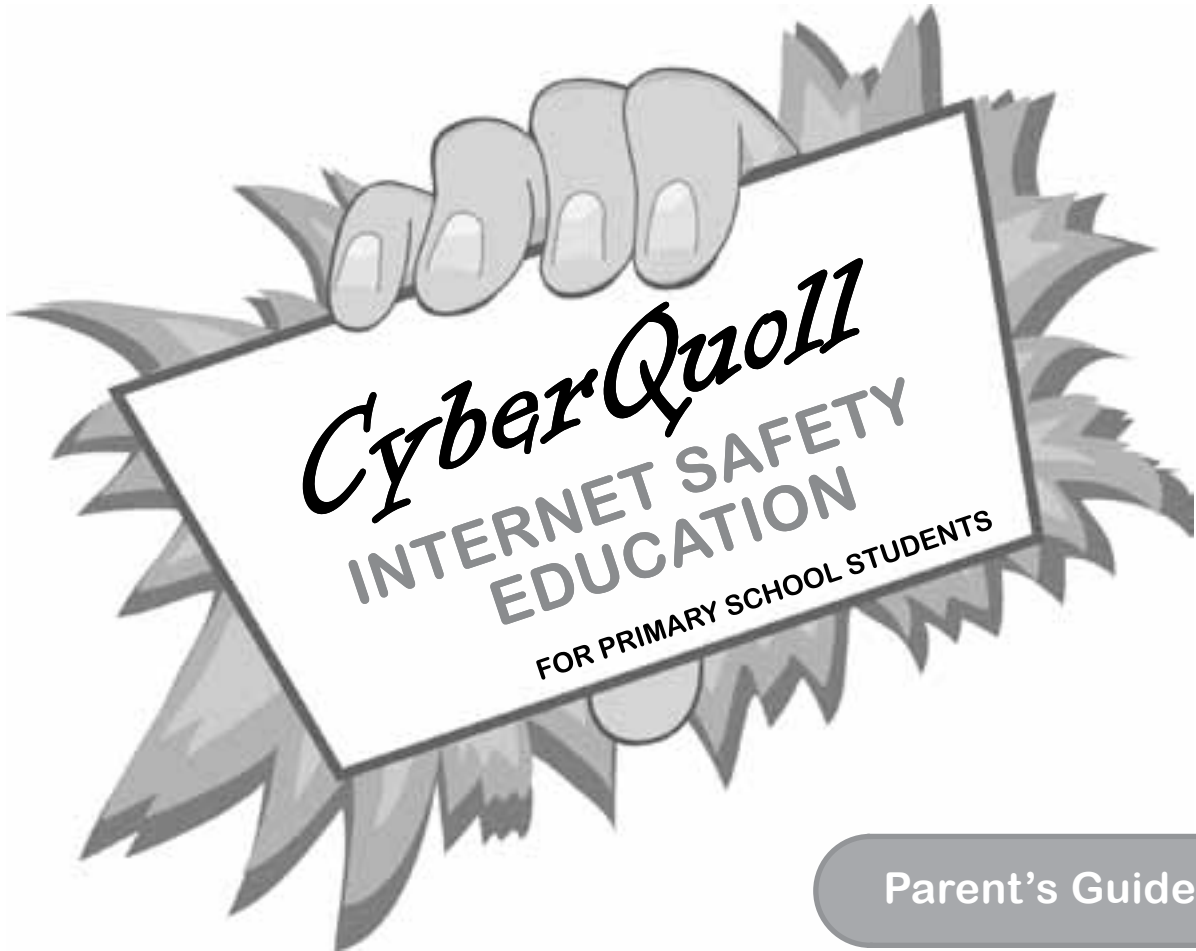


cyber(smart:)



Parent's Guide

www.cybersmart.gov.au/cyberquoll

CyberQuoll—Internet Safety Education for Primary School Students, Parents Guide
Website: www.cybersmart.gov.au/cyberquoll

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What is CyberQuoll?

CyberQuoll is an internet safety resource provided by the Australian Communication and Media Authority (the ACMA).

CyberQuoll was created for upper primary school teachers and students but can also be used throughout the middle years of schooling. It provides an interactive, fun and safe learning environment for students and emphasises important messages about internet safety and responsible use of the internet.

CyberQuoll is also suitable for use in home environments and allows parents to share in their child's learning experience. As a parent, your child will benefit from your wisdom and you will have the opportunity to reinforce key internet safety issues presented by CyberQuoll.

CyberQuoll encourages responsible and safe internet use by children.



