Where and when:

Date: Tuesday, 7 February 2023
Time: 11:00
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. Subtitles will also be available.

Curriculum links: KS2 PSHE & Relationships Education / KS2 Personal Development and Mutual Understanding and Health / First - Fourth Level Technologies and Digital Literacy / Health and Well-Being, Progression Steps 1 to 4.

- Internet safety and harms: that the internet has many benefits, but can be a negative place where online abuse, trolling, bullying and harassment can take place.
- Mental wellbeing: knowing when, where and how to seek support and help. The rules for keeping safe online: how to recognise risks, harmful content and contact, and how to report them to stay safe.
- Understand that people sometimes behave differently online (including on social media) and may pretend to be someone they are not.
- That the same principles apply to online relationships as to face-to-face ones.
- How to recognise and display respectful behaviour online and recognise similarities and differences between people's values and attitudes.
- How information and data is shared and used online. The importance of keeping personal information private.
- To critically consider online sources of information.

Setup:

This Live Lesson will be broadcast on the CBBC channel and simultaneously on the BBC Teach website at 11:00 on Tuesday, 7 February 2023. We will be running a live commentary page on BBC Teach during the broadcast to share contributions from children watching from home and school.

How much space and equipment is needed?

The lesson can be viewed in a classroom or at home with a device (computer, tablet or mobile phone) linked to a reliable broadband connection or watched on a television on the CBBC channel. We will be asking children to get involved in activities throughout the lesson and have provided downloadable activity sheets to help guide them through this.

Lesson content:

This programme is designed to engage primary learners from the ages of 7 to 11.

Section 1 - Introduction:

From the National Videogame Museum in Sheffield, the presenters will kick off the lesson by introducing the theme of this year's Safer Internet Day - **Want to talk about it? Making space for conversations about life online.**

With the help of a group of local children, they will explore online safety by transforming into videogame developers tasked with creating their own online safety themed game.

Section 2 - What do you worry about online?

The team will look at two retro arcade videogames in the museum as research for the first phase of their game development.

They will then look at character designs for the new Digital Defence Squad, and the different powers they have to help them stay safe online. With the cyber-squad revealed, the team then look at their own experiences on the internet to create an internet safety villain for the game. The presenters and children discuss their online worries, from cyberbullying to trolls and scams.

In activity 1, the presenters ask the audience to think about what worries them online. On their activity sheets there will be a list of ten online safety issues suggested by Childnet and the children will be asked to order them from their biggest worry to their smallest.

Download activity sheet 1 here.

The presenters will reveal the villain, Master Malware, when phase one of game development is completed. This unlocks a piece of celebrity advice from CBBC presenter, Tilly Lockey.

Please note that discussing online safety issues could be worrying for some pupils. Think carefully about whether this activity is appropriate for your cohort.

Section 3 - Security settings:

In phase two of game development, the presenters and children will think about who is playing Digital Defence Squad and what they can do as game developers to keep them safe. They will look at an example of a player profile that's been set up for presenter Joe, and be asked to identify possible security issues.

The children will correctly identify the issues: you shouldn't use your own picture, reveal your name, age, location or personal email address. They will also suggest putting a timer on the profile to remind players when to take a break.

For activity 2, the audience will be asked to design their own online safety poster for users playing Digital Defence Squad. If they're not a gamer, they'll be invited to write their top tips for other parts of the internet that can help us all to stay safe.

Download activity sheet 2 here.

This section will end phase two of development with another unlocked piece of celebrity advice from YouTuber, Ethan Gamer.

Section 4 - How do we keep ourselves safe online?

The third phase of game development will focus on gameplay and what actions we can all take to stay safe online. The squad will face three online scenarios and, by using a series of actions – talk, block, report, delete – the team will decide what the safest response/s should be in each case.

The team will discuss how to talk to your friends or a trusted adult if someone is saying something unkind online, how to block suspicious links and emails, and how to report unsafe content on websites and apps. Their successful actions will ultimately defeat the villain.

For activity 3, the presenters will ask the audience to use what they've learned in the lesson to create their own member of the Digital Defence Squad.

Download activity sheet 3 here.

The presenters will conclude this section with a final unlocked advice video featuring a range of celebrities and familiar faces.

The presenters will then remind the audience that there are lots of ways to live a kind and healthy online life.

Follow-up activities:

Try some of these suggestions to follow up on the Live Lesson and extend children's learning...

Useful links:

BBC Own It has some great resources around cyber-bullying.
BBC Teach Safer Internet Day resources
'Think you know' campaign

Childnet Resources:

Safer Internet Day Educational Resources
Youth Charter Activity
Safer Internet Display Template
Safe Learning Environment
Childnet Resource Hub