

Empowering schools to nurture cyber safe citizens

Video transcript

Mona- Welcome to Cybermarvel Empowering schools to nurture cyber safe citizens. Cybermarvel is an online safety program for schools across Australia running throughout October. Led by the New South Wales Department of Education and in collaboration with Queensland, Tasmania, Victoria, NT and SA education departments, we have worked with the eSafety Commissioner and industry partners, Microsoft, Google, Grok Academy, Ollie Online, Phriendly Phishing and Palo Alto Networks to develop and deliver this program. We're very excited to be hosting our first webinar for schools prepared and presented by Microsoft. So, welcoming our panelists today, we have Megan Townes from Microsoft and we are very delighted to have her with us here today. Megan is the education industry specialist with Microsoft. She has an extensive teaching experience in New South Wales public schools. And as you would know, she has changed the technology paradigm in many classrooms. Megan, with her cyber powers, has brought about a cultural shift in teaching and learning and continues to empower those around her.

Sharon- And we also have Andrew Balzer, who is the learning delivery specialist with Microsoft. He's been transforming schools in New South Wales with his innovative use of classroom technologies. He's also leading in developing new tools and delivering teacher training. So, Megan and Andrew are going to lead our session today on 'Empowering schools to nurture cybersafe citizens' and welcome and thank you, Megan and Andrew, and I'll pass over to you now.

Andrew- Thank you so much. I appreciate that. Hello, everybody. Good to be here. Good to see you all. And now I'm going to share my screen. I'm going to apologize in advance for some barking. I just had some work done at our house and the dog does not like it. So, let's jump into it. Megan's going to be assisting me in the chat. So, any links that you generally will see within the PowerPoint deck or any questions that you may have are a little hard for me to see. I'm not just used to seeing the chat at the same time as screen sharing. So, Megan's going to be there, supporting and of course, if there's anything that you need to know, we will follow that up as we go through.

OK, so hopefully you should see my beautiful PowerPoint here on 'Empowering schools to nurture cyber say citizens'. My name is Andrew Balzer, Learning delivery specialist for the state of NSW at Microsoft. Very excited to work with the Department of Education. I was a secondary teacher, teaching at Swansea High School – Geography, senior studies, Modern History, International Studies, love teaching, still love teaching. But now I work for an amazing company called Microsoft. Sure, you have heard of it. They're a brilliant company, and if you'd like to follow me or you need to contact me in any way, shape or form- look at that! Even wearing the same shirt! I don't change my attire. You can reach out to me on those channels right there.

First, I'd just like to acknowledge the traditional custodians from the land on which we meet today. Also like to acknowledge the role of elders, past and present and future and their importance to Aboriginal Australia. I'm here in Newcastle. So, I'm on Awakabal land not too far away from Sydney, not too close to Newcastle. But it's a beautiful land to be on and in the chat, if you just let us know what lands you are from and maybe where you're from around the state or states, I should say.

This is our agenda. OK, I've put this beautiful agenda together and we are going to do a bit of a focus on Minecraft Education Edition solely because in this day and age where accessibility and inclusion in immersive learning experiences are really, really effective, especially when we're talking about tough topics such as digital citizenship and cyber safety with students. Minecraft plays a huge role in having those immersive learning experiences. So, stick around for that, because I'm going to guide you through a Minecraft digital citizenship lesson. Maybe a few if we have time. It's going to be really fun. But also, you'll gain a lot of resources around student digital safety, OK, and that includes our student digital safety toolkit.

As an educator, you will see these are very educational focused and they include activities that you can literally take away today and utilize in your classroom tomorrow, so it's quite a robust feature set, and very exciting to go through. We're going to have a look at some pre-made presentations. Now they're relatively generic, but they do have a scaffold there and they're meant to be tailored for your particular environment. So, I always love sessions when I go to, I get to walk away with those malleable resources that I can craft and adapt to my own schools' environment, OK. And of course, some Q&A. So, it is an hour and a half webinar. Look, I'll go for about an hour and 10 minutes more-or-less and make sure I leave plenty of time for some questions in the afternoon. And if you don't have any questions, we're a huge believer in giving time back as well. But there's plenty to bite and chew off today. So, I'm going to jump straight into it. And please, Megan, Krysta, Mona, anyone that's a panelist today, interrupt me at any point in case something is going a little bit wonky. But so far so good.

Now here at Microsoft we need to kind of set the foundations on why, which is our very first agenda item, why we need the empowerment and awareness around digital safety? And a key part of Microsoft is to empower every student, teacher and school, and I love this. Megan has actually adapted one of our core mission statements right here – on the planet to achieve more educational focus, which is fantastic. And I'm a huge believer of that. I was utilizing Minecraft in my high school environment. Obviously, we have many immersive tools. We're entering a world and a day and age of augmented reality, virtual reality and digital citizenship. Cyber safety has never been more important, especially with more and more digital tools coming online. Now, Megan did quite an in-depth review and a holistic overview on the tool set of Microsoft Office just to give you a refresher, or maybe if you're coming for the very first time, I'll quickly breeze over this, but as you can see we have many, many, many tools for the education sector in Microsoft, and Microsoft is one of the most hacked companies in the world and the best and most secure company in the world solely because of that reason.

So, if you are going to invest in any forms of technology, I can tell you from a standpoint my Minecraft account never had any cyber issues. My OneDrive account – I've been using OneDrive since, gosh 2015. I believe 2014/2015. It's never had any issues. I dropped my physical hard drive down some stairs in term 3 of 2017. Cried! I mean literally cried. It smashed. I lost about four terms' worth of work. Ever since I've moved to the cloud, for example, even just hosting my Minecraft world and activities, I never had any issue. Not only the fact that they are the most secure spot in history that I've ever had, but also in the fact that they're easily accessible, so plenty of tools are right there that we have. And look, with Microsoft, you know, we love to transform what the digital citizenship landscape looks like with those tools. So, whether it's learning tools or pen or touch or ease of access settings or privacy settings through Microsoft Edge, they're all there, but this webinar today is more or less focused around the content that you can take away to empower not only your staff but also the students. And we run separate sessions and separate webinars. If you are interested in any one of these particular tools such as Microsoft Forms or Microsoft OneNote or even the amazing Microsoft Teams.

Now education is no exception for its use of (exposure to) cyber attacks. We all work in education. It is one of the most (hit) sectors that get malware encounters, as you can see on this lovely graph that Megan had. Just to put it into context, some people say to us well, "Is digital citizenship really a thing we should be teaching?" 100%. I don't know if you're aware of some of the stats here or some of these fantastic, you know, I guess authentic, but really fantastic that it happened, but it is authentic that we are addressing them when we're running these awareness sessions and a company like Microsoft takes these very seriously because they are happening. The cyber incidents are happening in this day and age and obviously for our little ones we want to make sure that they are embedding some of those forms of best practice. Picking strong passwords and understanding what copyright material and plagiarism means in the digital world, the digital literacy. OK, so that really is setting the stage. And of course, if you're using a Windows device which the majority of people generally are just to give you a bit of a glance there, they have their own robust set of security settings that if you're a Department of Education employee or you may be working in an independent school, your org will generally manage them using the tool set that Microsoft offer. And of course, if you're using consumer devices, feel just as secure because we have a lot of beautiful features in there to provide digital safety and security.

