



Australian Government



Australian
Communications
and Media Authority

cyber(smart:)

ZIPPEP'S ASTRO CIRCUS - LESSON PLANS

TARGET:

These lesson plans are designed for use by prep students to grade 2 (aged 4 to 6 years old). The learning activities encourage students to act safely and responsibly when using digital technologies.

Objectives:

After using Zippep's Astro Circus, students should be able to:

1. Define who to trust and who to tell about what they are doing online
2. Demonstrate safe behaviours regarding passwords and private information
3. Evaluate positive and negative social behaviours online

Resources:

- Online access to the Zippep's Astro Circus game via the app or the website:
<http://www.cybersmart.gov.au/astro-circus.ashx>
- Data projection/interactive whiteboard for screening and use as a class OR
- Ideally, several computers or devices such as tablets/iPads for use by individuals or small groups
- Headphones for each child if using individual devices
- Printed materials
- Scissors
- Tape or glue
- Colouring-in pencils or pens
- [Pre-ordered](#) posters if desired



teacher's tip _

Before the activity, pre-print the relevant resources indicated in the 'print' folder.



WHOLE OF CLASS, ONE-OFF ACTIVITY

Only have one lesson for Zippep's Astro Circus? Here are your instructions for how to run the fun game and discussion time.

Duration:

30 mins

Step-by-step instructions for in-classroom use

Prior to class :

1. Visit <http://www.cybersmart.gov.au/astro-circus.ashx> on the interactive whiteboard or via data projection equipment OR download the free app onto your students' iPads or other devices.
2. Set up the game for classroom use by registering yourself. Create a user name and password that is age appropriate for your class and something that is easy for the children to remember and type in. This will allow you to simply login with your class.

teacher's tip _

On the home screen, the 'Meet the Characters' section contains nine illustrated stories about each of the characters at Zippep's Astro Circus. Each charming story takes around 1 to 2 minutes to read aloud. These stories are not interdependent. If your students would like some storytime, you can read one or two at the beginning and return to them at any stage of the lesson. It takes 15 minutes to read all nine stories aloud.

NAVIGATION THROUGH GAME

- Choose a nickname (minimum 3 characters) and password (minimum six characters) for use by the individual or group
- Select easy or hard (this can be changed at any time during the game by using the tool or gear shaped icon appearing in each level of the game)
- Choose a fun character from eight options to represent the player or the group
- Ask an adult to help – as their teacher, click the ‘ready’ button or, if students are self-pacing on individual devices, instruct them that they may click the ‘ready’ button with your permission
- Parents’ set-up – in a classroom, write ‘teacher’ in the space marked ‘other’ and choose a password specific to the whole class i.e. happykindy
- Parents’ Trust Club screen – in a classroom setting, use this screen to prompt a quick group discussion to identify who the trusted adults are in your students’ home lives
- Instruct students to write ‘teacher’ as the first option in the Trust Club, and then two to three more adult names are required: typically, Mum, Dad, Aunt, Uncle, Grandma, Grandpa, or carer’s name



Lower left of screen – ‘Voice of Zippep on/off’, ‘Music on/off’, ‘Closed captions on/off’

Lower right of screen – Zippep {ringmaster and guide} ‘Click to replay instructions or to skip past or stop instructions.’

teacher's tip _

This six-step login process is designed to start a discussion with students about trusted adults in their lives. It might seem long, but it has been set up to ensure students play the game with an adult.



GAME PLAY

1. Enter the circus – each part of the circus is represented by a letter used to make the word **THINK**.
2. Choose a part of the circus to begin the game. The circus can be travelled in any order, picking any letter first. Click or tap to play and follow the instructions.
3. After each game or letter has been completed successfully, players have the option of returning to the 'Map' where they can select a new letter/section, or to the 'Big Top' to collect the prize for that level.



