zone App (kids' devices)

Download on the App Store

family zone

GET IT ON Google Play

1. Download the Family Zone App onto your children's device(s)
2. Load the software and sign in with your parent account to activate
3. Follow the onboarding instructions & accept all permissions
4. Assign the device to the correct child

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NOTE FOR CHROMEBOOKS

Set the Chromebook up so your children can only sign in with either:

1. School Google account (protected by Linewize -- no action needed)
2. Family Zone-protected personal Google account (follow Cyber Safety Hub instructions to protect a personal Google account for children over 13)
3. Family Link protected personal Google account (children under 13)

Take the time to set up the Chromebook to control what accounts can sign in and turn off Guest Mode.

Google search: Reset my Chromebook

Contact support@familyzone.com for assistance

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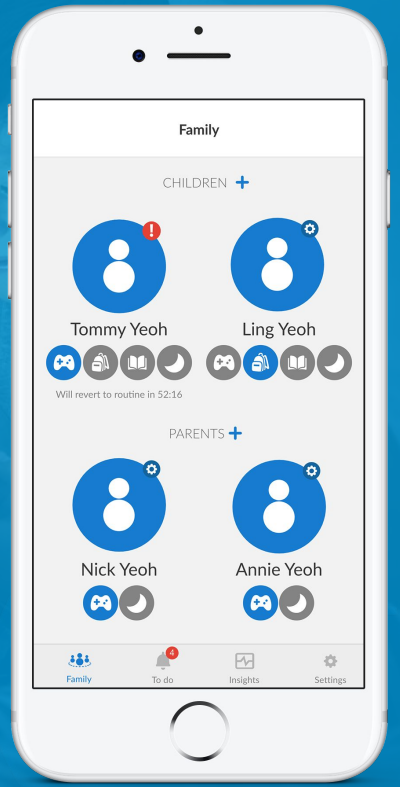
3. Install the Family Zone App (parents' phones)

Download on the App Store

family zone

GET IT ON Google Play



Parents can easily manage their children's access and settings via the **Family Zone App** on their own phone/tablet.

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Start Using Family Zone

1. Visit silverdaleprimary.cybersafetyhub.nz to learn how
2. Install & activate the Family Zone App on children's devices
3. Install the Family Zone App on parents' phones (parent mode)
4. Customise your Family Portal www.familyzone.com → [CLICK] Login

Family Zone recommends you discuss all customisations with your children.

WHAT IS MINECRAFT?

Minecraft is a game about breaking and placing blocks, where players work together to create wonderful, imaginative worlds.

Minecraft is transforming how people teach and learn in over 120 countries with over 100 million players worldwide.

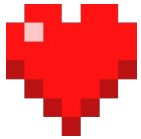
Minecraft: Education Edition brings the creative and immersive environment of Minecraft to classrooms around the world.

Minecraft empowers educators to use game-based learning to engage students across subjects. The possibilities for learning are endless!

A BRIEF HISTORY

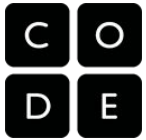
2009

First Minecraft release



2014

Microsoft acquires Mojang



2015

First Hour of Code

2016

Minecraft: Education Edition launches

2017

Code Builder released

2018

Chemistry, Aquatic, Code Builder Update and expansion to iPad

2019

Math & Coding Curriculum

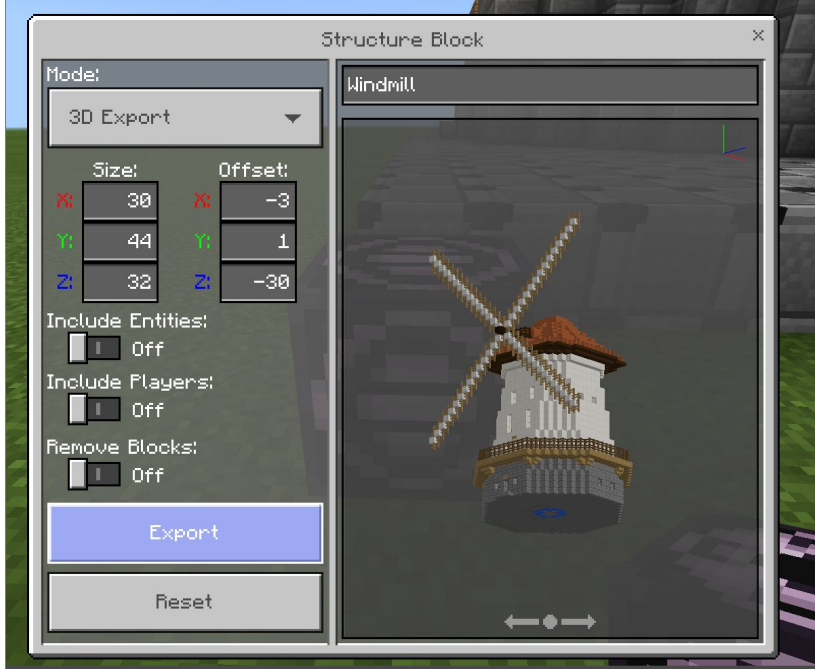
FEATURES BUILT FOR LEARNING & ASSESSMENT