Now, resources my first one, I want to showcase, which I absolutely love is the aka.ms/studentdigitalsafety OK? Megan's going to put that one into the chat. I'm going to showcase this to you live because especially, raising awareness for parents and communities and families and students, you generally need some resources to provide them so they can actually take them home, or even if you want to put them around in a classroom environment. So, I'm just going to bring up this beautiful site, aka.ms/studentdigitalsafety doesn't matter where you are tuning in from Australia, I always find this to be the best conversation starter around digital safety. OK, so these are the essential aspects for students and teachers to get started. OK, so let me scroll down, but actually show you this website, give you a bit of a walk through because I highly doubt this is a site that you will be using. I use this site all the time. It's divided up into four essential behaviors that is really important to ensure that not only teachers but also students are aware of everything from protecting your data – so learning how to protect yourself in the different elements of protecting your data in a digital and online world, right?

Not putting up with bullying behavior. You're probably aware but ever since the invention of the Internet, we've opened up the doors to a new form of harassment and bullying behavior. And now, luckily, Microsoft has wonderful guides, posters, and PDF documents – really helps the conversation about combating some of this toxic behavior and how to handle cyberbullying. We have some great Minecraft lessons that are designated all around those areas. Wise up to risky situations and risky situations are arising all the time as well. And then you know with the invention of obviously Snapchat and WhatsApp and all of these other applications that are out in the world, it's very important to raise awareness about the durability of things that generally go on the Internet and of course, being responsible for your actions, that core essence of being good and healthy and promoting good digital citizenship and Minecraft Education Edition, honestly, it's going to play a key element now.

I'm going to show you some really, really cool lessons that are immersive, that are engaging, that really takes the stigma of 'we're going to talk about digital citizenship here or cyber safety' and actually makes it interesting, probably for teachers, but also students. Now look, I'm not one to argue. You already think it's interesting, but I would, you know, bet that it's not a hot topic in terms of the conversation circles with students in the playground. But we can make it so, using some of these amazing immersive tools. So, how to be a good citizen is a prime one, for example. So, let's click on 'Learn how to protect yourself'. OK. And you can tell straight off the bat this is so educational focus which you know really

talks to me being an educator myself, we can download some of these teach notes – don't let anyone steal important information like your passcode, student ID number or bank card pins. If you still use the bank card pin. I know I do. I'll just forget it. I use pay pass so much in this day and age, and there's some tips about what makes a good password, right.

Your password is the first line of defense and the environment there is already shifting. We're starting to head into a password less environment, but obviously we have to lay the foundations and students have to understand what makes a good password. I used to be, and look don't judge me 1234 may have entered my passport repository and then using my name, my first name, my post code, my birthday, all of those really easy (and) guessable and my peers could easily guess my password. My partner actually, we were at the shops the other day and she had my card and I asked her how she bought the groceries on my card. She went, "I just guessed your password." It is only four numbers though. So, even I've gone through and kind of yeah revamped my password protection and just showing what's 123, speak of the devil! What makes a weak password, and what makes best practice? Now we click on teacher notes, for example. That's going to open up a lovely PDF poster. And I love these like, these are so posh. These are great to stick up around your school environments, stick up maybe in your ICT room. In my computer coordinators this room, we actually would put posters exactly like this. They weren't Microsoft ones, but these ones are fantastic around digital safety and protecting your identity and data.

It's all about raising awareness, OK. So, huge fan of ensuring that you have some of these three resources you don't have to go and make your own, but we also have some class discussions about what could thieves do with your information, because I think you'll find without having those conversations, students have no idea what phishing is, OK. They will grab their fishing rod and they'll look for some water. They have no idea what malware is, OK. So, these are very important conversations to have with the students. And if we scroll down here, you can actually see our teachers can help students protect themselves, alright. And I use these posters, I really do. As great scaffold talking points, we have digital safety quiz, OK. So, making sure that not only teachers understand, but also students understand about what makes best practice for protecting your identity and data. So, which one of these is safe to share? Just why you're here in the session, have a think about this one right. Have a think about this, so feel free to put your answer in the chat – we can make it a little more engaging. Phone number – is that safe to share, your pets name? Full disclosure – used to make my password – parent's names, photos of your house, photos of your school. It really does raise some topics of conversation. Favorite color is that safe to share? Do you want to know my favorite color? I think it's safe to share my favorite color is green, by the way, FYI. But some really good points to have conversations. We could have a 20-minute debate around different elements right now. Are these elements safe to share? Which elements are safe to share there? What makes a good password? Something I can remember easily, does it? A pet's name followed by 4 asterisks at least eight characters already. That was pretty straightforward, fingers crossed. All right, but gives you a good idea. Good example.

How you can use some of these practical resources, literally tomorrow, OK? Now I won't go through every single one. I think you get the idea. I'll just kind of give you a bit of a bit of a walking tour like talk through some of these. Some examples of cyberbullying behavior or what to do if it happens for you and the web sites are really nice and very student orientated, very user-friendly. Do the quiz, right and you can actually see the site itself is interactive in its own element. So, every time I have a new ICT class, guess is what the first thing we generally do, even if they're signing up for Minecraft Education Edition, we do some just some pre-work around cyber bullying, harassment, plagiarism, digital citizenship in its entirety. OK, so risky situations. Let's have a quick look at that one. Anyway, feel free to explore these

sites. Megan, I can't see the chat but I'm assuming Megan would have put this into the chat right now. And when you have time, honestly, already a winner, winner! Thanks, Megan. You can walk away with these and utilize these in your classroom. So, a really good starting point, really good from zero to hero resource that you can utilize for student digital safety. OK, there's the posters right there. Look at that. Aren't they pretty! So, it's four essential posters. Print them off. Put them around your school environment.

We also have, and a lot of people don't know this, I'm not going to showcase, I do not really have time to showcase this, but I'm going to raise awareness. We actually have the Microsoft family safety application, mobile app here too, OK. And Microsoft has a huge commitment to ensuring that we have social, emotional wellbeing. And we also have some sparingly safety aspects built in place. Now that obviously plays a role in terms of digital citizenship, harassment, making sure your students are safe, not only physically, but also mentally, so you can actually go and explore those apps for free.

Microsoft Teams, now, if you're a Microsoft Teams user, it allows you to add your personal accounts, add your family members and some great features coming in there for them to have the ability to share their geolocations for example, and look, if you're if you're feeling like you need that extra level security, it is there, you don't have to turn it on. But please explore the Microsoft Family safety suite of applications that we are raising right there. You know, everything from screen time and apps and games. Very, very cool tools. So, check them out as well.