In Class

1. Click to watch the 1 minute animation
2. Game Play
3. Finish the activity with a whole group discussion

teachers tip _

For classroom use, it's preferable to print the prizes ahead of time rather than visiting the Big Top, which opens individual pdf. files for immediate printing. Details of the prizes can be found in the [prize table](#) on page 7 to allow you to choose individual items.



DISCUSSION: TRUST

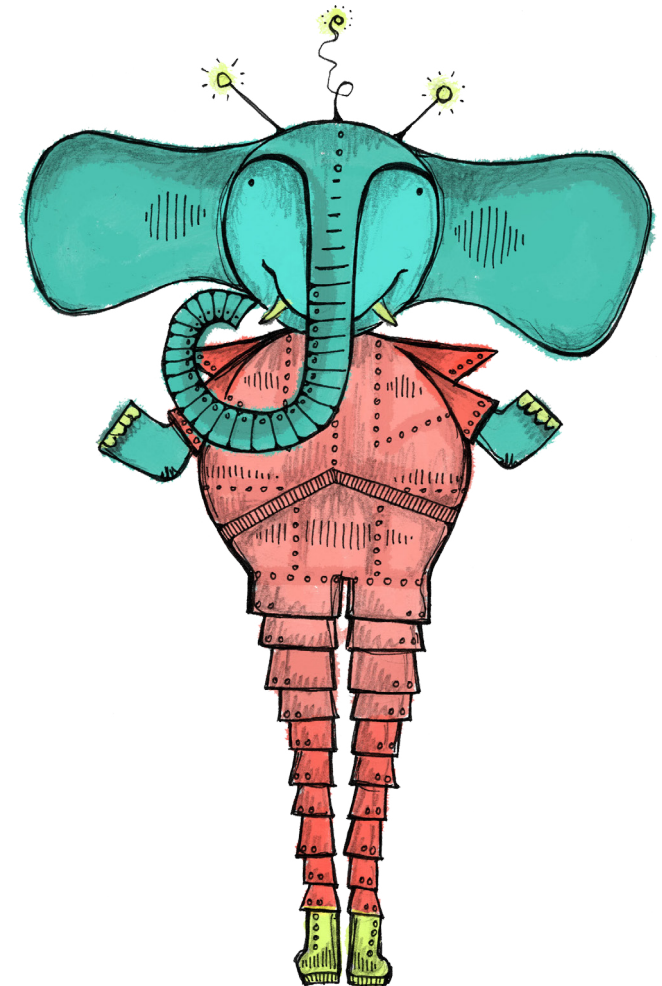
What is trust? Trust is a feeling of safety.

Who can we trust? People who keep us safe - who we can talk to if we feel sad or worried. These are people we should talk to about the things that happen online as well as in other parts of our lives.

How do we know who should be in our Trust Club? Can anyone we like be in it? What about our friends? Only adults can be in your Trust Club. This is because for some adults, like teachers, your Mum and Dad, or a police officer, keeping you safe and helping you is their job.

Optional:

Print and distribute the [Trust Club certificates](#) to be completed at home.



PRIZES

Letter	Print quality	Activity	Pages	Resources needed
T (PDF, 0.98MB)	Black and white, A4	Colouring in each Zippep character	9 (1 page needed for each student)	Crayons, paints, or pencils
H (PDF, 7.98MB)	Black and white, A4	Colouring in each letter of THINK message	5 (1 page needed for each student)	Crayons, paints, or pencils
I (PDF, 10MB)	Black and white, A4	Connect dots game	1 (1 page for needed for each student)	Pen or coloured pencils
N (PDF, 2.80MB)	Colour, A4, thin card if possible	Character masks to wear	9 (1 page needed for each student)	Scissors, glue/tape, string
K (PDF, 17.9MB)	Colour, A4, thin card if possible	Trust Club certificate	2 (2 pages needed for each student)	Scissors, glue/tape
Bonus (PDF, 11.4MB)	Colour, A4	Create a Character (new Zippep characters in a cut/paste random body-parts game)	5 (5 pages each or use as group activity)	Scissors, glue/tape

Activity 1 -

Cybersafety Interview Using a recording device, interview a classmate about what they learned about being safe online when they played the Zippep's Astro Circus game, and have your teacher upload these interviews to the blog.

