



## Digiduck and the Magic Castle—A Sensory Story

This activity has been designed for delivery with children aged 3-7 years old with special educational needs and disabilities (SEND) for Safer Internet Day 2022.

Accompanying this plan is a 15-slide story presentation. Depending on the abilities of your learners, you can lengthen the story by adding new slides and taking screenshots from the online eBook/PDF or shorten the narrative by removing sentences or hiding slides that you feel are not necessary. The full story is available at [childnet.com/digiduck-magic](https://childnet.com/digiduck-magic)

Below you will find suggested sensory activities to accompany each slide. Please add or replace any of these with your own – depending on the resources that you have available.

You might like to put your chosen resources next to you, into a large bag or sensory box, and take the items out at the right time. Alternatively, some items might need to be laid out on the side, e.g. when it comes to taste testing.

### List of suggested resources by sense

Sight: Screenshots from the story (provided), emoji fans (template provided).

Sound: Video doorbell sound, in-game pop up sound, musical instruments.

Smell: Flowers.

Taste: Warm drinks (e.g. milk, hot chocolate, squash, decaf tea, fruit teas).

Touch: Dressing up items, a range of shiny / sparkly materials (e.g. paper, card, foil, fabric), flowers, feathers, fan/blanket, straws.



Slide	Text	Sense	Suggested activities	Suggested questions
Title	Digiduck and the Magic Castle Sensory Story	-	-	-
1	Digiduck's friends came to visit.	Sound	<p>Play video doorbell sound.</p> <p>Recreate the sound with instruments or create their own new doorbell noises with instruments.</p> <p>Experiment with loud and quiet versions of the sound they make.</p>	<p>What noise does your doorbell make?</p> <p>How do you feel when people come to visit you?</p>
2	They dressed up as magicians and pretended to turn Daddy Duck into a statue!	Touch	<p>Provide a range of fancy dress items to put on and play with e.g. hats, cloaks, and wands etc.</p> <p>Play a game of musical statues.</p>	<p>Why is it fun to dress up?</p> <p>What do the materials that you're wearing feel like? (Smooth, shiny, slippery, hard, soft...)</p> <p>What funny spells would you cast?</p>
3	Digiduck and his friends played a new game on the internet.	Touch	<p>Have a range of games controllers / joy sticks to play with, to get a feel of moving the buttons.</p>	<p>What do the buttons feel like?</p> <p>What games do you like to play?</p> <p>How does playing games make you feel? (Could be offline games too).</p>
4	They found a sparkly gold flower in the game.	Sight Touch	<p>Present the learners with a range of sparkly materials to look at and pass around, e.g. shiny paper, card, foam, foil, sequinned fabrics etc.</p> <p>Allow the learners to touch, feel and smell the fresh flowers that you have provided.</p>	<p>Which are your favourite colours?</p> <p>Can you describe each material?</p> <p>Can you describe how the flowers feel and smell?</p>
5	A message popped up on the screen, asking for a password.	Sound	<p>Play the message alert noise.</p> <p>Recreate the sound with instruments or create their own new message alert noises with instruments.</p> <p>Experiment with loud and quiet versions of the sound they make.</p>	
6	Digiduck didn't know what it meant.	Sight	<p>Talk about Digiduck's facial expression.</p>	<p>How do they think Digiduck might be feeling? Use the emoji fans to show their answers.</p>



Slide	Text	Sense	Suggested activities	Suggested questions
7	Shy-Sheep guessed the password. They shouted, "Yippee!"	Sight Touch	Use the emoji fans to show how the characters are feeling e.g. happy.  High-five their friends around them to show how happy they are!	What else might you shout when you are happy? (Yes! Hurrah! Hooray! Woo hoo!)
8	Digiduck played the game with Mummy and Daddy.	Sight	Look at the picture together.	What do you enjoy doing as a family together at home?  Have you played games with your family before?
9	Wise_Owl and Eagle_Owl tumbled out of the screen!	Sight Touch	Look at the picture together and talk about Wise_Owl tumbling around and notice the feathers flying. Experiment with unusual ways of moving feathers.  E.g. blow air through a straw; blow air with just your mouth; use your hands or arms to flap the feathers; use a sheet of paper, fabric, to card to fan the feathers; use an electric fan to blow the feathers!  If you have space, (e.g. in PE with safety mats), practice rolling or spinning and then trying to stand still straight away. Increase the number of rolls/spins each time!	Which was the most effective way to move the feathers?  Which method did you enjoy the most?  Was it hard to stand up straight and get your balance if you were feeling dizzy?
10	Eagle_Owl said that Digiduck had spent REAL money in the game.	Sight	Look at the image on the screen.	How do they think Mummy and Daddy are feeling? (Use the emoji fans to show their answers).
11	Digiduck said sorry and gave Mummy and Daddy a big cuddle.	Sight Touch	Talk about the image on the screen.  Hand out a range of large cuddly toys for the children to cuddle. Pretend that the toys are sad and really take time to cuddle them and ask them if they are okay.	How does having a cuddle make you feel?  Who cuddles you when you feel sad? Have you ever cuddled someone to make them feel better?  Have you ever said sorry before? Is it hard or easy to say sorry?  Talk about how saying sorry can be difficult, but it's always the best thing to do.



Slide	Text	Sense	Suggested activities	Suggested questions
12	The adults drank a cup of tea to feel better!	Taste	Taste-test a range of warm drinks. E.g. warm milk, hot chocolate, warm blackcurrant, and decaf tea etc.	Which warm drink did you like the best?  Why might a warm drink make you feel better? (Warms you up, calms you down, tastes nice, distracts you).
13	Eagle_Owl told Digiduck how to make a better password.	Touch and sight	Using white boards and magnetic letters, show how passwords can be created with letters, numbers, and symbols. Explain that your name is not a good password, because it's easy to guess, and that it's okay for your parents to know your passwords.	
14	She reminded Digiduck to ask for help if he was worried about something online.	Sight	Talk about the image on the screen.	Who could you talk to at home if you need help online?  Can you name 5 trusted adults that you could go to – in and outside of school?
15	They played the game together.	Sight	Talk about the image on the screen.	How do you think Digiduck is feeling now? (Happy, excited, relaxed etc). Use the emoji fans to show their answers.



# Emoji fans

Print, hole punch one end, and assemble with a split pin/treasury tag.



 Worried <input type="radio"/>	 Happy <input type="radio"/>	 Confused <input type="radio"/>	 Shocked or surprised <input type="radio"/>	 Sad <input type="radio"/>
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