Alright, let's have a look at this right here. We have the digital citizenship toolkit, which is fantastic. You'll get a copy of that today. Which will have amazing activities, student resources, everything that you will need to run your own student facing activities, whether it's, you know, building a poster, an assignment, including marking rubrics, OK that you can tailor from state to state and tailor to your school. We also include some teacher presentations. Again, they very generic, on purpose, so you can go through and edit some of these aspects. We have elementary or primary and then secondary as well.

And this is a slide from one of those slide decks, which is all about raising the awareness of copyright, right. So, what makes an effective use of Creative Commons? What are Creative Commons there as well? So, if I click this lovely link, let's just get out of my presentation right there. That will take you to a new PowerPoint which we have – Digital citizenship, all around copyright. Again, designed to be quite malleable on purpose and if I just start this from the beginning, using my lovely PowerPoint for the web, huge fan! You can actually go through and you know tailor this PowerPoint deck rather than build something from the ground up to get some of those conversations started in your teaching and learning environment, right?

How do companies show ownership of their content, for example? How do you feel when you notice that your artwork was attributed to someone else? Is it respectful to take someone else's work and use it without permission, right? And then we have some definitions. A lot of students don't know the term of copyright. What is copyright? They see the symbol and then they go, "Hey Cartoon Network!" But yeah, these are very important aspects to start conversations around literacy. You know, we've got dramatic, musical, artistic works. The original works of authorship and ownership there as well. Is there a link to digital citizenship toolkit? 100%, it is coming down the line. So, these are really, really good tools and obviously teacher led PowerPoint deck. So, you can literally take today and use tomorrow. Again, we tried to take a lot of the branding and stuff out of them, so you can just go through and edit them. They are full PowerPoint decks so you have full control over these. And then we even got some task suggestions in there for your students, right. Working in teams or partners – add one slide to our

shared PowerPoint presentation building collaboration, right. No, no fighting, no bullying! Title your slide with your assigned word. Add dictionary definition from the website provided to you, again, completely up to you. Add a definition that you wrote in your team and add at least one image you found that was licensed for reuse and I love doing activities like this and exploring what does Creative Commons mean and what's the drama or the issue of just grabbing a copyright image from say you know a search engine, a very popular search engine, and pasting that into your presentation and then having that presentation go out into the wild or be published, right. Be careful! We all know what happens when you put a video up on YouTube that's going to a popular song for example, right? So, they are some great resources that you can grab that we will provide to you as we go through.

So, that's the primary. Won't spend too long on the secondary deck either, but just make sure that you are aware that they we do tailor these for primary and secondary obviously, tailored a little bit more towards the secondary environment here as you go through anything, Yep, add your own slides. I always take these as a great template and build them up as we go through.

OK, let's actually talk about that digital citizenship toolkit and I love this. I'm going to spend maybe 5 to 10 minutes exploring this and then we're going to jump into how Minecraft can complement a lot of these resources that you have available to you, and honestly, by the end of this session not only will you have posters and fantastic websites and digital class citizenship toolkits, but also awareness on how to use some amazing Minecraft immersive learning experiences that you can do tomorrow. And I'm going to walk you through what those experiences look like.

OK, so let's open up the Digital citizenship toolkit, which is going to be in our lovely Microsoft OneNote application. Now it is read only. OK, so you can't go in there and obviously delete things and mark it up. But as you can see here, if we click on the overview, I want to point out this link to the video is broken, but it's not broken, right. But the video is actually in the OneDrive which I brought in the PowerPoint deck to share with. You just need to update the link as we go through, but everything else is hunky dory. OK, so the three pillars to teach digital citizenship – how to protect ourselves – digital literacy; how to protect each other – digital civility; how to protect content – information literacy, OK. And they are interactive links there as well. So, if I click on how to protect ourselves, alright, that's obviously going to take us to our lovely section on how to protect ourselves in terms of cybercrime, right and cyber elements on the Internet. So, you can explore a few of these fantastic resources. Here is a PDF that you can download that's all about top tips for online safety. This is the webinar that just keeps on giving today, isn't it? You just take away and grab all of these fantastic resources. So, if you actually click that link there is a fantastic poster for you to add to the already four posters that you've attributed for free today, so do check them out.

Now let's talk about some of the activities that we actually have in this digital citizenship toolkit, OK. So, the reason I love this is that it's really scaffolded to guide you through how to run one of these lessons around the awareness session like on protecting, you know, your cyber world from cybercrime, for example. They are global resources, so they're not tailored per say. You can actually see it's got ages 8 to 11, US grade just three to five. But again, I always take a lot of these resources and I will fine tune them to meet my particular learning scaffold, OK. So, students will be able to articulate how to protect themselves and their personal information online. Students will be able to share strategies for protecting their computer online, and students will be able to communicate the minimum age limits to using social media. Gosh, we need that in this day and age. I'm still scared to use social media and I'm 35. So, let's go down here and you can actually see it's got a scaffolded lesson description alright. With the teachers use of cyber safety and privacy slide deck students will review the concept of digital

citizenship, learn how to protect themselves, their personal information and their computer while online, very important. Learn the minimum age limits for popular social media sites. I say that because I'm still learning what I can and can't do on social media, and then we have some lesson documents for you to go again and take away. So, maybe I'm interested in that presentation deck. I would just click that link and there you have it. Live loading up right in front of you for you to go and alter, tweak, change, prepare whatever you need to do. OK, let's give that one second. There you go. How to protect ourselves – safety and privacy.

OK, alright, let's Scroll down. You've got the storyboard alright. So, in this activity, students will obviously be kind of doing a bit of a visual mind map. Seen a script about how to raise awareness of digital citizenship and cyber safety and what I love about this resource is that there's the mini sub-resources within this holistic activity. OK, so here's a checklist for parent presentation that can actually see right here. Alright, so load that one up. You know what does digital citizenship mean? How to protect themselves online? So, that's accessibility tools. But if I scroll down and go to the middle school lessons and the high school lessons – a lot of good things that you can actually find within the digital citizenship toolkit, OK, ways to own your online presence. Lots of great resources and aspects here. I love this one. The Internet's most wanted – really cool video to check out videos that we have in here. It is a tool kit in its entirety.

Alright, so let's jump on over to how to protect ourselves or how do we know to be wise online, I should say in terms of the digital footprint and again more and more fantastic templates and lessons and courses that you can do, it really is quite a treasure trove. You should go through this, particularly our toolkit and have a look at all the resources that are available for you to go and explore.

OK, so I won't spend too much longer on this because time will slip away from me, I want to try and finish up around 5:00 o'clock and give some time for some questions here. But you can actually see we've got a few more links.

