

Playing IT Safe Framework and Alignment

Developed in partnership by:



Playing IT Safe Framework

Introduction

The Playing IT Safe Framework demonstrates how the resource supports young children to develop an understanding of digital networks and apply that understanding to using digital networks in safe and appropriate ways. It is driven by the idea of 'online safety as a way of being in the world', which means the needs of the child are at the centre of how educators, parents and carers support them to learn about networked technologies, rather than reacting and responding to each individual change in technology.

The Framework

There are three main dimensions to the Playing IT Safe Framework. All these dimensions are required for a child to understand and make sense of digital networks:

1. Understanding digital networks
2. People using digital networks
3. Staying safe with digital networks

Each dimension comprises of several sub-set concepts.

1. Understanding digital networks

These concepts represent the need to understand the different states in which things exist in this world and the fact they can be connected in different ways.

- Living things
- Non-living things
- Digital things
- Connectivity

2. People using digital networks

People using digital networks - these concepts represent the way in which digital networks are used by people in their daily lives.

- Talk – people use digital networks to talk to each other
- Make – people use digital networks to make things
- Play – people play and learn on digital networks
- Work – people do work on digital networks
- Consume – people buy and consume things on digital networks
- Entertain – we hear and watch stories and content on digital networks

3. Staying safe with digital networks

Staying safe with digital networks - these concepts represent the areas that need to be understood to develop a strong working concept of staying safe online while using digital networks.

- Content (searching, selecting, viewing, using)
- Access (filters, pop-ups, passwords)
- Images and videos (permission, taking, sharing)
- Location (GPS, navigation)
- Data (name, address, age)
- Values (ethics, diversity, respect)

Application to Playing IT Safe resource

Understanding digital networks

Fundamental to learning to use the internet and digital networks in beneficial ways while staying safe, is understanding that there is a digital network and what that means. Prior to school aged children will have different levels of understanding of this concept and Playing IT Safe offers a range of activities and experiences to help children develop a working concept of digital networking.

People using digital networks

Central to supporting children to learn to navigate and use digital networks are parents, carers and educators and other significant adults. People are what make the digital network function and useful. So, once children understand the core concept of a digital network, they benefit from thinking and learning about the many ways people use the network and what that means for them in their lives.

Staying safe with digital networks

The core focus of Playing IT Safe is to ensure that children understand technology and how to stay safe online, and for parents, carers and educators to establish patterns of behaviour that support online safety. People using a digital network results in activity. There are activities that happen on the digital network that children experience and need to know about. These activities increase and become more complex over time as a child grows. Playing IT Safe is interested in activities relevant to being safe online and using technology in ways that support children's learning and development.

Pre-school Playing IT Safe Framework and activities

The following table maps the Playing IT Safe activities against the Framework dimensions of Understanding digital networks, People using digital networks and Staying safe with digital networks. The activities were tested with our co-design incubator and observed in early learning environments by the Playing IT Safe development team.

		Activities									
		Guess who?	Pop-up	Pre-school Tech Plan	Connected home corner	Passwords	What is the internet	Who can help?	Book corner	GPS	How do I feel?
Understanding digital networks	Living			x		x					x
	Non-living						x		x	x	
	Digital	x	x	x	x	x	x	x	x	x	x
	Connectivity				x		x			x	
People using digital networks	Make	x		x	x				x		
	Talk	x			x		x	x			
	Play				x		x		x		x
	Work			x	x	x				x	
	Consume		x	x	x	x					x
	Entertain			x					x		
Staying safe with digital networks	Content	x	x	x	x				x		x
	Access		x	x		x		x			
	Images/video	x		x	x		x	x	x		x
	Location			x			x			x	
	Data			x	x			x	x	x	
	Values	x	x	x		x				x	x

Infants and toddlers Playing IT Safe Framework and activities

The following table maps the Playing IT Safe activities against the Framework dimensions of Understanding digital networks, People using digital networks and Staying safe with digital networks. The activities were tested with our co-design incubator and observed in early learning environments by the Playing IT Safe development team.

		Activities									
		There are digital things	What we do with digital things	Who uses digital things	Playing games on digital things	Make a digital thing	Dance like a digital thing	Look inside a digital thing	Taking a photo	Sharing our digital things	Building a robot
Understanding digital networks	Living	x					x			x	
	Non-living	x				x					
	Digital	x		x	x	x	x	x		x	x
	Connectivity		x	x				x			x
People using digital networks	Make		x			x			x		x
	Talk		x	x						x	x
	Play		x	x	x	x	x		x	x	x
	Work		x	x				x			x
	Consume		x					x	x		x
Staying safe with digital networks	Content		x	x		x			x	x	x
	Access			x	x			x	x	x	x
	Images/video		x		x	x			x		x
	Location			x						x	x
	Data				x			x	x		x

Pre-school curriculum links

The activities within Playing IT Safe are linkable to the following important documents:

- Early Years Learning Framework.
- Early Childhood Australia Statement on young children and digital technology.
- eSafety Early Years Online Safety Program Framework.

		Activities									
		Guess who?	Pop-up	Pre-school Tech Plan	Connected home corner	Passwords	What is the internet	Who can help?	Book corner	GPS	How do I feel?
Early Years Learning Framework	Outcome 1	x						x			x
	Outcome 2		x		x		x		x	x	
	Outcome 3							x			x
	Outcome 4		x	x		x				x	
	Outcome 5	x			x				x		

Statement on young children and digital technology	Relationships	x		x	x			x			x
	Health & wellbeing	x	x	x		x	x	x		x	x
	Citizenship			x							
	Play				x		x		x	x	

eSafety Early Years Program Framework	Say & Share	x		x			x	x			x
	Make & Do	x			x		x		x		
	See & Explore		x			x		x		x	

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		Activities									
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Early Years Learning Framework	Outcome 1			x					x	x	x
	Outcome 2		x	x						x	
	Outcome 3		x				x			x	
	Outcome 4	x			x	x	x	x	x		x
	Outcome 5	x			x			x	x		

Statement on young children and digital technology	Relationships		x	x					x	x	x
	Health & wellbeing		x	v			x			x	
	Citizenship			x					x		
	Play	x			x	x	x	x	x	x	x

eSafety Early Years Program Framework	Say & Share		x	x					x	x	x
	Make & Do				x	x	x	x	x		x
	See & Explore	x	x	x			x	x			