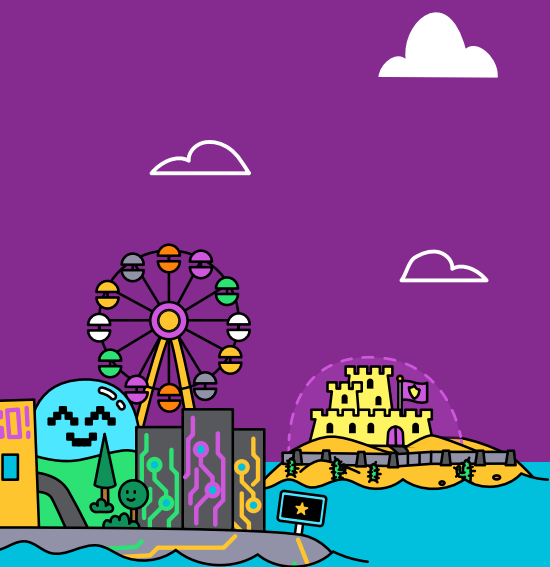


Educator Lesson Notes

Gotchas Galore

This lesson helps students understand why they see certain content online by exploring how apps and games collect different types of information (known as Gotchas) and how this links to the Contact risk area of the 4Cs. Using simple scenarios, students learn to recognise these Gotchas and make thoughtful choices about the online content they encounter.

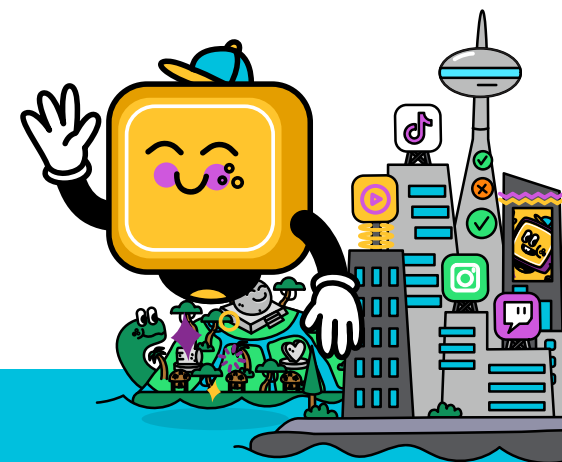


This lesson is part of the eSmart Digital Licence program

By completing just four engaging lessons, including this one, your class can earn their eSmart Digital Licences—signalling their understanding of safe and responsible online behaviour. Start now and guide your learners toward becoming confident and positive digital citizens.



Learn more about the program:
be.esmart.org.au/digital-licence/overview



Educator Lesson Notes

Gotchas Galore

Lesson Overview

This lesson helps students understand why they see certain content online by exploring how apps and games collect different types of information (known as Gotchas) and how this links to the Contact risk area of the 4Cs.

Using simple scenarios, students learn to recognise these Gotchas and make thoughtful choices about the online content they encounter.

The session is structured around the I Do / We Do / You Do explicit teaching model.

- **I Do:** Teach core concepts and model how to analyse online content.
- **We Do:** Work through examples as a class to apply the guiding questions.
- **You Do:** Students independently complete the interactive eSmart Gotchas Galore activities.

Students finish with a short reflection, and an optional take home activity is provided to continue the learning at home.

Student Learning Intention

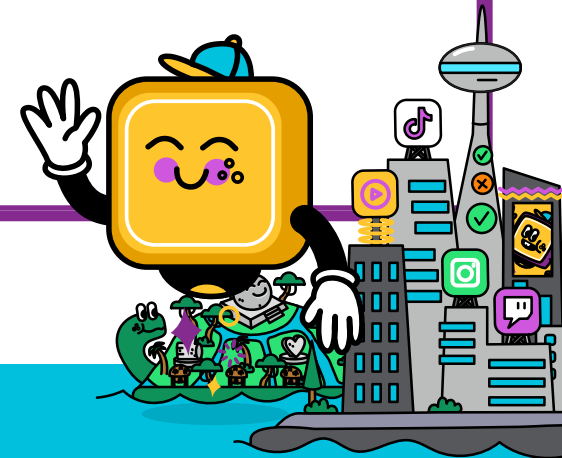
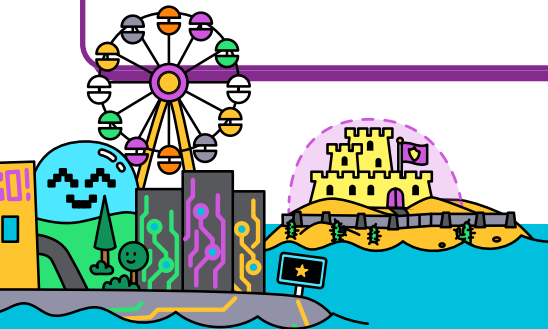
We are learning how apps and games collect data, how this influences our online experience, and how to protect our privacy.

Learning Success Criteria

- I can explain how apps and games use my data to shape what I see online (contact risk).
- I can describe the types of data apps and games collect about me.
- I can spot privacy risks and make safe choices about my data and privacy.

Resources required for the lesson

- Pencils/Textas/Pencils/Sticky notes
- Printed Activity Worksheet
- We recommend printing the Parent Resource
- Device and internet connection to play Gotchas Galore
 - play.esmart.org.au/#/gotchas-galore



Educator Lesson Notes

Gotchas Galore

Outline and timing of the 60 minute lesson

Part 1 (I Do): 15 minutes

- Introduce lesson and learning outcomes (slides 1-7)
- Gather student background knowledge (slides 8-10)
- Complete definition matching activity together (Activity #1 on Activity Worksheet) (slides 11-19)

Part 2 (We Do): 20 minutes

- Identify and unpack each of the Gotchas (Activity #2 on Activity Worksheet) (slides 20-37)

Part 3 (You Do): 25 minutes

- Students complete the eSmart interactive game (slides 38-39)
- Lead a class discussion around the why gotchas exist (slides 40-43)
- Students complete Activity #3 & Activity #4 on their Activity Worksheet (slides 44-46)

Take Home Activity (OPTIONAL) - Slide 47

Students will take home their Activity Worksheet which will have the Parent Resource printed on the reverse side. Students will also be given a contact island map and information about optional take home learning activity.

1. Explain the contact risk area and the 6 Gotchas to their parent/carer, describing what information each Gotcha collects and how this can influence the online content they see.
2. Play the online Gotchas Galore interactive together by scanning the QR code.
3. Work with their parent/carer to create their own example of a scenario featuring one of the Gotchas
4. Return the content map and Gotcha scenario to school where they will contribute to a growing class collection of Gotcha examples.

Compass / Seesaw Post

Today our Year 5 and Year 6 students took part in an **eSmart Gotchas Galore lesson**.

The session focused on helping students understand why they see certain content online by exploring how apps and games collect different types of information, known as Gotchas. Using simple scenarios, students learnt to recognise these Gotchas and make thoughtful choices about the online content they encounter. Students were introduced to six Gotchas:

- **Face & Voice**
- **Ads & Partners**
- **Stuff Watcher**
- **Location**
- **Public Share**
- **Friend List**

To continue the learning at home, please ask your child to explain what each Gotcha is and the information it collects. You can play the game together at play.esmart.org.au. Your family has also been given a copy of the contact island map that we encourage your child to decorate and colour in. Over the next few days, we invite you to work together to create your very own scenario of one of the Gotchas in action. You might like to do this using digital tools such as Canva or create it using pen and paper. Please encourage your child to return their contact map and Gotcha to school to share with our broader class community.

Thank you for supporting your child to become a safe and savvy Gotcha detective.