Just want to highlight this one in terms of teacher resources. Clicking this lovely link will take you to the digital citizenship OneDrive. Now these are roughly around from 2017 all the way up to 2020, but they are time agnostic, right? A lot of the concepts within these toolkits are still more or even more so relevant today than what they were in 2017 when the world was heading in a particular direction. And if I click on some of these, like, let's open up the digital citizenship rubric – Media campaign rubric – where they actually have to go and design a campaign around digital citizenship and raising that awareness, you can actually see there's even marking guidelines and rubrics for their presentations, right? Already made there for you, which is like, you know, great, right? Fantastic! You don't have to go and build everything up from scratch. You can actually take some of these resources that you have here and there's that video that I was referring to right at the start that may not load just in that OneDrive itself, but it is included in the digital classroom kit as a whole. "One in three students get bullied online." Alright, so everything there, everything works. I always like to show things working because I use these as well all the time, OK. And then again, we've got word documents, PowerPoint templates that we have here – What is information literacy? Does anyone know? Get someone to put it in the chat. Anyone know what information literacy is? Not an easy one to answer. I remember actually doing these and I had to be like, well, it could? No actually it's.... hmmm? So, definitely check them out, there's plenty of great resources there for you. I particularly love this one in particular. The golden rule in brainstorming page – the Who, What, When, Why, Where – the problem situation, the decision impact. And this is really great for collaboration, all of that pretextual work. If students are doing anything that revolves

around information, communication and technology as we like to say, ICT. OK, so that is the digital toolkit that we have for you to run away and play with, right?

So, let's continue our journey on all these great resources. I feel like it's Christmas. In terms of digital citizenship party giving you plenty of things to take away and play with. I want to highlight this one too. So, this is not a Microsoft centric made resource. This is made by the New South Wales Department of Education. It's OK if you're not within the NSW Department of Education because it is a public website but there's some great things here. There are some fantastic things here around, yeah, being respectful, responsible and safe. Just some awareness campaigns that you can find in terms of empathy and resilience. I can't speak today! I think this is my fourth presentation today and I'm losing it. Digital identity, as we go through, and there's some great stuff here. If you just go and explore, right? It's all about raising awareness. How to teach digital citizenship, leaving a digital footprint, for example. Mobile devices in schools, digital access to equity, how can the Internet be used to expand opportunities for learning, look honestly, great resources. You may not be may not be aware of them. But now you are.

Megan – Mr Balzer, I just, a quick one to interrupt. Lizzie asked the question around how you got back to that OneDrive collection of resources? Can you just show how you get into that digital citizenship OneNote?

Andrew – Yeah absolutely. Not a problem. Now, I don't have the link, but you will get a copy of these slides, if it does help and, on each slide, you actually see, and this is why I drive from the slides, because everything that I'm showing, I'm driving from the slides and then hence you get a copy of that slide. Therefore, you get a copy of all the links. But we have a digital citizenship toolkit, which if I just go back to my lovely hyperlink you can see right here by clicking that link that will just take me to a OneNote notebook that lives on the cloud. OK. And within that Notebook itself it will have a link to the resources that are associated in that Notebook. OK. So that includes the video, the word documents, the posters. You will find that within this particular Notebook. OK, so everything that I'm showing you, promise, you'll have access to go and explore when you get that deck and Megan can put that digital citizenship toolkit link in the Zoom chat. Look, I'm not a huge fan of putting links in running chats because obviously they get lost and you get bumped, but if you like to look at it as we go through sure, just be reminded that you will get a copy of this and hence, you'll get a copy of all of those fantastic resources more than count to explore in your own time, when you do have a little bit of time, OK. And that includes the digital citizenship by the NSW government as well. OK, so plenty of resources for you to go and explore.

Plenty of resources for you to raise awareness around the concept and the terminology and the vocab of digital citizenship. Plenty of templates for you to run your own lessons, and we could just end the webinar right here. Like “Thanks, Calvin. See you later”. But there are more resources here that we would love to share with you now. One tip I'd like to say when you're about to make the jump and you, you know, you sharing some of these resources, you're talking about digital citizenship and you're about to actually use the hardware they're about to build those presentations, they're about to jump into Minecraft Education Edition, is to ensure that your devices are up to date. Now, this is just a snippet from NSW Department of Education T4L Magazine, just to give you a good example. I understand not everyone might be in NSW Department of Education but it's highly recommended as part of the process of engaging in best practice for ICT that you insure your devices are up to date as much as possible. Please make sure there's new attacks every single day, and there's amazing companies like Microsoft are blocking those attacks and ensuring that you have the latest updates as well. OK, so in terms of best practice, please make sure your devices are up to date and you are using modern web browser, such as not Internet Explorer 11 that's about to retire but using the chromium version of Microsoft Edge that

has some fantastic malware protection, password protection aspects built into the system itself. Megan discussed them in the last session in great depth. I watched that session twice, actually I was really interested. So, definitely check that that recording out and that's more of, obviously the holistic level of managing and understanding digital citizenship from a technical point of view.

But in terms of a teaching learning point of view, we also have another sneaky little ace up our sleeve and it's called Minecraft Education Edition, like not sure, if you have heard of Minecraft Education Edition. If you haven't, you're about to get your mind blown because this is one of the best ways to raise the conversations around plagiarism, Creative Commons, digital citizenship. And I'm going to walk you through a live demo of what you can actually do to raise awareness and see how engaging it is, even if you're watching this, you know through Zoom, I think that you'll find these activities to be really powerful and probably, I would argue, no bias, I do work for Microsoft, but literally no bias – the best and immersive way to get students interested around those conversations and digital citizenship.

OK, so a brief history in Minecraft if you aren't aware. Launching in 2009, I was about to say 2019 that's a little bit young, 2009! 2014 Microsoft bought Minecraft, 2016 we released the Education Edition and I like to point this out because the Education Edition is not Minecraft that you play on Xbox player, on your iPad or on your phone, technically can be, but our Education Edition is specific for education outcomes. It is not the Java or Bedrock edition that you may have known. They have put a lot of work into the Education Edition to make sure it is safe and centric for the education industry, for teachers and students. And you can actually see there from 2016, the moment that the Education Edition was launched, 2017 released Code Builder, 2018 chemistry aquatic update, 2019, we released a marine update there as well. In 2020, we had code integration built in 2021, we have some announcements that we're going to announce soon, which is very nice in terms of integrating Minecraft into learning management systems such as our lovely Microsoft Teams, which isn't an LMS more or less, but I just use that terminology LMS so you know exactly what I'm talking about. Teams is so much more than the LMS, but that is the history of Minecraft Education Edition and again very education centric, OK. So, computer science, mathematics, science, language arts, history and culture are designed.

We even have, believe it or not, a digital citizenship section dedicated in Minecraft Education Edition. I'm going to walk you through one of those lessons. But first I want to show you some of the cool things that we have in Minecraft and just look at this photo for me. Tell me that doesn't seem intriguing, but you're looking at like I normally, gosh, look at that world! I will take you on a bit of a journey today. It's going to be quite fun, but if I click on this link – Croatia, actually came up with Internet safety and they've translated this. And I love this world. I'm going to show you this one straight off the bat, they translated this into an English version. There's a Croatian version as well. I actually use a Croatian version to use immersive reader and have it translate to English in real-time. Show that diversity, multi-language and bilingual cultures.