Activity 2 -

Cybersafety Poster Make a classroom poster of all the special information about yourself that you should never share online. Display the poster in class to remind yourselves and your friends throughout the school year. Take a picture of this colourful list-poster and ask your teacher to upload it to the blog.

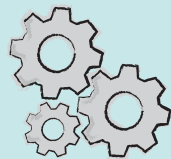
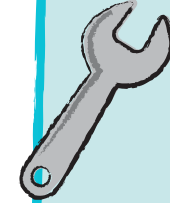
Activity 3 -

Friendship Interview Using a recording device, have your teacher interview each of you about a good or kind thing you might say to a friend online, and how you think that would make them feel. Add these recordings to your blog.

Activity 4 -

Friendship Poster Using the [Create a Character](#) prize from the Zippep's Astro Circus game, have your class make one or two posters showing the new friend or friends you've made for Zippep and his Astro Circus. Don't forget to give them a name and write a few things on the poster about what makes them a good friend and how they stay safe online. You can take a picture of your posters and add them to the blog.

(The 'Name calling' and 'Interesting sites' exercises are also great for blog use)



TERM PROJECT

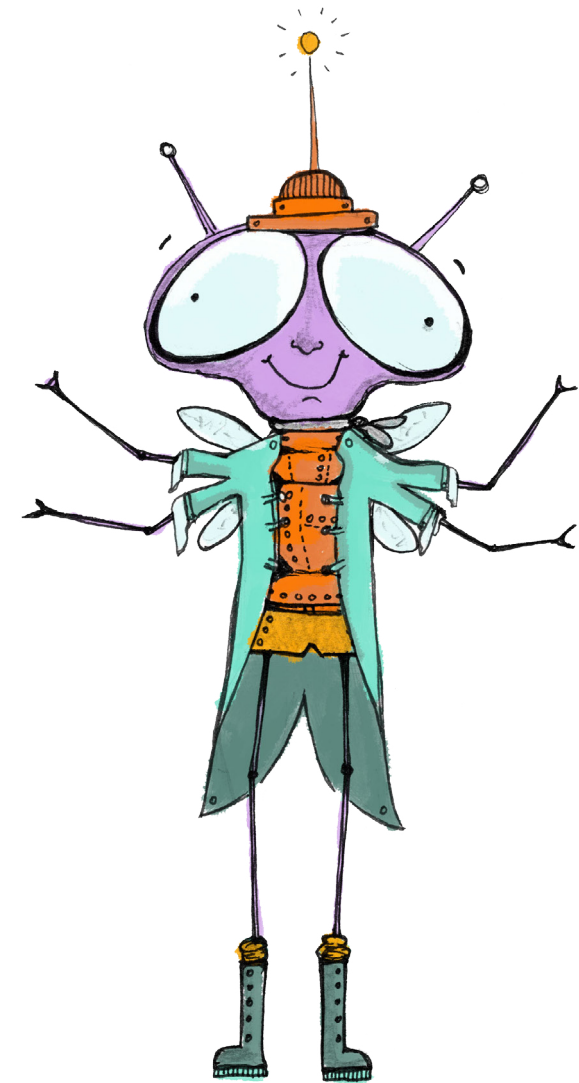
Zippep's Astro Circus can be used as a full term project to learn about staying safe, having fun, and being a good friend online.

Duration:

The term project is designed to run approximately 20 minutes a week over a nine week period.

Resources:

- Online access to the Zippep's Astro Circus game via the app or website: <http://www.cybersmart.gov.au/astro-circus.ashx>
- Data projection/interactive whiteboard for screening and use as a class OR
- Several computers or devices such as tablets/iPads for use by individuals or small groups
- Headphones for each child if using individual devices
- Printed materials
- Scissors (teacher use and student use)
- Tape or glue
- Colouring in pencils or pens
- [Pre-ordered](#) posters if desired



Week 1

Introduce Zippep's Astro Circus.

