Introduction: Rapid Fire Quiz
This lesson explores the benefits of the internet and the types of activity that children are familiar with online. It introduces the rapid fire quiz to assess their baseline knowledge.
Scenario 1: People Online
This scenario explores friendship and how real-life friends are different from people we may meet online. It looks at the concept of identity and how this can be manipulated online.
Scenario 2: Perfect Passwords
This lesson looks at what passwords are used for, the types of information they protect, who they should/not be shared with and how to create and remember a strong password.
Scenario 3: Staying Private Online
Scenario 3 reviews the concept of personal information and the importance of protecting it online particularly in the context of app permissions. Children are encouraged to think about how free apps might be funded and to look critically at the types of permission requested.
Scenario 4: Safe Sharing
Children will be introduced to the idea of sharing (posting) things online (including tagging) and the consequences of doing so, including loss of control and reputation damage.
Scenario 5: Location Sharing
The concepts of location and co-ordinates are introduced and discussed in the context of geo-tagging in photos. The benefits and risks are explored via the different apps that use geo-tagging.
Scenario 6: Online Gaming
This lesson explores the benefits and risks of online gaming including how behaviour during gaming can affect our reputations. Safe responses to poor gaming behaviour including blocking, reporting and leaving the game are discussed. The importance of following PEGI age ratings and resisting peer pressure to play age inappropriate games is also covered.
Scenario 7: Online Bullying
This focusses on online bullying and its potential impact on both the bully (reputation damage) and the victim. It explores the best ways to respond to online bullying and how a friend or onlooker can help.
Scenario 8: Chatting Online
This addresses the risks associated with new people online and the warning signs that someone might be risky. It empowers children to resist pressure with confidence and explores how to seek help, particularly in the context of being asked to meet up in person.
Scenario 9: Keeping Healthy
This scenario addresses the addictive nature of some technology, the recommended hours of sleep and activity and ways of controlling screen time.
Scenario 10: Phishing
Children are encouraged to be sceptical of offers that appear too good to be true. It introduces the idea of spam, scams and hoaxes, and the risk of clicking on links which could result in viruses or other malware
Revisions: End Rapid Fire Quiz
This lesson provides a review of s all scenarios and the final assessment quiz.