Anyway, off topic you can actually see it's a beautiful blog which Megan will put in the chat. It's on the PowerPoint slide, around obviously, adequate safety in digital citizenship, neighbors around a really immersive world all around Internet safety and we're going to go on a bit of a tour around that world today. I'm going to show you how immersive, how great it is. It's a really good blog if you just like to read. It's got quizzes built into the program. Gives you a fantastic summary right there within that blog piece, OK.

But we also have some other digital citizenship centric resources as we have digital citizenship toolkit in Minecraft, which is really great. I'm going to show you digital citizenship worlds where my agent, which

is this little guy over here, actually harasses me as I'm trying to build my artistic and very purpose-built structure. You'll see some online harassment there. We'll do some back checking in Minecraft as well to raise the awareness of plagiarism, Creative Commons and copyrights as well. We have a lesson plan that you can check out if maybe you are interested in Minecraft and you're like, how is this going to fit in to digital citizenship? I'm pretty sure Minecraft is a game, not Minecraft, is a learning tool? You can actually see here. This is a fully scaffolded lesson plan, OK, where they basically define the different types of behavior that make up a responsible digital citizen, respecting other people's feelings and creations, respect copyright, maintaining clean digital footprint. Very important. Communicating in a clear, positive manner.

Now you may look at them and be like how do you do that in Minecraft? You're about to get your mind blown because there's some fantastic things in Minecraft Education Edition. I don't have time to go through this entire lesson plan, but I'm hoping you're seeing there going. Hey, there's lesson plans around digital safety already made for us in immersive game like world. Yeah, 100%. OK, now, if I go back to our lovely PowerPoint, we're going to dive in online safety and give you a bit of a virtual walkthrough as we do that, actually, OK. There's a 'Back to school'. I put this one in because I think this is important. A lot of students are returning in there around the state and this one has elements of digital citizenship in it as well, OK. So, if I actually click that link, you'll see here that will take us to our educational resource where it's a fun and new way for classmates to introduce themselves to one another and remind themselves of a few rules for good digital citizenship in the process, and I love this because you can actually get up there, virtually build something like a show and tell and also practice digital citizenship via these boards at the back. That gives you a reminder of, you know, respect, responsibility and other elements that make a digital footprint, OK. Very exciting!

There's lots of details here on the page, but I'm going to boot that world up for you live so you can see that as we go through and these are only just a few resources that I plucked out solely because of the interest of time. Obviously, I can't dive into every single one. I'll just chew up your entire lesson with Minecraft itself. And then, of course, 'Say no to cyber bullying'. Showing you the variety of resources using Minecraft as a teaching-learning tool, and they have learning objectives. They have guiding ideas, they have student activities already made for you, and look, if I was an educator, or better still, if I was a student, what better way to get me engaged in a topic like cyber bullying or digital citizenship, we think program like Minecraft Education Edition (can offer).

OK, alright, let's actually jump in to one of these worlds. I'm going to start off with online safety, OK? And show you how you can actually use this tool to promote digital citizenship in a very immersive way. Alright. So, in preparation for this, I do have Minecraft Education Edition pre-loaded like I've just got it sleeping down at the bottom here. And if you are interested in Minecraft, I don't want to go off topic, too much here. OK? But the website is education.minecraft.net. It'll get Megan to put that into the chat in case you want to come and explore this amazing tool when you have a little more time, even if it's solely just for digital citizenship, this is the Minecraft Education Edition home page and at the top here you can discover what is Minecraft, impact, news and stories, and how to get started – how to download it, important information for parents, important information for educators.

Obviously, Minecraft, I think technically, is now the most popular game in history, surpassing Tetris, which had over 200 million users in its time. Tetris was a Russian game, by the way, that dates back out many decades. Minecraft now is, I believe, the number is staggering. I can't even quote it, I think it's in the hundreds of billions, it absolutely huge! But there is some fantastic information here, as well for you to get started – support guides, videos, education guides. We even have an Education Edition Australian

landing page. We are happy. In Australia (we are) one of the most active user case of Minecraft Education Edition globally, right. We have so many Aussie educators using Minecraft Education Edition. And you can even download the starter kit for Australian educators if you're interested. Hey, more resources for you – power to you in terms of downloading all of these fantastic resources and how to get started with interactive links. Honestly, this sorry, it's not a Minecraft Education Edition beginner webinar, just know that exists. And just know there are plenty of resources to support you in your Minecraft journey.

Now, you understand what Minecraft is, let's show you what it can do in terms of cyber safety and digital citizenship. OK, so I'm going to shrink my lovely little PowerPoint deck and slides right here, OK. And I'm going to open up my, hey, thank you, my fact checkers in the chat right there. I'm going to open up Minecraft Education Edition, sign in using an account that I have a license to. Now there's, Minecraft is now included in Office 365 for various orgs and tenants, depending on your tenants' licensing agreement. I know the department of education has it set up slightly differently, but I'm just going to use my DET address for this instance. But if you are interested in Minecraft, you can actually get a free demo as well and demo worlds. If students don't have a license or a teacher doesn't have the license, I believe that the teachers can log in up to 25 times and the students can log in up to 10 times before you would go speak to your IT department and just have a look at how you can use Minecraft Education Edition as a teaching and learning tool.

Megan – Oh, you sign in. I will just talk to the fact that we just got a few people from different states and sectors on the call. So, don't forget to do @det.nsw. Anyway, yeah so, no matter which state you are in, if you work in a public department, which everyone in this call would, you have access to Minecraft licenses and just depends on how your state manages those. So, in Department of Education you have to apply for them. I think in all the other states, you don't have to apply for them. You can just automatically log in, so they've been assigned.

Andrew – Yeah, 100% absolutely. You need more information, please ask Megan. Megan works across many territories, works across many accounts. She will have all of the info you need. If you're looking at Minecraft from obviously, an org or a holistic level, but really cool, really, really immersive there as well. OK, so, I've just logged in using my DET account, so, my teacher account and do what I'm going to do, I'm going to create a new world, but if I click on templates you actually see I have all of these fantastic educational templates that I use on a regular basis. So, if I'm teaching numeracy for example, I'll do error in volume. Or maybe if I'm looking at a book cover or book week, I'll use a book week template. Obviously, I have a digital citizenship template that I can showcase right there, but I'm going to have a look at the online safety one for us first and then we'll jump on over to the digital world that I have.