- Visit <http://www.cybersmart.gov.au/astro-circus.ashx> on the interactive whiteboard or via data projection equipment
- Click to watch the one-minute animation about Zippep's Astro Circus with your class
- Click the 'Meet the Characters' tab on the homepage to read aloud the first of nine short stories about the characters who live in Zippep's world
- Complete the [Trust activity](#)
- Create a [Trust Club certificate](#) to take home to be signed by one of the adults in the Trust Club. Return the signed certificate to display in the classroom

Week 2

- Visit <http://www.cybersmart.gov.au/astro-circus.ashx> on the interactive whiteboard or via data projection equipment
- Click the 'Meet the Characters' tab on the homepage to read aloud the second of nine short stories about the characters who live in Zippep's world
- Play the Zippep's Astro Circus Game
- Colour in one of the [Zippep characters](#) as a prize

Week 3

- Visit <http://www.cybersmart.gov.au/astro-circus.ashx> on the interactive whiteboard or via data projection equipment
- Click the 'Meet the Characters' tab on the homepage to read aloud the third of nine short stories about the characters who live in Zippep's world
- Adapt the blog exercise, Activity 2 – Cybersafety Poster, using the same notes provided on resources and duration. Make a classroom poster of all the special information about yourself that you should never share online. Using free digital tools such as <http://www.wordle.net/>, you can create wonderful word-clouds on the interactive whiteboard together, and display the finished paper or Wordle posters in class to remind yourselves and your friends throughout the school year
- Each student completes a Zippep connect-the-dot game as a prize

Week 4

- Visit <http://www.cybersmart.gov.au/astro-circus.ashx> on the interactive whiteboard or via data projection equipment
- Click the 'Meet the Characters' tab on the homepage to read aloud the fourth of nine short stories about the characters who live in Zippep's world
- Complete the ['Tell' activity](#)
- Each student receives a [print out of the letter 'T'](#) of the word THINK to colour in. When colouring in is finished, write the name of each student on that letter and collect them for later use

Week 5

- Visit <http://www.cybersmart.gov.au/astro-circus.ashx> on the interactive whiteboard or via data projection equipment
- Click the 'Meet the Characters' tab on the homepage to read aloud the fifth of nine short stories about the characters who live in Zippep's world
- Complete the ['Hide' activity](#)
- Each student receives a [print out of the letter 'H'](#) of the word THINK to colour in. When colouring in is finished, write the name of each student on that letter and collect them for later use

Week 6

- Visit <http://www.cybersmart.gov.au/astro-circus.ashx> on the interactive whiteboard or via data projection equipment
- Click the 'Meet the Characters' tab on the homepage to read aloud the sixth of nine short stories about the characters who live in Zippep's world
- Complete the ['Interesting' activity](#)
- Each student receives a [print out of the letter 'I'](#) of the word THINK to colour in. When colouring in is finished, write the name of each student on that letter and collect them for later use

Week 7

- Visit <http://www.cybersmart.gov.au/astro-circus.ashx> on the interactive whiteboard or via data projection equipment
- Click the 'Meet the Characters' tab on the homepage to read aloud the seventh of nine short stories about the characters who live in Zippep's world
- Complete the 'Name calling' activity
- Each student receives a [print out of the letter 'N'](#) of the word THINK to colour in. When colouring in is finished, write the name of each student on that letter and collect them for later use