Who is CyberQuoll for?

CyberQuoll has been especially created for upper primary school aged students. Support materials have also been developed for teachers to use to help educate students about internet safety.

CyberQuoll is a free resource designed to assist Australian school teachers educate students about safe and responsible use of the internet.

The CyberQuoll resource provides students with the skills they need to use the internet safely in internet-enabled environments so that their online experiences are rewarding, safe and successful.

Parents and carers are also encouraged to use CyberQuoll at home with children in their care.

Is internet safety taught at your child's school?

It is vitally important for the safety and wellbeing of today's youth that internet safety is being addressed in our schools.

To encourage this, parents and carers can speak with teaching professionals at their child's school, enquiring if free the ACMA resources are being utilised and included in the school curriculum.

To further promote internet safety, parents and carers can discuss CyberQuoll and the importance of teaching internet safety to students at Parents' and Friends' meetings, with other parents and the wider community.

CyberQuoll Resources

CyberQuoll resources can be accessed via the internet at www.cybersmart.gov.au/cyberquoll. All supporting materials are available for download.

This means that parents and children can view the materials on their home computer, providing an extra learning dimension to the resources.

CyberQuoll presents six student activities. Through these engaging computer-based activities it teaches students about the risks of using the internet and provides advice and strategies they can use to minimise and manage those risks. It is designed to assist in the development of the skills students need to use the internet safely in a number of environments.

The first activity, Introduction, should be completed first. The remaining five activities are independent of each other and can be used in any order. This will allow parents and children to choose a specific activity, or complete the full suite of activities in any order.

Each computer-based activity addresses core internet safety issues affecting today's primary school aged children. Topics include: how to protect your privacy on the internet, what to do with inappropriate internet content, tips to avoid computer viruses, safe online publishing practices, and many more.

The resource is designed to give primary school students the knowledge they need to navigate the internet safely, so that their online experiences are rewarding, safe and successful.

You may also like to visit www.cybersmart.gov.au to access other cybersafety resources designed for parents.

A parent's text-based guide to CyberQuoll

This section of the CyberQuoll Parent's Guide is designed to provide parents and carers with a summary of each CyberQuoll episode. It is followed by the Golden Rules which are key internet safety messages within the CyberQuoll episodes.

Introduction

Follow the bratty Quoll cousins through six epic adventures as they stumble through the pitfalls and triumphs of using the internet safely. Find out all the tips and tricks for avoiding the nasties while researching mutant goldfish and glorious green slime. In the first episode, as with all subsequent ones, the viewpoint is of the user. The user can be either male or female and takes on the role of teaching/enlightening their bratty cousins in the safe ways of the internet.

Outline of how the computer-based adventure begins

You've scrimped, saved and just scored yourself a brand new computer. Just as you're about to boot it up, the doorbell rings. Your mum ushers in your twin younger cousins and lets you know that they're your responsibility for the next couple of hours. Arrgh!

They see your new computer and their eyes light up. That's when you really realise you're in trouble. Can you keep them in tow and save the day? Will you be able to save them from themselves and survive the next couple of hours, and maybe end up with a computer in one piece? Good luck ...

Table summary

The following table charts each CyberQuoll episode and provides the episode title and summary, file size and duration, the primary internet safety themes contained in each episode, as well as a description of the interactive elements of each episode.