So, I'm going to create a brand-new world based around online safety, OK. And I can do this as a collaborative experience with my students, or I can have the students do this from a one-to-one perspective. In this instance, I'm going to do a one-to-one perspective, Ok. And that's going to lead up an already pre-made and pre-constructed world all around digital citizenship and online safety, which is fantastic. So here we are in this 3D immersive learning experience. I just walk up and right click to this lovely robot and we have some great accessibility tools built into Minecraft, and I just do a little Segway to really showcase this because specially the little ones – if you're looking at using Minecraft with early stage one, stage one, if we're speaking of age groups five or six or seven, sometimes they need some tailored support for their literacy needs, especially when there's boards and characters and NPC's they can talk to. We have immersive reader built into Minecraft Education Edition. So, every instruction that you generally see in Minecraft Education Edition, you're looking at that going, I don't know about the

little ones trying to guide themselves through this independently. We actually have the immersive reader experience where you can tailor the text preferences, the grammatical options in the reading preferences. So, I could increase my font size, for example. I suffer from spatial crowding. OK, so I like to spread my words out and I also prefer to read a white text on a dark background. I actually had a student when I was teaching secondary education that needed lilac or lavender overlay, right? She had the colored glasses, or we'd have to go on photocopy in that that paper of choice. Lot of research for students that have autism in terms of processing information in different font types, such as Comic Sans, OK. And of course, for people like myself, increasing the spacing is super important.

In terms of literacy, we can highlight the nouns, we can highlight the verbs. Again, we are in Minecraft Education Edition, don't forget. We can for Literacy Week announce we can we can highlight the verbs again, we are in Minecraft Education Edition, don't forget. We can show labels if your students are colorblind there as well, or even break up the words into syllables for those little ones. So welcome, for example, if you're like me and you're super hyperactive and couldn't concentrate, we have actually one of those little cut-outs that would cover the page, so I couldn't get distracted with the pictures or what-not, you can actually have line focus, which is like a digital version that will mask the surrounding passages and text so you can concentrate on the element of choice or sentence of choice, and you have an option there to show three lines, five lines or one line and a picture dictionary is built in to a immersive reader as well. So, I can literally click on some of these words and see visual references so I can understand exactly what the words mean.

Now we did point out that that Croatian student group made or teacher group made their online safety world. It's been translated. If you actually open it up in their native language, you can translate that to over 65 different languages on the fly, so you might have a student that speaks Arabic, for example. We can translate the individual word or we can translate the entire passage to Arabic and then have text to speech. (Arabic voice reads). It's incredible, like and we are in Minecraft, right? Absolutely incredible! Now I won't too speak too much longer on it. We do have to get through our Minecraft world, but you can change the voice speed, female or male genders, tailor all of those experiences. And every time your student goes through this world, all they have to do is enable immersive reader and there is text and tailored preferences saved for them there as well, OK.

Alright, let's start our online digital safety journey. So, I have to go up and talk to this lovely Casa. I believe I'm saying that correctly. Look around. Move the mouse in all directions. See the world around you and go to the wall and enter the world designed specifically for age. So, if I'm a student, I can have a look here and go – Oh OK! Am I 6 to 8? Am I 8 to 10? and then it's slightly different depending on the age group. So, we can kind of tailor the learning experience to suit the age group in question. Now, I'm going to assume I am little one, right? I'm 6-8. Well, mentally and in terms of my maturity. This is probably accurate - 6-8 years of age. I'm going to jump in this portal, right? I wish I was joking! Jump into this portal right here and here we are in our online digital safety world. Now, you don't have to make anything from scratch. In fact, if I try and bash something or dig a hole or build a medieval tower and get distracted, I can't do it. That's the best thing about the education edition, it's tailored for teaching and learning, so students can't just go fly off into the abyss over there. They can't go through shooting bow and arrows or build a brand-new rocket ship and go to the moon. They, actually have to do the activity, so their distractions will quickly dwindle and they'll get on with the task which is really nice.

Look at this! In terms of the immersive learning experiences, this is great. There's lots of different sections we can do. I'm just going to do one for the purpose of this demonstration today, in the interest of time, cause there's a few more things to show around in Minecraft. But, hi Nik, how you going? I can

right click on Nik, I can click on immersive reader again. It will show me my tailored feature set that I've. A voice reads, "Read both boards and wait for the instructions from the teacher to tell you where to go next". OK, alright, here we go. So, I can have a look at these both boards. Now again I can press 'I' on the keyboard to bring up immersive reader or I could enable that if I had an iPad or a touch control. It says here to open up the chest right here and take one minecart and place it on the rails. OK, so let's do that. I'm going to take a minecart right there, and over here we need to take some of our evidence of learning tools that we have in Minecraft Education Edition, such as the portfolio and the camera. So, all of my learnings in this immersive world, I need to capture so I do have evidence of learning, maybe I am going to submit it up on a OneNote page, or whatever it may be, whatever LMS that I am using. Maybe I have a Word document or that PowerPoint template that will demonstrate it. I might need to put that in. OK so we need to start our journey. And honestly just going through this world, it's actually a visual showcase in its essence. So, we can have a look at health and e-waste, we can have a look at personal data and digital footprint.

Let's actually have a look at personal data and digital footprint because I think that is obviously quite important. So, I'm going to put my minecart down, OK. This is the final fight in Minecraft. We're going to go on a lovely and little journey that you can actually see right here. And the different topics will change depending on the age group, all right. And here we are, alright in our immersive learning worlds that you can see right here. So, there's Anna. "Push all the handles on the personal information which you must carefully protect to get to the secret part of the library, you must push five handles." So, I can go through and talk to the characters that will explain and teach me the different elements of Minecraft Education Edition and online safety. So, there are personal data written on the wall. Right click the handles next to the board with the information that you must not share with everybody on the Internet, so I'm already learning in a 3D environment and that's why it's important to show you some of these pre-contextual aspects of e-safety and using the digital toolkit.

So, which parts here should we not share, I believe those are the instructions, let me quickly check so I don't click the wrong one. Right click the handles next to the board for the information you must not share. Ok, fantastic phone number? Uh hmm! Click that one there, address? Yep, not a fan of sharing that one. Date of birth? No, probably. Alias? Hmm? Name and surname? Right now, I need to go through and get them correct in my Minecraft Education Edition world. I can click on different aspects and learn more about personal data and safety. You're not feeling a little bit lost or confused? Personal data is your name is surname, address, date of birth, school you're attending oh! Photo and password. Don't you trust your activity schedule and hobbies to strangers. Talk to Christina, right. OK.

And then if I go over here – "Welcome to the library. In this room, we'll learn about personal digital footprint." Rok will tell you more about personal data. OK, now I could go through and have a look at more of these elements and when I do achieve what I need to achieve I can move on. Now, again, if students getting frustrated or they're like, ah, this is boring! I just want to move on. You can't! That's the best thing about this. But you really actually either have to get the assistance that you need or get the help from a teacher. So, you do complete the outcomes as we go through.