Week 8

- Visit <http://www.cybersmart.gov.au/astro-circus.ashx> on the interactive whiteboard or via data projection equipment
- Click the 'Meet the Characters' tab on the homepage to read aloud the eighth of nine short stories about the characters who live in Zippep's world
- Complete the '[Keep](#)' activity
- Each student receives a [print out of the letter 'K'](#) of the word THINK to colour in. When colouring in is finished, write the name of each student on that letter and combine them with the other finished letters
- Using the past weeks' letters, have students combine their work with each other to produce the word THINK. Ensure that everyone has at least one letter they coloured in for each THINK display. Arrange these displays in the classroom so the positive messages they contain remain visible throughout the term

Week 9

- Visit <http://www.cybersmart.gov.au/astro-circus.ashx> on the interactive whiteboard or via data projection equipment.
- Click the 'Meet the Characters' tab on the homepage to read aloud the last of nine short stories about the characters who live in Zippep's world
- Using the [Create a Character prize](#) from the Zippep game, have your class make one or two posters showing one or two new friends you've made for Zippep and his Astro Circus. Don't forget to give the character a name and write a few things on the poster about what makes them a good friend and how they stay safe online
- Print and distribute a Zippep [character mask](#) to each student to be made and worn in class

THINK -

Activities to match each message

Zippep's Astro Circus is built around five key messages attached to the word THINK. Each of the following five activities is designed to apply to one of those key messages.

Duration:

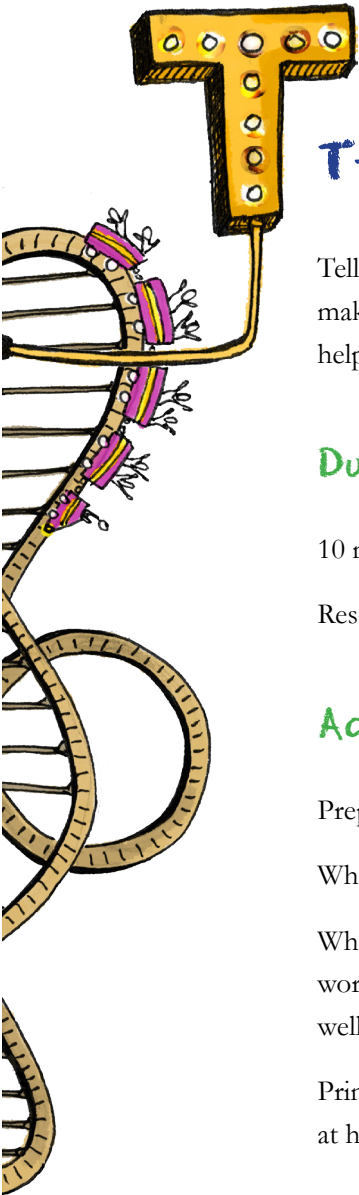
Play the Zippep's Astro Circus game - 30 minutes (resources and instructions as indicated for game activity).

THINK activities – 10 to 15 minutes per activity. There are five activities to choose from. Activities are not interdependent.

Resources:

- Online access to the Zippep's Astro Circus game via the website or app
<http://www.cybersmart.gov.au/astro-circus.ashx>
- Data projection/interactive whiteboard for screening and use as a class OR
- Several computers or devices such as tablets/iPads for use by individuals or small groups
- Headphones for each child if using individual devices
- Printed materials
- Scissors (student use and teacher use)
- Tape or glue
- Colouring in pencils or pens
- [Pre-ordered](#) posters if desired





TELL -

Tell your Mum or Dad if you see something online that upsets you or if someone makes you feel unhappy. You can also talk to a trusted adult like a teacher - they can help. T is for tell and T is for trust! We tell people we trust.

Duration:

10 minutes

Resources: [Trust club certificates](#) printed

Activity: What is trust?

Prepare for a group discussion and reflection about the concept of trust.

What is trust? Trust is a feeling of safety.

Who can we trust? People who keep us safe - who we can talk to if we feel sad or worried. These are people we should talk to about the things that happen online as well as in other parts of our lives.

Print and distribute the [Trust Club certificates](#) to be discussed in class but completed at home.

