

Where and when:

Date: Tuesday, 11 February 2025

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.



Curriculum links:

National Curriculum, England - Key Stage 2 - Health Education and Computing

National Curriculum, Northern Ireland - Key Stage 2 - Thinking Skills & Personal Capabilities

Curriculum for Excellence, Scotland - 1st and 2nd Level - Health & Wellbeing and Technologies

Curriculum for Wales - Progression steps 2 and 3 - Relationships Education and Science & Technology

Pupils should:

- Know the importance of keeping personal information private.
- Understand how to keep safe online and use technology safely.
- Know where and how to report concerns and gets support with issues online.
- Understand that people sometimes behave differently online, including by pretending to be someone they are not.

Setup:

This Live Lesson will broadcast live on the CBBC channel and simultaneously on the BBC Teach website at 11:00 on Tuesday 11 February 2025. It will remain online on BBC Teach and iPlayer to be used as a teaching resource whenever you need it.

We will be running a live commentary page on BBC Teach during the live broadcast to share contributions from children watching from home and school.

Pupils will still be able to follow the activities if they don't have printed activity sheets to hand. Don't worry if you are unable to print the activity sheets in colour, they work just as well in black and white.

Lesson content:

Developed in partnership with [Childnet](#), this programme supports the teaching of health and wellbeing, thinking skills, technologies and computing for primary learners aged 7–11. It is linked to the curricula of England, Wales, Scotland, and Northern Ireland.

Section 1 – What is a scam?

- In this section, we'll investigate what scams are and how to recognise them.
- We'll develop an understanding of why scammers attempt to trick us, often through online games, and what kind of emotions you might feel if you've been targeted by a scam.
- We'll also examine the warning signs to look out for if you think something might be a scam.
- For activity 1, pupils will look at two examples of messages they might encounter in an online game and identify which of the warning signs may apply to each one.

Download activity sheet 1 [here](#)

Section 2 – Phishing

- In section 2, we'll explore phishing scams - when someone tries to trick you into handing over personal information by pretending to be a trustworthy company or organisation.
- We'll develop an understanding of what phishing is and why scammers want our personal information.
- We'll examine the warning signs that indicate something might be an attempt at phishing and learn how to respond when targeted if you're targeted by a phishing scam.
- For activity 2, pupils will be shown an example of an in-game message they may receive and are asked to spot or circle anything that suggests it is a phishing scam.

Download activity sheet 2 [here](#)

Section 3 – Passwords

- In the final section we'll focus on the importance of protecting your personal information by using a strong password.
- We'll explore why strong passwords are essential for keeping your information secure and what constitutes a strong password.
- We'll also demonstrate an easy method for creating a strong, memorable password using three random words.
- For activity 3, pupils will use the method shown in the lesson to come up with a strong password. This activity should be completed in their heads without writing anything down. The activity will be shown on the screen, so you may wish to skip printing activity sheet 3 for this task.

Download activity sheet 3 [here](#)

Useful links:

- BBC Teach - a collection of [online safety resources](#) exploring different aspects of online safety, such as online bullying, managing online information, privacy and security, and copyright and ownership.
- BBC Teach - [Safer Internet Day Resources for 7-11 year olds – Scams](#)
- BBC Teach - [Safer Internet Day Resources for 7-11 year olds – Phishing](#)
- BBC Bitesize - [Your online safety](#)
- BBC Bitesize - [Fact or fake - is information on the web always reliable?](#)
- Safer Internet Day 2025 - [Education resources](#) and [Safer Internet Day quiz](#)
- Childnet - [How to protect young people from online scams](#)
- Gov.uk - [Education for a connected world](#) and [Teaching online safety in schools](#)

Follow-up activities:

- **Who made this website?** Show children how to look for the ‘author’ of a website by scrolling to the bottom of a page and looking for ‘About Us’ and similar information. Create a treasure hunt style activity where children have to find out who created a selection of age appropriate websites and complete a table with the information they find. Then, share the results with the class and discuss their findings – is it always easy to find this information?
- **Ideas for further classroom discussion and group/pair talk**
 - Why do scammers create their scams? What do they gain from doing it?
 - Did we have scams and scammers BEFORE the internet/online gaming was invented?
 - What could games and social media companies do to protect young people from scams and phishing?
- **Ideas for further work in ICT/Computing**
 - Create a presentation to showcase the key points from the Live lesson, including the clues for spotting a scam and some of the strategies for dealing with them.
 - Create a flow diagram showing the steps to create a strong password.
 - Use digital publishing and graphics tools to create an illustrated poster or animation using the SCAMMED acrostic clues.
- **Ideas for independent follow up work and homework**
 - Create acrostic poems using key topic words as the starting letters for each line – examples might include SCAM, FRAUD, PHISHING, PASSWORD, INFORMATION etc.
 - Create a cartoon strip starring a new scam-busting superhero character.
 - Create a crossword or wordsearch containing some of the new vocabulary learned from the film and activities.
- **Ideas for cross-curricular work**
 - **Art:** Explore how artists and photographers change photos and images to give a false impression – try out manipulating images using appropriate software.
 - **Maths:** Find out more about randomness – create random numbers using dice and link to relevant learning about probability.
 - **English:** Write a guide for spotting errors in grammar and spelling that might be a clue that something might be a scam – link to understanding of correct grammar and spelling rules.