GOOSEBERRY PLANET – **TOWN LEVEL**: (Ages 10-11 years) **All Scenarios Summary**
Introduction: 00 Rapid Fire Quiz
This lesson provides a brief introduction to being online and introduces the rapid fire quiz to assess base level learning.
Scenario 1: Digital Footprint
This lesson explores the use of privacy settings and the care needed when creating online Profiles to reduce the information revealed in our digital footprint and the ability of others to make contact with us. It encourages learners to be sceptical of contact from new people online, and to be alert to a situation that seems too good to be true or where someone asks them to meet up.
Scenario 2: Junk Email
This introduces the concept of junk email or spam; how some is legitimate and harmless but others may contain scams or harbour viruses or attempt to hack personal information. It discusses "links" and "attachments", "botnets", "malware" and "unsubscribe".   Learners are encouraged to view emails critically.
Scenario 3: Location Sharing
Strategies for safe outdoor gaming are encouraged by exploring the concept of connectivity, "app permissions" and how to make safe choices.
Scenario 4: Extreme Promises
This lesson It looks at how to critically assess persuasive language – is it fact, opinion or belief? Learners are encouraged to be sceptical, to question the motives of the sender, to identify warning signs and to consider ways of fact checking what they read.
Scenario 5: Video Chats *Pre lesson teacher advice on safeguarding, rude images and related issues.*
This lesson looks at video chat, focussing on pressure to share rude images and the consequences of doing so. It looks at persuasive techniques and how to resist them. It addresses what is not appropriate to share with others, as well as the laws governing indecent images.
Scenario 6: Online Bullying *(Teacher advice notes on laws affecting online communications*.)
This lesson explores how to manage difficulties with friendships and why people bully. Children will look at how online bullying differs from offline bullying. They will learn how to respond to bullying, the potential long-term effects of bullying and how bystanders can support victims.
Scenario 7: Online Gaming
This looks at the issue of "griefing". It explores the, the consequences and the concept of fair play as well as the ability to report poor behaviour to online platforms. The extension activity explores the rules/codes of conduct which govern online games.
Scenario 8: Clickjacking
This lesson discusses the concepts of Click Bait and 'Click Jack'. It looks at the risks of malware and how it can compromise our personal information and online accounts. It encourages a sceptical approach to persuasive language or unknown messages.
Scenario 9: Fake Profiles
This scenario encourages an awareness that not everyone online is who they say they are. It explores the difference between "false" and "fake" in the context of fake profiles. It teaches some ways to spot, question and respond safely to new people online.
Scenario 10: Pop-Up Messages - A risky gamble
This looks at how free online services are funded, the value of our personal data, and how it is analysed for advertising purposes. It also addresses gambling, the age limits, the addictive nature of it and briefly touches on the negative consequences.
End Rapid Fire Quiz
Summary of Town level learning and List of quiz questions