Now, I am going to save and exit that just so I can show you some variety here that you can reuse these resources as we go through before we look at digital footprint and it's easy as clicking, creating a brand-new lesson, hitting play and I can start from the start or I can use the program in itself to reset the activity, ok. So, having a look right here. Again, I can't just jump straight into the activities without understanding what to do. I have to talk to the characters that you can see here before I start. So, let's say in this instance I'm an 8 to 10-year-old. Jump into that. And if we go over here, you will see the

activities are slightly different depending on the age group. So now, for 8 to 10 years it's about copyright and electronic sources instead of e-waste. So, it's completely different. So, if I go and load up that lovely expedition. Let me just put my camera in my toolkit. Here, let me grab my minecart. Let's go on another fantastic journey, ok. Jump in my minecart. Oh! Let me pick up my minecart. I put it backwards. Let's turn around. Let me do that. I keep putting it on backwards. You know what? Let's face backwards. Put my minecart down. Here we go! Alright, let's begin, let's go. And through this amazing, honestly, just watching, you're probably like, "Oh my gosh, look at all of this." I get here. OK. Speak to Mark. Mark says, "Welcome to Minecraft Museum. Take the tickets on the map in the chest. You'll find a camera in chest."

So, I have to actually collect evidence of learning. So, let me grab some tickets right here. OK, that's my entry ticket into Minecraft education. I've got a map. I'm not going to need a map for today and I need to put tickets into this box. This is my museum. I am just going to put all my tickets in. Take all of my tickets and away we go. We're starting our journey now. You already see copyright is our topic of choice. So, I could talk to Leti, OK. "In this room, you'll find my exhibits, I'm the author of all exhibited material. Author is a person who creates a piece of work, such as a picture, a cartoon a story, or a song." So, I'm already learning as I go through. I'm looking around. This looks great!

Talk to Hana. "Copyright enables the author to allow others to use his or her material. When you see the symbol ©, you know it is copyrighted material. We exhibited these pictures in a museum with the authors permission. Before you borrow a copy or copy something make sure you always need permission to do so online." So, I can clearly, visually identify exactly what that copyright symbol looks like. It's fair use and @ symbol look-alike. So, fair use is the use of a small part of a small part of copyrighted material without permissions under specific conditions. Read the book to find out what these conditions are. So, then I would open up my Minecraft chest and honestly, you are looking at this and going I don't know how to use Minecraft. You don't need to be. The kids will run with this. I promise, this world and these worlds have been locked down, so they can't just go wild and start building amazing medieval castles or anything like that. They actually have to engage in the activities.

We have what we call boundary box to lock you into a particular part. And these are semi-coded to make sure they go through that material. So here I am, look at my book here – it's copyright terms. You can use this. I can export this as a PDF, I can turn on immersive reader that you can see right down there to support the little ones, OK. "The Internet is a goldmine of information. Pictures, movies and music can be used under certain conditions. Always check the owner of the content before you use the material, write down where you got this material, use this material responsibly."

So, I am just going to walk through the rest of this world so to show it to you in its entirety. We don't have time to go through all of the other stuff. But the find this is a really, really, really immersive tool to create awareness around copyright, create awareness around the digital footprint.

That's, just looked at the chat there as well. I am a lucky person to work in this fantastic company and these fantastic tools. Create your own copyrighted work. Gather the cubes from the chest and build whatever you want, and this one I love about Minecraft. It's not about reading, it's not about the literacy elements in there as well, but it's also about the creation elements. Now, I can actually do my build my own material and then it teaches me how to copyright my own intellectual property, OK, and what I would do here, open up the chest, grab the materials and build something right here. I was going to do it. Build something right here. And you'll notice by trying to create in the wrong spot, it's locked down.

There's not going to be mistakes. People aren't going to be smashing through the walls like the 'Kool Aid' guy, it's not going to happen.

It's designed and programmed so you can only you can only build where you're supposed to do the activity, and you'll be amazed on how immersed students get. They'll get to this part. They'll build wonderful things! I did this with students. And you will love this, Megan. A student built their version of Microsoft Surface. You have to look at it at a very particular angle. It is Minecraft. Very wonky. But they built a Microsoft product right here and they were talking about some of the awareness campaigns that they would do in terms of making awareness of digital safety and cyber safety for their classmates, OK.

So, let's continue on our journey and this part in this part is part is all about e-content OK, so digital signs and digital information. I can click these lovely buttons and have a look at how e-content works how to turn off digital signs, digital screens. The whole aspect of walking away. So, hello in this room we learn about sources. A source is place where we find information. Examples of sources are encyclopedias, TV's, newspapers, radios. Anyone remember Britannica? I used to love Britannica as a kid. I had it on Windows 95, used to come in like 50,000 CD's. I put that in, you know have the smallest low-res videos which were amazing at the time. I was like a goldfish swimming around, loved Encarta, Britannica, all of those were great, but anyway.

It teaches you about sources and then as you go through this immersive world you have to do the quiz. Now we don't want you coming out to a website if you're in the gaming in the gaming situation of Minecraft so why not do the quiz in Minecraft, OK? Let's show you how this works. You will come to this particular point and you read the sign – a friend to send your photo of his dog. Can you post it on social media? Ready chat? Let me know because you have a choice here of you can but only with your friends' permission or no never. Alright, let's have a look here. I am going to press escape and have a look here at the chat. Speak now or hold your peace. I just presses escape and I can't see the chat, so I'm going to answer this for you. If you select the wrong one, it takes you to a bit of a dead end. Gives you a nice view but takes you to a bit of a dead end. So, the answer is you can post only with your friends' permission. A classmate invited you to this cinema but you haven't finished your homework yet. Can you copy your homework from the Internet? Tricky one! I want to say, "Of course". Now, if I select the wrong answer right it takes me down a lovely little column and look at that lovely view of nothing! Your answer is obviously incorrect. Again, what students will be like is – "I don't care! Away I go". You can't. You just can't go anywhere. I am going to break through this wall. You actually have to go and select the correct answer. You have to be responsible, right? This is why I love some of these worlds because they are tailored – the teaching learning aspects. So, the correct answer is no, you have to do your homework yourself, you can't copy that from the Internet.

So, away we go. This is our second last one. What does copyright symbol look like now? We learnt that one in our lovely museum exhibit journey. Is it the # or is it the cartoon network ©? I'm going to go with the cartoon network symbol © right there. Almost done. Where can online information be found? In electrical sources, you remember us pressing those buttons, or in electronic sources? Wait, what does that one say? Oh, that one says electrical sources. In electronic sources, let's go through that one. And yeah, here we are! And this is what I love. You're going to get a kick out of this! To reward you for getting the answers correct, you actually get to go a bit of a playground and have a bit of fun – tie balloons on animals and watch them float up into the sky. There's no death or you know destruction here. I just want to put that – if you get worried, you're like are you sending a cow into orbit? Yes, I am but I deserve it! I deserve this reward for going through copyright material and digital safety. Well done! You have reached the end of this level. "Follow the carpet on the left-hand side and then come back to

me, turn left and follow the red carpet towards the obstacles which you must climb over in order to come back.” So, they gamify it, right? It's just not just this linear path, you actually get to go on this journey. So, we are going to celebrate with lovely animals here. We've got some fantastic little toolsets here. So, let's actually talk to Metod. “Ever heard of the phrase ‘when pigs fly’? Well now this is possible. Take the balloons out of the chest and tie them to an animal to make it fly.” No animals will be hurt in the making. Look at the fireworks that go off and say, “Hey congratulations! You completed copyright.” It's really cool.

