

Activity Worksheet

Gotchas Galore

Student Name _____

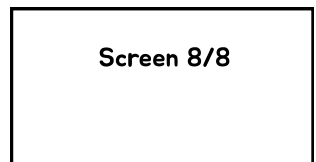
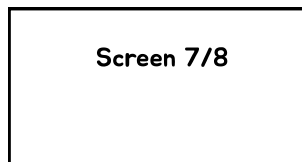
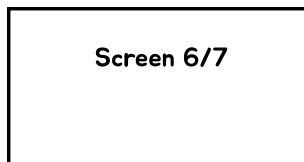
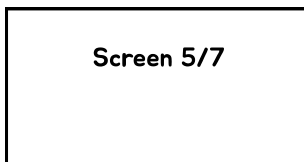
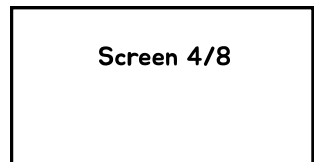
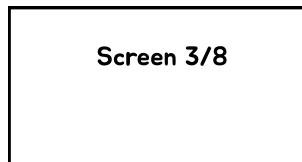
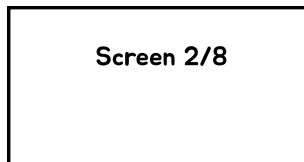
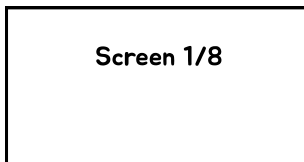
Activity #1

Match the gotcha to its correct definition by drawing lines between them.



Activity #2

Look closely for clues in each slide and identify the correct gotcha.



Scan the QR code or visit the link to play Gotchas Galore!
play.esmart.org.au

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Activity #3

Look at the 2 images in the presentation and answer the following questions:

1. If you were sharing photos from a school event, which image (1 or 2) feels safer, and why?

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2. In the less safe image, what can you find out about the students? What personal details can you see? What sneaky gotchas might be hiding in the photo?

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3. How do the choices made by the school in the safer image help to protect the student's data and privacy?

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Activity #4

Reflect on the success criteria.

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

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.

Circle your understanding

