

THEME 1

ME: How do I fit in the digital world?



1. Setting the scene

This introduces students to the program and invites them to establish group norms: to feel that their ideas and differences are valued. This workshop 'sets the scene' by reviewing The YeS Project video and ensuring that students know where they can find support for social or digital challenges they may encounter.



2. Digital cultures

This explores how social media platforms and other digital technologies shape the potential for what young people do online. Students link ideas about the affordances of media (what they can do with media) to their feelings. This starts them thinking about which aspects of digital cultures they want to enjoy and use more often, or to imagine how they would like them to be.



3. Laws, tech and media

This provides an overview of current legal frameworks for digital and technology-based harassment, abuse and discrimination, including image-based abuse and cyberbullying. It might be a new area for students, or consolidate their knowledge and beliefs from other online safety programs.



4. Online images —the good, the bad and the ugly

This explores how different people take, use and make meanings from images. It encourages students to consider the possible negative impact of taking or sharing images, and looks at ways to address this.



5. Difference and diversity

This considers how digital cultures are often diverse—and reflect our differences in other settings including schools and local communities. Students explore how assumptions about other people, and what they do, can exclude other people.



6. Friendship and digital stress

This invites students to identify the unspoken social norms that shape their digital cultures, including their friends' expectations, and the expectations they have of their friends.

THEME 2

YOU: How do I support and connect with others?



7. Resources

This invites students to identify and evaluate school, eSafety and community resources to respond to social and digital challenges. The audit may also reveal ways that safety and wellbeing resources could be improved.



8. Influencers and connectors

This explores different ways students can lead and influence. It provides students with opportunities to identify who influences them and how.



9. Mentoring and supporting

This turns to 'quieter' ways of making change through mentoring others and safely supporting peers and their networks, without turning into a counsellor.

THEME 3

WE: How can we make change?



10. Change makers

This explores individuals, groups and communities who have inspired change. It invites students to develop their own projects to make change.



11. Getting it done

This provides an opportunity to develop an 'elevator pitch' to guide their projects and plans, as well as to continue developing their projects.



12. Shape your world

This completes the theme and reorients students to think about the progress they have made on their own project, as well as reflecting on their learning during The YeS Project.