They don't go off until you actually do those fun tasks. So, let me celebrate by tying the balloons to the cow. Hey cow, have fun, bye cow! Why? Because you can, it's fun. Honestly, the kids get an absolute kick out of it. Hey pig, do fly. Away that piglet goes. They won't fall. They won't smash into a million pieces so don't worry. It's just something a little fun that the kids will do. Have fun, relax. Process all of that information.

Reminds me when we go to the market, I have that little area with the kids. So, let's exit this. That's the end that I'm going to show you in terms of the online safety world. But honestly, it really does show you how you like gamify the learning experience using a platform of like Minecraft Education Edition and also using some of those pre-contextual forms of information. Look at this, we've got glass and slime and just navigate through this. Kids love this and it's rewarding to them as well. It's a bit of fun. You do a bit of learning and at the same time you get rewarded with little bit of fun.

Looks like we take our minecart back to the start and then we select a different topic to go through there, alright? Do a whole different journey, a whole different process, a whole different activity. Minecraft Education Edition, honestly if you have not explored it before, I recommend.

We are going to jump into Digital Citizenship real quick, as well. I'm conscious of the time. (Andrew confirms the time with other panelists). I will spend a few more moments on this to show you just as well the digital citizenship one. But, let me create a new template really quick in the interest of time. Let's open up ‘Digital Citizenship’. I love this because this just takes it to a whole different level. It tackles it in a completely different way and again very similar to the coding and boundaries of interactivity and immersive learning. So, here we are. We can learn about harassment, we can learn about media literacy. We can learn about digital theft and sharing and different portals and will take you to a different immersive learning experience.

So, be a good digital citizen is about what you do online, understanding what's safe to post on social media remembering that on the other side of the screen is a living, breathing, breathing person just like you like. OK, you can explore that in your own time. I am going to click start. It opens up the portals. Let's just say that I am teaching harassment or cyberbullying or the prevention of. I walk into that portal. This is a fun activity. Let me just hide the commands there. “Hello! Feel free to help repair these old ruins or tear it down and build something new. You have 10 minutes.”

So, I have 10 minutes to go and build the quintessence of my life in terms of artistic creativity or I can tear it down. But I need to watch out because the agent is a bit grumpy today. We don't know what's going on. So, you can kind of see what they are setting up. As I say as I construct something I'm going to get harassed, I'm going to get taunted. So, here we go. Let's open up this chest. Let me grab some blocks here and I want to start building my quintessence of my artistic creation. So, let's actually do it. So, I am building here. I am going to build the best medieval castle anyone has seen and look at the agent. Agent says, “Really! That's how you plan to start?” You can already see some of the conversation coming through. So, as I go through I was like, I got 10 minutes, right? As I go through, and I am trying to focus, I

am trying to build the best thing that I am doing here. Constantly, as we go through and you know I am building away taking different parts in parts in Minecraft. Constantly, I can't see how this turns out. Constantly I'm going to get harassed. I actually got to a point when I was doing this, I went and found that little fella, and kids try this. Nah! All good, all good. Not that we want to promote that. But you get the idea, right? They'll go through, they construct something, they tear something down, they constantly get harassed. And then that brings up the conversations, obviously how that can be harmful, even if you are behind a keyboard but just using a tool like Minecraft Education Edition to explore, oh yeah! like you're going to be going to be able to build anything.

One more thing, its 4:50. I will wrap up around 4:53 and we will show you where to find some more resources. I will show you one more element. Feel free to explore that Digital Citizenship lesson plan that we demonstrated to you earlier but also if you go to the library and subject kits in Minecraft, we have my Digital Citizenship subject kit as well and also look at that. Look at that picture. Really, really cool some of those activities. Highly recommend that you go and explore them, but let's have a quick look at the back to school lesson solely because it's very topical at the moment.

Let's face it, students and teachers going back to school. What a great way to remind them of what digital citizenship and footprint looks like. "Welcome to class. How will you express yourself?" I love this. You can build on this platform, build something that tells us a little bit about yourself. Be prepared to explain your creation. And then we have some very substantial rules about reminding students of using digital citizenship, such as use appropriate websites, do not share personal information, be kind to each other. These are our reminders for digital citizenship – tell an adult, respect property and you can actually talk to each individual student. Find out what they like, get up there and you know share something to the rest of your class. But I love these little Easter eggs they have in here. Someone left me logged-in. Anyone could come up and use me. So, I would click. Oh yeah. OK let's click that and it says "Yikes! It is wrong to use other people's property without asking. You wouldn't want anyone using your devices without asking." So, I could click that, make sure I log off. Best practice from my device and again they can't just go and smash the window, want to reiterate that, and run for the hills and go down diving with dolphins. Very tempting! You can see the water, just not possible.

Anyway, that is using Minecraft Education Edition. So many amazing, immersive learning experiences that we actually have that in that platform. We've actually shared quite a number of resources with you today. I'm just going to do a quick recap.

Megan – Andrew, just quickly before you do that recap, I have put the link into the chat and I have exported the PowerPoint as a PDF. But it's in the chat too. There you go.

Andrew – So, please don't forget some of these key resources that we have on screen, the student digital safety website, downloading those four essential posters, always a great starting point to raise the awareness of digital citizenship. Don't forget to check out the Microsoft Family app if you are interested in the extra elements of protecting your lovely loved ones.

We have the amazing templates that you can download for, you know, raising awareness around the vocab and terminology of copyright and creative commons and some of these key aspects. The digital citizenship toolkit that you can get in Microsoft OneNote, you can download that including the OneDrive set of resources. Does not matter where you live or what state you are in, they are all completely unlocked for you to go and do some of those mazing learning activities. Don't forget to check out the Digital Citizenship website made by the department of education doesn't matter what state you are in, that is completely free for you to access, access and explore right there and be Internet awesome.

Minecraft Education Edition, honestly one of the most immersive ways to get students involved in the whole concept of cyber safety/ digital citizenship making sure they are doing best practice, looking at some of those lessons plans and look if you were intrigued by some of those lessons that I was demonstrating, you wait, it's a deep rabbit hole that you can really get lost in.

Now, right at the end here, I'm just going to share some resources for you because it is almost time for us. Megan's put this deck into the chat so make sure you check out [Microsoft education website](#) if you are looking for some courses or some learning scaffolds, some learning paths around maybe Office or Minecraft, for example. Even OneNote, if you are interested in some of our Microsoft products. We have the Microsoft education website if you are interested in discovering the benefits of Office 365. Teacher training packs, they are all yours for the taking in terms of gathering some of those resources, not digital citizenship focus but obviously, holistic to your ICT/ information and communication technology.

Need support? [Support.microsoft.com/education](https://support.microsoft.com/education) and of course we have [Mike Tholfsen's YouTube](#) channel there as well. More on those accessible aspects and inclusive classroom tools like the immersive reader that we were demonstrating to you today.

That's it! Thank you so much for having Megan Townes and myself from Microsoft today.