

PLAYGROUND 5-7 years	Scenario Details	Brief Summary of Lesson
<b>Rapid Fire Quiz Introduction</b>	List of quiz questions.	This lesson introduces the character Taff and the terms “online” and “internet”. It explores the types of activity that children are familiar with online and the concept of sharing information online. Children are encouraged to consider who their trusted adults are and how to ask them for help, including ways to ensure that they are heard if they do not, at first, receive the help they need.
<b>Scenario 1A</b> (5-6 years) People Online	Someone Taff doesn’t know tries to connect with him online	This lesson introduces Taff and the issue of connecting with people online. It explores the nature of friendship and trust. Children will be encouraged to explore the different ways we communicate and the different devices and contexts for communication online. They will learn why they should only connect with people they know and trust in real life. They will also identify their trusted adults from whom they can seek help.
<b>Scenario 1B</b> (6-7 years) People Online	Someone Taff doesn’t know tries to contact him online	This lesson builds on Level 1A which taught the nature of friendship and trust and the idea of connecting with new people online. It explores the concept of new people online and how they are different from real life friends. It introduces the concept of identity and that people may not always be who they say they are.
<b>Scenario 2</b> Personal Information	Taff has been asked for his name and age by a new person online	Scenario 2 introduces “personal information” and the difference between keeping it private and secret, reminding children that it can be helpful to share personal information with some people we know and trust but that it should in general be kept private online. It introduces some strategies to help keep personal information private, including avoiding use of real names in gamer tags, securing privacy settings and not sharing photos in school uniform.
<b>Scenario 3</b> Perfect Passwords	Taff needs a new password. How can he make it safe but easy to remember?	This scenario explores why passwords are used and how to create a strong but easy to remember password. It introduces the terms “character” and “symbol”. It looks at the types of devices that might use a password including the Internet of Things. It explains what to do if your password is discovered by someone else.
<b>Scenario 4</b> Fake Profiles	Taff has been tempted by a gaming profile to play with a new online friend. Now he is beginning to feel uncomfortable about him.	Scenario 4 introduces “online profiles” and teaches children about the type of information they reveal. It explains that this information is not always true and encourages a sceptical approach. It explores the meaning of “fake” and its synonyms and teaches children to be wary of accepting new friends online. It introduces some warning signs that something might not be right and encourages them to tell a trusted adult if they are worried.

<p><b>Scenario 5</b> Selfie Safe</p>	<p>Taff takes a selfie on the way home from school. Should it be shared online?</p>	<p>This lesson looks at the different ways that information and images can be shared online. This can be fun and useful, but it can have unintended consequences. Children will learn that photos shared online they can be altered, commented on and shared widely. They can reveal personal information and might cause embarrassment or regret later in life. They are encouraged to keep details private, to think critically before sharing and not to do so without permission from a trusted adult.</p>
<p><b>Scenario 6</b> Sharing Online</p>	<p>Taff has taken a selfie with his friend in school uniform. He wants to share it online.</p>	<p>Scenario 6 looks at the impact on others of sharing their image online. It discusses the reason someone might not want their image shared and encourages good digital citizenship, permission and a responsibility towards others. It also introduces the concept of copyright, that it is designed to protect original creative work and prevent unfair use.</p>
<p><b>Scenario 7</b> Video Chat</p>	<p>Taff has been asked to video chat online. How will you help Taff to stay safe?</p>	<p>This lesson considers the advantages and disadvantages of video chat. Children should always seek permission before chatting and should be polite and kind. They are encouraged to be alert to signs that something might not be right in a video chat and know how to respond safely.</p>
<p><b>Scenario 8</b> Online Bullying</p>	<p>Taff has added a new player to his online game. She has been making nasty comments about him and now she has told others to join in and block Taff from the group. Taff is feeling sad.</p>	<p>The nature of online bullying is explored in this lesson. It encourages children to be good digital citizens who treat each other with respect and kindness and to understand how it feels when people do not behave nicely. It looks at how to respond to bullying, encouraging children to always tell a trusted adult and also encourages bystanders to support their friends.</p>
<p><b>Scenario 9</b> Online Gaming</p>	<p>Taff has a new games console. How can he protect himself when gaming online?</p>	<p>This lesson helps children identify games which are suitable for their age and teaches them strategies for reducing risk and responding to any issues that might arise when online gaming, particularly in games with chat rooms or real time messaging capabilities. PEGI ratings, privacy settings, report and block functions are discussed alongside the types of behaviour that are acceptable/ unacceptable during gaming. It also looks at the problems of in-app purchases and strategies for managing the amount of time spent online.</p>
<p><b>Scenario 10</b> Downloading</p>	<p>Taff has received a pop-up inviting him to download a free game. It has asked for his personal information.</p>	<p>This lesson introduced the idea of searching online in the context of downloading and “pop-ups”. Children are encouraged to be sceptical of free offers and never to click on pop-ups and not to reveal personal information. They are encouraged to seek adult help to check reviews and use reputable app stores for games rather than being tempted by free offers. The risks of in-app purchases and viruses are discussed alongside privacy settings on devices.</p>
<p><b>Rapid Fire Quiz</b></p>	<p>List of quiz questions</p>	