ASSESSMENT: IN GAME

- **Programmable Non-Player Characters** (NPCs) – Place and script characters to provide information to students, give direction and link to webpages or reviews.
- **Chalkboards** – Place chalkboards in Minecraft world to communicate lesson information or learning goals to students.
- **Camera** – Allows students to capture images of their work in game.
- **Portfolio** – Save photos taken in-game and add stories and captions.

ASSESSMENT: OUTSIDE GAME

- **Structure Block** – Allows students to explore 3D images of their Minecraft creations, and view in Mixed Reality or import into Office 365 apps such as PowerPoint.
- **Portfolio** – Students can export their portfolios as PDFs to submit work.

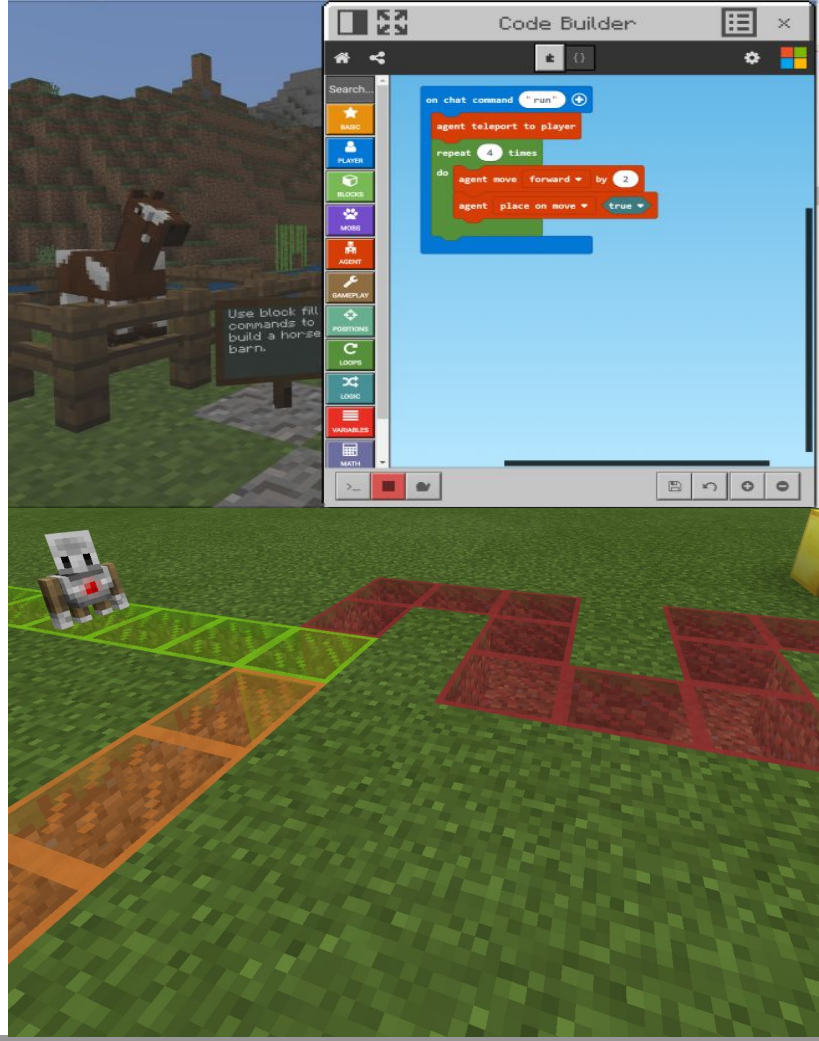


CODE BUILDER

Code Builder is an in-game feature that allows educators and students to use popular learn-to-code platforms like Microsoft Makecode and Tynker.

Students begin with a block-based, visual programming language as a natural on-ramp to text-based programming.

10+ computer science lessons and a teacher tutorial help educators get started coding in Minecraft.



NGĀ MOTU

Designed to represent te ao Maori, this world is different from other Minecraft worlds. There are rimu and kauri trees, native kunekune pigs roam freely and you can hear sounds of a kiwi bird and the now-extinct moa in the background.

What separates Ngā Motu from other Minecraft worlds is the ability for tamariki to immerse themselves into the game without having to switch to English. Translating the game took Whetu and his colleagues around four years to do.