Episode	Internet safety discussion topics
Episode 1	
<p>Invasion of the Noobs Duration: 1 min 10 secs (0.5 MB)</p> <p>How the best day <i>EVER</i> got ruined by the invasion of the Noob Quoll cousins.</p> <p>This activity should be undertaken first, as it sets the scene and introduces the online characters. The remaining five activities can then be undertaken in any order that the user chooses.</p>	Introduction
Episode 2	
<p>Finding Stuff Duration: 7 mins 45 secs (2.1 MB)</p> <p>The cousins think they know it all, but they know squat. See how they discover the joys of searching for mutant goldfish and guarding against cyberbullies and other nasties.</p> <p>In this episode, we find out more about what we can do with the internet, compare and connect it to the 'real' world and the old way of doing things.</p> <p>In summary, 'How the oldies did it: letters, newspapers, libraries and shops—versus how cool cyber savvy kids do it: email, news sites, search engines and online shopping.'</p>	<p>Internet content</p> <ul style="list-style-type: none"> • Untrustworthy and unreliable content. • Inappropriate and illegal content. • Unwanted content. • Computer viruses. • Protection of personal information. • Parental/teacher/carer supervision. <p>Stereotypes Explain the following points about stereotypes: We often make generalisations about what people look like and act like. These generalisations, called stereotypes, are oversimplified and do not take into account individual differences. The people described as 'sickos' and 'nasties' in these materials may not, in fact, look any different from other people. When you are on the net you always need to apply the Golden Rules about chat rooms and online communication, not only when someone seems or looks like a sicko or a nasty exploiter.</p> <p>Interactive game Safe searching and using family-friendly search engines.</p>
Episode 3	
<p>Making Waves Duration: 9 mins 35 secs (2.5 MB)</p> <p>The cousins never stop talking, yet they don't know much about chatting and handles.</p> <p>See how they figure out what to tell the world about themselves and what to keep private.</p>	<p>Internet communication</p> <ul style="list-style-type: none"> • Cyberbullying. • Netiquette and negative communication. • Scams and hoaxes. • Computer viruses. • Protection of privacy. • Parental/teacher/carer supervision. <p>Stereotypes Explain the following points about stereotypes: We often make generalisations about what people look like and act like. These generalisations, called stereotypes, are oversimplified and do not take into account individual differences. The people described as 'sickos' and 'nasties' in these materials may not, in fact, look any different from other people. When you are on the net you always need to apply the Golden Rules about chat rooms and online communication, not only when someone seems or looks like a sicko or a nasty exploiter.</p> <p>Interactive game Identifying appropriate/inappropriate emails and trashing spam.</p>

Episode 4	
<p>Putt'n Stuff Up Duration: 4mins (1.2 MB)</p> <p>The cousins really want to be superstars, but you can be famous in a good way or really bad way.</p> <p>See what it means to publish stuff online and how to avoid the sickos.</p>	<p>Online publishing</p> <ul style="list-style-type: none"> • Content misuse by third party. • Publish pics safely online (no identifying details). • Global nature of online publishing. • Privacy. • Parental/teacher/carer supervision. <p>Stereotypes Explain the following points about stereotypes:</p> <p>We often make generalisations about what people look like and act like.</p> <p>These generalisations, called stereotypes, are oversimplified and do not take into account individual differences.</p> <p>The people described as 'sickos' and 'nasties' in these materials may not, in fact, look any different from other people.</p> <p>When you are on the net you always need to apply the Golden Rules about chat rooms and online communication, not only when someone seems or looks like a sicko or a nasty exploiter.</p> <p>Interactive game Uploading 'appropriate' photos to the net.</p>
Episode 5	
<p>Trying It On Duration: 7 mins 30 secs (1.6 MB)</p> <p>There are people out there that will try to trick you. Watch as the cousins discover what some of those fancy offers and ads really mean.</p>	<p>Internet commercialism</p> <ul style="list-style-type: none"> • Exploitation. • Unwanted advertising and marketing practices/scams and hoaxes. • Privacy. • Parental/teacher/carer supervision. <p>Interactive game The Lie Detector Machine</p> <p>Identifying what some web pages and forms are really asking, and what untoward motive online marketing and advertising sites may have.</p>
Episode 6	
<p>Kids in Cyberspace Duration: 9 mins 15 secs (2.3 MB)</p> <p>The big Kabunga. Lots to do, lots to see. Searching nasty traps, chatting, publishing pics, emails and more.</p> <p>Are the cousins still noobs? Take a look and see.</p> <p>This episode brings together many of the key issues and learnings into one episode—a test case, if you like.</p>	<p>The big picture</p> <ul style="list-style-type: none"> • A compilation of the primary internet safety themes contained in the previous episodes. <p>Interactive games</p> <ul style="list-style-type: none"> • Safe searching. • Chatting. • Finding appropriate content. • Checking email and trashing spam. • Uploading safe pics to the internet.

CyberQuoll and the family

With the internet playing such an important role in home environments, libraries and classrooms, teaching children how to communicate safely on the internet is just as important as teaching them how to communicate safely in any other public place.

To help children learn, parents can take their children through the fun and interactive CyberQuoll computer-based activities. Your child may also like to show you one of the CyberQuoll activities or safety lessons that they completed at school and talk about the relevant internet safety themes.

It is important that a parent/carer assists the child through the activities, as there are many opportunities to discuss internet safety.

Remember, for children to remain safe on the internet, families need to work together to determine their own unique plan for internet safety. Children need parents and carers to teach them how to make smart choices about who and what they find on the internet, to deal with commercial material, safeguard their privacy, to have a positive experience when meeting people on the internet and use their time on the internet effectively.

