

In addition to the other great classroom activities we have put together for this year's Safer Internet Day, we have compiled a few drama activities to offer an alternative way of looking at internet safety.

So, move aside the tables and chairs and take a creative, fun and practical approach to this year's theme!

1. Tell us a story...

This exercise requires thoughtful, creative, improvised storytelling. Invite your pupils to select (or hand out) five cards. Each card contains a vital piece of information. It is important that they must not know or see what is on each card until they have been given them. Their challenge is to then weave all five points into their story and to devise a short scene on how to create a better internet together!

Here's how to do it...

- Print out all 5 cue card sheets from **Appendix 1**. Cut into cards and either place them in a box or offer one, face down from each pile (like a pack of cards). Or even pre pack them in an envelope.
- Split your class into smaller working groups of 5
- Allow enough time for them to create a scene which features their character, their given location or setting, technical device, emotion and incident. All of these **must** be included in their scene. The scene must also maintain the theme of "Let's create a better internet together".
- Invite each group to perform their scene. Do this as a standalone classroom activity or perform as part of your assembly.

2. Should I stay or should I go?

This exercise calls for thought, reasoning and debate. Set the tone by explaining the world is in crisis and everyone must retreat to a bunker to survive. However, there is not enough room for everyone, so one device must go! Each group must prepare a clever reason why they should have the right to remain in the bunker. To tie it in with Safer Internet Day, each group will be given the name of a type of technology. It is then their job to talk about why the world needs them and why they should definitely earn a place in the bunker!

- Print out the **devices** cards from **Appendix 1**. Depending on the number in your group. You may need to double up or duplicate the sheet.
- Split your group into smaller groups of 5 or 6.
- Each person in each group is given a card with the name of a device. Each person is to have a brief preparation time to consider the points to argue and the reasons why they are fantastic and essential for modern life. E.g. why and how they can create a better internet.
- Within their small groups, each person then has 1 minute to stand up and share their reasons with their group.
- Each person within the group then votes for the device they think should stay, but only based on the reasons expressed by the device's spokesperson. Count the votes and see who has earned their place to stay and which device is going!

CUT OUT THE FOLLOWING LOCATION CARDS



SCHOOL	PARK
SHOPPING MALL	HOME
HOLIDAY	GRANDPARENT'S HOUSE
SCHOOL PLAYGROUND	FOOTBALL MATCH
BEACH	FOREST
BUS STOP	CAFE



CUT OUT THE FOLLOWING CHARACTER CARDS



TEENAGE BOY	TEENAGE GIRL
TEACHER	PARENT
POLICEMAN OR POLICEWOMAN	GRANDPARENT
BULLY	TOURIST
SOMEONE WHO IS LOST	BEST FRIEND
EXPLORER	INVENTOR



CUT OUT THE FOLLOWING EMOTION CARDS



HAPPY	SAD
ANGRY	FRUSTRATED
EXCITED	SURPRISED
ENVY	PRIDE
CONFUSED	SHAME



CUT OUT THE FOLLOWING DEVICE CARDS

(Some have been left blank so your class can add their favourite devices!)



PC/HOME COMPUTER	LAPTOP
TABLET	SMART PHONE
GAME CONSOLE	E BOOK READER

CUT OUT THE FOLLOWING INCIDENT CARDS

(Some have been left blank so your class can add their own scenarios)



YOU BECOME CAUGHT IN AN INCIDENT OF CYBERBULLYING	RECEIVE AN UPSETTING PHOTO
A STRANGER WANTS TO BEFRIEND YOU	SOMEONE YOU HAVE BEEN CHATTING TO WANTS TO MEET UP WITH YOU
YOU ARE RECEIVING THREATENING MESSAGES	YOUR FRIEND IS PLANNING TO MEET UP WITH SOMEONE THEY HAVE MET ONLINE
INUNDATED WITH ADVERTISEMENTS & POP UPS	OPEN AN ATTACHMENT FROM AN UNKNOWN PERSON