

Primary Assembly Script

Virtual Lives – “It’s more than a game, it’s your life”

Background information:

This theme was identified by the INSAFE network of Awareness Centres as an increasingly important one, as online games are often the way younger children come in contact with the internet for the very first time and teenagers are more and more active in virtual worlds, which allows them to become whoever they want. The aim of this theme is to help children and teenagers realise that actions in the virtual world can have an impact in their real lives and that although one's real identity is hidden behind an avatar or a nickname, one should match their online and offline behaviour.

At the same time, this theme aims to raise awareness among children, teachers and parents about the challenges related to their privacy, reputation and health, that youngsters may come across online and present them with solutions to cope with these challenges.

Slide 1:

This assembly is for Safer Internet Day.

Safer Internet Day in the UK is run by the UK Safer Internet Centre – made up of Childnet International, the South West Grid for Learning and the Internet Watch Foundation.

This year's theme is Virtual Lives.

Slide 2:

We are going to be thinking about the meaning of this phrase, “It's more than a game, it's your life.”

We'll be looking at what you do online; the games you play, how you behave, how you interact with each other and what this can mean for your life in the real world.

Slide 3:

Ask the children to discuss with the person next to them their top 3 websites / online services. Take answers from the audience. This slide is to celebrate all the amazing things you can do online, and the wide range of opportunities the internet offers young users.

Slide 4:

This next slide introduces online gaming. Bring up the questions and take answers from the audience. The last question is to highlight the fact that age ratings exist and should be followed.

Slide 5:

This slide explains the importance of PEGI ratings (Pan European Game Information). The slide is self explanatory.

Slide 6:

Say to the children, there are many things that need to be considered when you play games on the internet, and this includes all the different services that you can use to play games, whether you're using your computer, laptop, iPod or iPhone, PSP, DS, Wii, other smart phone etc... (The bullet points are for each of the items that appear on this slide).

- Are you keeping your personal information private or are you sharing it with people that you meet? E.g. your name? Do not post your full name on the internet; you can use a nickname, a gaming tag, a username or your initials for example.

- Are you keeping your address private?
- And your telephone numbers?
- Are you keeping your email address safe? Have you been really sensible and made a separate email address for your online accounts so that your personal address does not get full up with junk mail?
- Your age is another piece of personal information that you need to keep safe, and also tell the truth about. It's not safe to lie about your date of birth online, or create accounts using an incorrect date of birth – because you may be breaking a website's terms and conditions.
- Are you making strong passwords that contain numbers, symbols, capitals and lower case letters so that your accounts stay safe? Treat your password like your toothbrush – don't share it with anyone! If you have shared a password, make sure you change it!
- Think about the kind of websites you visit. Are they made by reputable companies with names you have heard of before? Are they the right kind of websites for your age?
- When you are playing games online, make sure that you are following age limits, they are there for a reason, so that you don't see / hear things that are not appropriate for your age. The PEGI rating on a game will tell you the age for which it is intended.
- Only accept friend requests from your real world friends, never from strangers.
- Think about the language you use, if you can't see someone's face, they might not know that you are joking etc... Speak to people online the way that you would want to be spoken to.
- Online games also allow you to chat over a headset and to send and receive messages. Always make sure that you know who you are talking to. Use the safety features to help you block unwanted attention and create your own groups that just your friends can join.

Slide 7:

Playing games online can be great fun, but it is important to remember that safety rules must be followed to get the best out of your experience. This is where Childnet International's SMART rules can help you! This is what they stand for... Safe, Meeting, Accepting, Reliable and Tell.

Slides 8 – 12:

These are the rules that can apply specifically to online gaming. They are self explanatory.

Slide 13:

A scenario for **KS1 pupils**: Answers should include: Tell an adult immediately. This may be a parent, carer, older brother or sister, relative or teacher. On a website you can report the incident that has happened, usually found through a reporting link or help / safety centre. Good websites should have moderators who will then deal with the offending player. You can also block players that are being unpleasant, so that they are no longer able to interact with you.

Slide 14:

A scenario for **KS2 pupils**: Answers must include tell an adult immediately and say no. It is never safe for children of this age to meet up with an online buddy who they have not met before. Children can be honest and not rude e.g. "I'm sorry but I only meet up with people who I know." If this player then continues with unwanted attention they can be reported or blocked (see KS1 scenario advice). If a child believes they have been contacted by an unknown adult, they must tell their parents / carers immediately if this happens and then report to www.thinkuknow.co.uk or www.ceop.police.uk.

Slide 15:

Visit www.Kidsmart.org.uk to watch our SMART rules cartoons; the adventures of Kara, Winston and the SMART Crew. You can also create a "join hands" character in the games section, and if you would like to create a safety poster, that would be amazing! Posters can be hand drawn and posted to us, or created on the computer and emailed as attachments to kidsmart@childnet.com