The CyberQuoll 'Golden Rules'

Each episode in CyberQuoll presents a number of key internet safety objectives called the Golden Rules. The CyberQuoll Golden Rules provide critical information about a range of internet safety risks, solutions and preventive measures that are applicable to primary school aged children.

The Golden Rules crystallise the most important internet safety messages that the suite of CyberQuoll computer-based animations examine. The Golden Rules provide parents and children with a useful reference document when exploring the online CyberQuoll resource.

For instance, after reviewing a computer-based activity, refer to the Golden Rules presented in that episode and discuss these with your child. This will provide your child with an opportunity to share with you the internet safety messages he/she has learnt, ask questions and seek your guidance on a particular internet safety topic he/she is yet to grasp.

How the ACMA's internet Family Help Sheet support Cyberquoll

As a follow-on activity to CyberQuoll, families can develop their own unique internet safety strategy. This will provide the family with an opportunity to discuss the important safety messages addressed in the CyberQuoll resource.

The ACMA offers a range of take-away internet safety materials that can help families to develop their own strategy.

Simply print off the Family Help Sheets, which can be accessed from the CyberQuoll CD-ROM, discuss them with the whole family, modify/adapt where your family sees fit and post them in a prominent position in your home—perhaps beside the computer, or on the fridge.

How to use the Family Help Sheets

The ACMA's Family Help Sheets have been designed to cater to unique family requirements. For example, the Family Internet Safety Contract and House Rules come in two forms. One contains detailed generic principles that families may choose to adopt in their entirety, plus an abbreviated version that families can complete by inserting their own unique requirements and rules.

The Family Help Sheets consist of the following documents:

- Family Internet Safety Contract
- Internet Safety Checklist
- Internet Safety Contacts
- Internet Safety House Rules.

The Family Internet Safety Contract and House Rules documents contain rules that both parents and children agree upon and sign off. For example, parents and children agree upon times when the children can access the internet, and the types of information that they are allowed to download.

There are many other 'example rules' that can be used in the family agreements—you need to determine those that are right for your situation and modify the documents accordingly. The goal of the Contract and House Rules is to set clear boundaries for the use of the family computer and internet access, which in turn will help your children remain safe when using the internet.

The Internet Safety Checklist contains a simple and straightforward list of things that you and your family should consider to prepare the family for the online environment and safety issues that members may encounter. For example, where the computer will physically sit in the family home, and the type of content filtering technology that will be installed to restrict access to unsuitable content, such as pornography or extreme violence.

The Internet Safety Contacts list provides you with the contact details of key internet help resources within Australia. For example, who to contact if you feel your online privacy has been invaded.

Remember that children will have access to the internet not only at home, but also at other places they frequent such as schools, friends' houses and libraries. By allowing children to make informed decisions about the content they access, and by developing a sense of trust at home, your children will be in a good position to use the internet in a responsible way when they are away from the home environment.

How can the ACMA help?

Whether you wish to learn about the potential dangers for children on the internet or are looking for a solution to a problem already encountered, the ACMA can assist.

The ACMA provides a range of resources and practical advice for parents on internet safety.

For more information:

- Email: cybersafety@acma.gov.au
- Web: www.cybersmart.gov.au
- Phone: Cybersafety Contact Centre
1800 880 176

Software and Hardware requirements

The CyberQuoll CD-ROM is designed to be viewed within learning management systems and web browsers. It has been developed and tested according to the software requirements listed below.

Software requirements

CyberQuoll has been tested in the following operating systems and browsers:

Operating System	Browser	Version	Notes
—	—	—	—
—	—	—	—
—	—	—	—

CyberQuoll requires the following browser plug-ins:

Format	Plug-in	Source
PDF	Adobe Reader	Adobe Reader get.adobe.com/reader
Flash MX	Adobe Flash Player	Adobe Flash Player get.adobe.com/flashplayer

Hardware requirements

CyberQuoll works best on systems configured according to the minimum hardware requirements specified by browser and plug-in manufacturers. Look at the relevant link listed below to find out the minimum hardware requirements for each of the browsers and plug-ins.

- Internet Explorer 6.0
www.microsoft.com/windows/ie/ie6/evaluation/sysreqs/default.mspx
- Internet Explorer 7.0
www.microsoft.com/uk/windows/ie/ie7/about/sysreqs/default.mspx
- Firefox 2.0
www.mozilla-europe.org/en/products/firefox/system-requirements/
- Flash Player
www.adobe.com/products/flashplayer/productinfo/systemreqs/
- Safari 2.0
www.apple.com/support/downloads/safariupdate201.html