

UK Safer Internet Centre Quick Primary Classroom Activities

You have selected activities for primary aged pupils. Below you find four short activities, to accompany our longer lesson plan, to complement this year's theme of "Virtual Lives" and the slogan "It's not just a game, it's your life".

1) Who am I? Me and my avatar

Have a class discussion about what the pupils think they are like. Ask the pupils "Who here thinks they are funny/ friendly/ kind/ generous/ caring/ truthful/helpful etc.?" Ask the pupils to draw a picture of themselves and annotate it with words that match their qualities (a word bank is provided). Some pupils may like to use a computer programme for their self portrait.

Next ask the pupils about their online experiences. Who here has made a character to represent themselves online? Are their characters (or avatars) always human? Who has been an elf/penguin/monster/animal/creature that lives in a bin/machine etc.? Then develop the discussion. Are your / your character's qualities the same or different online? Ask the class **should** they be the same? For homework ask the pupils to either draw by hand or use the computer to create an online character. They should then repeat the task of adding their character qualities around the drawing.

2) Circle Time Topics

Encourage the pupils to talk about their favourite things to do on the internet. Inevitably playing games will be one of the most popular things to do. What makes the children feel happy when they are playing a game in the playground? What makes them feel sad? Example questions are provided.

3) Review your Class Contract

Review your class/school behaviour contract. If you don't have one – make one! Does the contract include everyone's behaviour online? Question your class about whether behaviour rules are different online and offline. E.g. is it ok to stop someone playing a game if you are playing online? Is it ok to block people from a game you are playing online – when would that be ok? Would you tell a lie on the internet if you wouldn't do it in the real world – what about telling the truth about how old you are? This last question may be useful for schools having problems with young pupils using social networking services like Facebook, when they are under the age of 13 (This is the age Facebook requires all users to be above). Create an online contract or add your new rules to your class contract.

4) Storytime

Ask the children to write a class story, or create stories in groups or individually, using the template provided. In the story, the main character is playing a computer game and becomes a part of it. What game are they playing? Who do they meet? What happens to them? How do they get home? And more importantly – what happens in real life as a result? You could use our opening line...

"*James*" had been playing "*Alien attack*" all evening and was nearly at level 15, just one more "*spaceship*" to beat! He stared at the screen as his fingers whizzed across the buttons... All of a sudden the screen spun and his chair tipped forward... What was happening? He was going in!...

Website references

www.kidsmart.org.uk

<http://www.playgroundfun.org.uk/>

<http://www.woodlands-junior.kent.sch.uk/studentssite/playgroundgames.htm>

http://www.education.gg/gg/custom/resources_ftp/netmedia_II/ks1/english/characters/nindex.htm

Word Bank – Me and my avatar

Kind	Happy	Funny	Nice
Excited	Scared	Grumpy	Sad
Cheerful	Jolly	Pretty	Friendly
Caring	Fun	Lucky	Polite
Fast	Slow	Tall	Small
Big	Little	Gloomy	Cool
Respectful	Frightened	Hard working	Clever

Circle time topics

- What is your favourite game in the playground and why?
- What is your favourite game on the computer and why? (Or games console?)
- What makes somebody fun to play with?
- What kind of games do you not enjoy?
- What spoils a game?
- Does it help to have rules when you play a game?
- What should you do if someone starts to spoil a game?
- How can you help people when you are playing a game?
- What makes you feel happy when you play?
- What makes you feel sad when you play?
- Who can you ask for help?

Story plan

Main character

What game are they
playing?

Who do they meet in the
game?

What happens next?

How do they get home?

What happens in real life because of the
game?