How do we know who should be in our Trust Club? Can anyone we like be in it? What about our friends? Only adults can be in your Trust Club. This is because for some adults, like teachers, your Mum and Dad, or a police officer, keeping you safe and helping you is their job.



Trust club certificate



HIDE -

Hide your password. Only ever share it with your parents – never with your friends. Someone else could go online pretending to be you and do something that could get you into trouble.

Duration:

15 minutes

Resources:

- Interactive whiteboard OR
- Butchers' paper
- Paper and pen/crayon
- [Trust Club certificate](#)

Activity: Where do we keep our passwords?

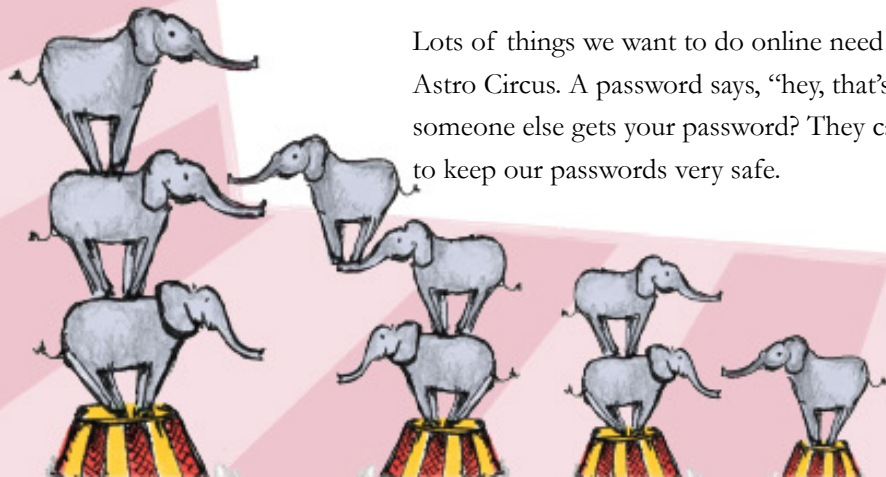
Lots of things we want to do online need a password, just like Zippep's Astro Circus. A password says, "hey, that's me!". So what happens if someone else gets your password? They can pretend to be you. We have to keep our passwords very safe.

Have students create a password of six characters, using a number as well as letters, and ask them to write it down on a piece of paper and fold it over tightly so it's private.

Brainstorm places we might keep our password, and draw these on the whiteboard or Butchers' paper. Some examples may be: backpack, desk at school, cubby house, under the bed, with a friend etc.

As a group, go through each of the ideas that were brainstormed and ask if they are really safe places. Cross out all of them except parents, teachers - anyone in the Trust Club.

Distribute the [Trust Club certificates](#) along with instructions to take the password and the Trust Club certificate home to a trusted adult such as Mum or Dad, and talk to them about keeping our passwords very safe.





INTERESTING -

Interesting websites can be fun. Check with Mum or Dad if a site is okay to use before you visit. Sometimes they can set up a good list of sites, just for you.

Duration:

15 minutes

Resources:

- Interactive whiteboard or data projector
- Use the 'T' in Zippep and play that game

Activity: What's fun for kids?

The 'T' game or screenshot shows different sites, but only one is for kids. As a class, identify which one is for kids. Ask, 'kids or adults?'

What happens if we see a site that is not for kids? Maybe it makes us feel bad, scared, confused. What do we do then? We tell someone in our [trust club](#).

Brainstorm a list of fun sites and fun things to learn about online.

Research assignment:

At home, tell Mum or Dad what you learned about fun sites and ask them what sites they think you should visit. Show them <http://www.abc.net.au/abcforkids/>. Together, research two more sites that are also fun and safe for kids.

Remember to share the results of your home research with the class. The whole class can make a list of all the sites you have discovered together that are safe, fun and interesting. You can post this list on your class blog, make a poster of the list for the classroom, or send the list home in a newsletter for parents to share.

teacher tips -

Using the interactive whiteboard or data projector, visit <http://www.abc.net.au/abcforkids/> and discuss why this site is good for kids.



