

Where and when:**Date:** Thursday, 27 November 2025**Duration:** 30 minutes**Location:** bbc.co.uk/livelessons

This programme is available to view from home or school, and no sign-up is required. Simply visit the website on the day and follow the instructions on the page to watch.

**Curriculum links for 7–11-year-olds:**

National Curriculum, England - Key Stage 2 – Computing, PHSE and Relationships Education

National Curriculum, Northern Ireland – Key Stage 1 and 2 – Personal Development and Mutual Understanding

Curriculum for Excellence, Scotland - Social Studies and Technologies – 1st and 2nd Level

Curriculum for Wales – Health and Wellbeing and Citizenship, progression step 2 and 3

Key learning objectives:

- How to track your money, including the importance of receipts, so you know how much you have spent, what is left, and which transactions might be suspicious.
- How to protect your personal information and spot when someone is “phishing” - the techniques scammers use to trick you into giving them private details such as passwords or usernames.

Setup:

This Live Lesson can be watched on Thursday 27 November 2025 at 09:00 on the [Live Lessons website](https://bbc.co.uk/livelessons) and at 11:00 on the CBBC channel and BBC iPlayer. It will remain online afterwards and can be used as a teaching resource whenever you need it. We will be running an online live commentary page during the broadcast for teachers, parents and carers to share contributions from children watching at home and at school.

New resources for 2025/2026

- **Mission Pack:** A collection of challenges children can have a go at during each lesson. The pack can be printed easily and folded into a booklet format using two sheets of A4 paper. Digital versions of the pack are also provided, or children can use their own paper/notebooks.

- **Mission Poster:** During each lesson, to engage visual learners, an artist will capture the main learning points in a poster. This will be available to download from the Bitesize for Teachers website after the lesson for learners to use as a visual reminder.
- **Live Lessons Song:** This lesson will include a catchy song called “Be Scam Safe!” highlighting the key learning points – tracking money and checking receipts, recognising phishing attempts, and questioning offers that seem too good to be true.

Lesson content

The curriculum-linked half hour lesson will be packed with fun interactive challenges to help 7–11 year-olds understand how to keep their money and personal information safe and recognise the signs of scams, along with top tips of what to do if something doesn’t seem right.

During the lesson, Joel Mawhinney (from Blue Peter) and Harleen Nottay (from BBC Scam Interceptors) are joined by a team of young “scam detectives”. Together they are tasked with solving the mystery of money that has gone missing from Joel’s online bank account, while teaching key lessons about online safety, digital money management, and scam awareness.

This is done by completing three challenges that explore:

- how to track spending, check receipts, and identify fake transactions
- the “phishing” techniques scammers use to trick you into giving them personal information
- how to spot unrealistic “too good to be true” offers and resist “get rich quick” pressure tactics

BBC Scam Safe week runs from the 22 to the 28 of November 2025, bringing together content from across the BBC to help the public stay informed in the fight against scams. The whole week is dedicated to special programming designed to highlight what viewers can do to protect themselves and those they love from being scammed.

All of the BBC’s scam-related content will be accessible through the [Scam Safe website](#).

Challenge 1: Tracking Money

Key learning objective: “If you don’t track it, you can’t check it!” Pupils should develop an understanding of how to track spending, check receipts, and identify fake transactions.

After comparing Joel’s receipts with his bank statement, pupils will learn to check and question financial information, ask for receipts, and talk to a trusted adult about anything unusual.

- For challenge 1, in their mission pack pupils are presented with a classic spot the difference activity. There two receipts which look the same but have five differences.
- To work out which receipt is real, and which is fake, they must find five suspicious differences.
- Pupils can also design their own “real” receipt that includes safe, accurate information.

Challenge 2: Phishy or Not?

Key learning objective: “If a question feels phishy — don’t bite!” Pupils should feel confident in identifying suspicious messages and pop-ups that are phishing for personal information. Pupils should also understand that they should never share private details online with sources that are not recognised or trusted.

This activity helps children to understand what phishing is - scammers pretending to be trustworthy sources to get personal information.

- To complete challenge 2, pupils are given a series of simple questions to read in their mission packs.
- They must decide which are genuine and which are phishing attempts – sneaky ways to collect personal information.
- If they think a question is phishy, they should cross it out, and if they think a question is fun, they can write down an answer.
- Pupils will learn to spot the clues, discuss what is safe to share, and practise saying, “don’t bite!” when something seems suspicious.

Challenge 3: Good Offer or Too Good To Be True?

Key learning objective: “If it sounds too good to be true, it probably is.” Arm pupils with the tools that help them spot unrealistic offers and avoid sharing personal details or making payments under pressure.

The final challenge focuses on “too-good-to-be-true” offers, like massive discounts or prizes for doing nothing. It explores the way scammers use tempting deals to steal information or money. It reinforces the message of always taking time to think and talking to a trusted adult before clicking or paying.

- To complete challenge 3, pupils are given several example offers – from an in-game pop-up to and in-store ad.
- They must decide if they are true offers, or too-good-to-be-true, by drawing a line between each example and either a green or red flag.
- As an extension activity, pupils can create their own special offers, using the key learnings from across the lesson, then ask each other if they think they are true or too-good-to-be-true.

Final Challenge

For their final challenge, to be completed after the lesson, pupils are encouraged to take all the learning points from challenges 1-3 and explore them further by creating their own, individual scam safe motto - a short, catchy phrase to help remember how to stay safe from scams - especially online.

It should be easy to repeat, fun to say, and reinforce the three main messages from the BBC Scam Safe Live Lesson.

Mission Pack

Download the Mission Pack in preparation for the Live Lesson. There are 3 versions available. Choose the option which best suits your needs.

- **Digital pack**
Designed to be opened and edited using a tablet. Pupils will be able to type in text boxes and use the pen tool to draw.
- **Printable booklet**
To be printed double-sided on 2 sheets of A4 paper. Fold in half to create A5 booklet. Pages are numbered and should run from 1 to 8 when one sheet is placed inside the other. Designed to support black-and-white printing.
- **Printable A4 sheets**
Best option if no double-sided printing capacity. Designed to support black-and-white printing.

Note, pupils are still able to participate without access to the Mission Packs. All instructions will be on screen. We recommend that pupils have a notebook and pen or pencil to hand.

Pre-lesson activities:

Money in the Real World: To understand the value of money and different ways people pay. Provide images (or real examples) of coins, notes, debit cards, contactless payments, and mobile banking apps. Ask pupils to:

- Sort them into physical and digital ways to pay.
- Discuss where their pocket money or gift money is usually kept.
- Talk about what makes something “safe” or “risky” when paying.

Learning Focus:

- Recognise that money can exist both physically and digitally.
- Begin thinking about how we keep money safe in both forms.

Vocabulary Builder: To familiarise pupils with key terms from the Live Lesson. Display and briefly discuss the following words:

- **Scam** – a trick to steal money or information
- **Receipt** – proof of payment
- **Phishing** – pretending to be someone you trust to get information
- **Offer** – a deal or discount
- **Red flag** – a warning sign

Learning Focus:

- Builds understanding of terms used by Harleen, Joel, and Iona.
- Supports comprehension during the broadcast.

Follow-up activity ideas:

Discussion starter: “What would you do if you got a message offering free game gems?”

Creative task: Pupils design their own Scam Safe poster with the tips they learned.

Drama activity: Reinforce messages through role-play, acting out a short skit showing a scammer’s trick and how to stop it.