**Staying Safe in Cyberspace – Post Workshop Lesson Plan for Years 3-6
(60 minute activity)**

Learning objectives:

The aim of the lesson is for the children to further explore how they can stay safe on-line by creating their own e-safety posters.

Introduction: (10 minutes)

The lesson begins with a discussion about the 'Staying Safe in Cyber Space' workshop, so that the children have the opportunity to re-cap on what they did in the workshop and what they have learnt about e-safety.

Key points that were discussed in the workshop:

• An agreed definition of bullying.
• An agreed definition of cyber bullying
• What a child can do if they are being cyber bullied.

The key advice from the workshop:

• If a child receives a message via a text or an email that they are unhappy about they need to ZIP IT (not respond) SAVE IT (save the evidence) and FLAG IT (show an adult.)
• When the children are on-line playing games or chatting to friends they were advised to use a nickname or a user name to protect their identity.
• If someone they don't know asks them for their personal details they were advised to say no, as this person is a stranger.
• The children were reminded that legal age for a Facebook account is 13.
• If the children have questions about the suitability of a website or anything that they are looking at on-line they can ask their parents and teachers for advice.

Warm-up activity: The yes, no, maybe game. (20 minutes)

The teacher explains that the children are going to play a game called yes, no, maybe. They will be asked 10 questions and they must stand at the yes, no or maybe sign; to show their answer to each question. This game is useful to help them gauge the thoughts and feelings of their class on the issue of bullying.

(1) When one person or a group of people, means to hurt another person or group of people either physically or emotionally and they repeat this lots of times, is this bullying? **(Yes)**

(2) If you are being bullied there is nothing that you can do stop it. **(No)**

(3) If someone punches you, kicks you or hurts you physically, the best way to react is to punch or kick them back. **(No)**

(4) Bullying is more likely to happen at break time or lunchtime? **(Yes)**

(5) Bullies are people that are really confident, happy and popular? **(No)**

(6) If you keep calling someone names and you tease them but you only meant it as a joke, are you bullying them? **(Yes)**

(7) If you keep leaving someone out on purpose and you keep telling other children not to be friends with that person, are you a bully? **(Yes)**

(8) Are there any consequences to bullying? **(Yes)**

(9) When you are on-line, if a stranger asks you for your personal details, should you give them that information? **(No)**

(10) When you are playing a game on-line or using the internet should you use a nickname or a user name? **(Yes)**

Main activity: Creating E-Safety posters for a display. (30 minutes)

Following the discussion generated in the Yes, No, Maybe game and the re-cap of the Staying Safe in Cyber Space workshop (see notes in key advice from workshop above) the children will work in groups to create E-Safety posters for a display for the school or the classroom. Each group will make a poster that focuses on a different e-safety message. They will create their posters on the computer and work in groups to make all the decisions about the design, the message, the words, colours, images etc…

Extension activities:

The children could present their posters and their e-safety messages to the school in an assembly on staying safe in cyberspace and share what they have learnt in their workshop.