

Safer Internet Day

**Discussion Guide**

|  |  |
| --- | --- |
| **Activity:** | **Timing for each activity:** |
| * Allocate students into teams of 4 to play amongst themselves or to follow along on a whole-class game
* Introduce importance of online civility
* Play the TUBD game
* Recap of the 4 digital civility tips
* Play again with parents and peers
 | * 5 minutes
* 5 minutes
* 15 minutes
* 5 minutes
* Homework
 |

|  |  |
| --- | --- |
| **Age range of participants:** 6-8 years old**Timing:** 30 minutes**Preparation:*** Download and print Microsoft’s TUBD game board on A2 sheets – one game covers a team of 4 students or onscreen version for whole-class play
* Print the ‘How to Play’ instructions and the question cards on A3 sheets
* Cut out the question cards provided – one set per team, or one deck for the teacher if played as a group
* Cut out and assemble the dice as per the instructions provided, if no dice are available
* Print extra copies for students to play at home with parents/family/friends
 | **Resources:*** Scissors
* Glue
* Counters or post-it notes (enough for each player)
* Laser pointer (if playing an onscreen group game)
 |

**Introduction:**

To coincide with Safer Internet Day 2020 on February 11th, Microsoft wants to help teachers empower their students to get the most out of the internet, while staying safe. Recent research from Microsoft revealed three quarters of teens (75%) say online activity has heightened stress levels, causing them to lose trust in others, and lose sleep. So, it’s critical that we equip young people with the knowledge, support and resources they need to understand and manage difficult situations online and understand their role in making the internet a better place.

This activity is designed to help younger students understand the importance of online civility and how it can be achieved through kinder, more empathetic and more respectful interactions. This guide is designed to be used by teachers with our Thumbs Up, Bug Down (TUBD) game. Similar to the age-old game, “Snakes and Ladders”, TUBD is designed to be fun for students and easy for teachers to do with a whole classroom or with smaller breakout groups.

**Success criteria:**

* Help students to recognize uncivil behaviors and interactions on the internet
* Build critical-thinking and decision-making skills relating to internet etiquette
* Help protect students from inappropriate behavior online

Empower students, showing them the important role they each play in making the internet an even better place

For more information, please visit:

[**www.microsoft.com/digitalcivility**](http://www.microsoft.com/digitalcivility)

|  |  |
| --- | --- |
| **Creating teams**Ask students to get into groups of four. Encourage them to form teams with people other than their friends or usual groups. **Introducing internet safety:**Ask the group to think of examples of interactions they have had, seen or heard online where someone has been mean or hurtful to someone else e.g. name-calling Record examples in your preferred method e.g. on a whiteboard, a large sheet of paper or ask learners to write on a post-it note and stick in a designated area of the room.**Questions to discuss:*** Who do the students interact with when they are online? Friends? Classmates? Other students? Adults?
* Do people behave the same way online as they do in person?
* What have the students done when they see someone being unkind online?

Explain that while the internet can be wonderful for keeping in touch with friends and family, sometimes, like the real world, the online world can be unsafe and people can behave in ways that are unkind. Discuss the importance of engaging in better behaviors as each person has an important role to play in making the internet an even better place.  | **Playing the TUBD game:*** Pick a counter and start from square 1. Roll the dice. Move the counter the number of squares as appears on the top face of the dice.
* If playing as a group, use a single counter and ask teams in the classroom to take turns in rolling the dice and answering questions. If using an onscreen version, use a laser pointer to mark progress along the board.
* If the counter lands on a square with a Thumb or a Bug the player or team (if playing as a group) will be asked a question by another member of the team or the teacher.
* Encourage discussions among the class/teams to come to what they think is the right answer to each question.
* If the counter lands on a square with a Thumb and the player/team gets the question correct, they will move up the board to the end of the thumb. If they get the question wrong, they will stay where they are.
* If the counter lands on a square with a Bug and the player/team gets the question correct, they will stay where they are. But if they get the question wrong, they will slide down to the square with the Bug’s tail on.
* The winner is the first to get to square 25!
 |



Safer Internet Day

**Discussion Guide**

For more information, please visit:

[**www.microsoft.com/digitalcivility**](http://www.microsoft.com/digitalcivility)



Safer Internet Day

**Discussion Guide**

**Digital civility online**

Having played the game, students are then encouraged to discuss what they have learned about interacting with people online – both in terms of their own behavior but also what they see or hear happening to others.

Below are some tenets for ensuring students know how to remain courteous and civil online, including guidance on reporting potentially hostile or unsafe situations:

**Live the golden rule**

I will act with understanding and kindness in every interaction, and treat everyone I connect with online with dignity and respect.

**Respect differences**

I will appreciate cultural differences and different experiences. When I disagree, I will be thoughtful and avoid name calling.

**Pause before replying**

I will pause and think before responding to things I disagree with or don’t like. I will not post or send anything that could hurt someone else, damage someone’s reputation, or threaten my safety or the safety of others.

**Stand up for myself and others**

I will tell an adult if I feel unsafe, offer support to those who are targets of online abuse or cruelty, report activity that threatens anyone’s safety, and preserve evidence of inappropriate or unsafe behavior.

For more information, please visit:

[**www.microsoft.com/digitalcivility**](http://www.microsoft.com/digitalcivility)



Safer Internet Day

**Discussion Guide**

**Homework:**

Students should take the game home, and challenge their parents, carers, siblings or peers to test their online etiquette by trying it out!

For more information and resources visit: [www.microsoft.com/digitalcivility](http://www.microsoft.com/digitalcivility)

**Notes:**

For more information, please visit:

[**www.microsoft.com/digitalcivility**](http://www.microsoft.com/digitalcivility)