Cyber Safety for Teachers

On Wednesday May 16, Scitech’s Professional Learning team will host Cyber Safety for Teachers, as part of Data Science Week 2018. Aimed at primary and secondary school teachers, this important event looks at ways teachers can help their students understand how to be safe in the digital world.

Generations growing up today are increasingly online at home, at school and at play. This behaviour has exposed children to new threats and dangers that require unique skills to prepare and protect them. Examples of the dangers experienced in the digital world are constant, with cyber bullying linked to suicide, and the recent hacking of player’s accounts from the immensely popular game Fortnite.

With digital technology entering WA’s school curriculum and teachers using more sophisticated tech to teach, share and connect with their students, the Cyber Safety for Teachers event is timely support for the state’s educators to help lead their students through this flourishing landscape.

“Scitech connects people across our community by providing inspiring and engaging science, technology, engineering and maths education. We facilitate the sharing of expert STEM advice in many different ways, and through the progressive approach of our Professional Learning team we are delivering innovative programs and events that address the contemporary needs of today’s Teachers. Today, more than ever, children need to know how to safely navigate in an online world. We are delighted to be able to facilitate these learnings to help keep our kids safe”, said Ms Deb Hancock, Chief Executive Officer, Scitech.

An influential line-up of digital experts including Jordan Foster from ySafe, Jessica Baynes from Legal Aid, Dr Michelle Ellis, Ashleigh Pribilovic and Rados Zivkovic from Edith Cowan University and Ivan Davies from Riot Games will discuss topics including cyber-safety and cyber-security, online bullying, legal ramifications of risky online behaviour and long-term reputation protection.

Ivan Davies, responsible for the High School League of Legends initiative, will also be conducting a special masterclass for secondary school teachers exploring learning through online game playing. He will cover topics such as core habits, patterns and behaviours that can occur when playing online games competitively, examples of e-sportsmanship and strategies to counteract stress and frustration.

Visit scitech.org.au for more information.

More information
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