N

NAME CALLING -

Name calling or being mean is not cool and could be cyberbullying. Be nice when talking to people online or over the phone.

Duration:

15 minutes

Resources:

- Basic digital drawing tools on iPads or similar devices
- Paper
- Colouring-in pens or pencils

Activity: What do happy and sad feelings look like?

First we'll draw our happy and sad feelings using iPads, computer drawing programs or paper.

Talk about these drawings with the class, asking them to interpret the drawings of others and/or explain their own drawings.

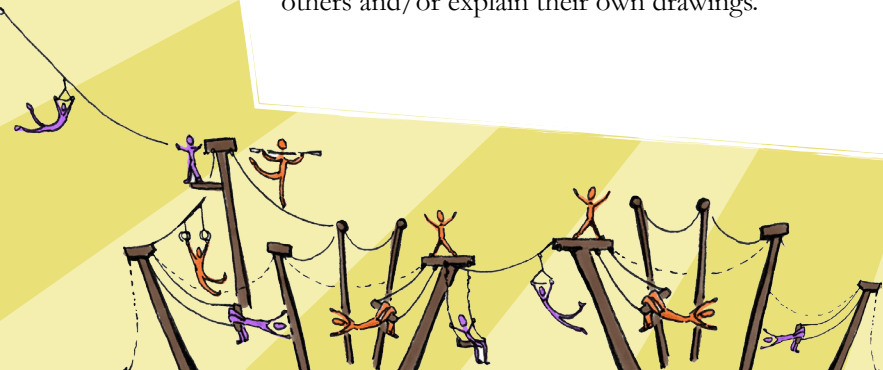
Next, we'll act them out. When something makes us feel happy and good, what do our bodies do? We might smile, laugh, dance or jiggle. When something makes us feel bad or sad, what do our bodies do? We might slump, frown, cry, hide or shiver. Who do we tell when we feel this way? [Trust Club](#) adults.

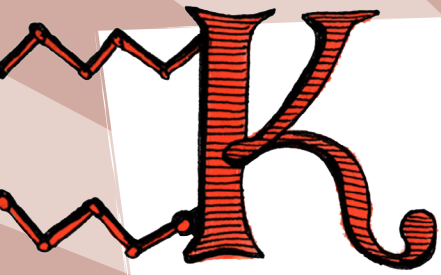
Being a good friend means not doing or saying things that might make someone feel bad or sad.

Brainstorm:

How can you be a good friend online and every day? Say nice things, imagine how they would feel if someone said something mean to them, try to help, try to be kind.

When we do these things it makes us have happy feelings too!





KEEP -

Keep your special personal information safe. Never give your real name, address or phone number to anyone you don't know in the real world. Use a nickname online and when you play games on the computer.

Duration:

10 minutes

Resources:

- Cardboard box to create a one-way 'mailbox' marked 'PRIVATE'
- Paper and pen/crayon
- Scissors (teacher use) to create single slot in 'mailbox'

Activity: What makes me special?

Ask the students to stand up and move into groups according to various criteria designed to get narrower, such as:

Who is the same age as me?

Who has the same hair colour as me?

Who has a pet?

Who has the same first name as me?

Who has the same last name as me?

Who has the same first and last name as me?

By this time, students should all be standing alone.

Lots of things make us special, and make us one of a kind! Some of these things are our real name.

Online, it's a good idea for kids never to use their real name, the name of their school, or where they live. That's part of what makes us special and information that is just for us, nobody else.

Have the students write their names on a piece of paper, fold them tightly and put them in the one-way mailbox marked 'Private' or 'Keep out!'

Have students create a fun name or nickname they can use instead, making sure they leave out identifying features or offensive content. Students may keep these to take home and explain the lesson to their parents, OR you might have a guessing competition in class to see who can guess which nickname belongs to which student. The names no one can guess are the best nicknames!

