

Notes for Teachers.

Safer Internet Day

Safer Internet Day is celebrated globally in February each year. It aims to promote the safe and positive use of digital technology for children and young people and to inspire a national discussion about using technology **responsibly, respectfully, critically** and **creatively**.

The Directorate for Learning and Assessment Programmes, together with Tech.Mt, Agenzija Appoġġ, the Office of the Commissioner for Children and the Cyber Crime Unit within the Malta Police Force, who form part of the **BeSmartOnline!** initiative join in the celebrations to help promote the safe, responsible and positive use of digital technology for children and young people.

The day offers the opportunity to highlight positive uses of technology and to explore the role we all play in helping to create a better and safer online community. It calls upon young people, parents, carers, teachers, social workers, law enforcement, companies, policymakers, and wider community, to join together in helping to create a better internet. This year Safer Internet Day will be celebrated on the **11th of February** however, activities will be organised throughout the whole week.

be SMART
ONLINE!



Lesson Plan

Target Audience

Students aged 9-10
(Grade 5)

Keywords

responsibility, choices, online dangers, consequences.

Resources

Handout: "SAFER INTERNET DAY YEAR 5"

Power point "The Dream"

Handout: "Year 5 Computer Screen"

Learning Outcomes

- I can talk about how important the internet is for me
- I can describe the choices I can make on how I spend my time and their consequences
- I can describe the choices I can make online and their consequences

English/Maltese:

To master the skills and strategies needed to comprehend as a result of interacting with text (spoken, printed, visual and Information Technology).

Personal and Social competencies:

To master the skills that make students realize that there are different types of dangers online and how to keep themselves safe.

To share ideas and explain reason for choices made

Digital Literacy:

To understand how digital media can be used as a means of passing free time but also has other uses.

Activity: Introducing safer internet day

Instructions:

- Groupwork/pairwork: Handout "SAFER INTERNET DAY YEAR 5"
- Discuss the 3 questions in pairs or groups and then in the whole group.
- Following which, teacher asks the following 3 questions:
- Why is the internet important in our lives?
- What is the internet being used for?
- Why does the world celebrate this day?

Activity: Powerpoint and sharing of choices. General Discussion

Instructions:

Show "the Dream" powerpoint in class, explaining the visuals as a story: Once there was a student who was asleep in bed.....fast asleep...started to dream.....that he/she was at the airport going to a secret destination for a vacation.....boarded the plane.....take-off.....pleasant flight....all of a sudden a lot of screaming.....passangers started to panic.....plane was being attacked by a gigantic shark the shark caught the plane and broke it in half.....all the passengers escaped.....used parachutes.....this boy/girm was floating down safely when all of a sudden a number of items started falling down from the plane.....if that child was you, which one object would you grab and save from falling down and breaking into a thousand bits!

Students in turn now say which item they would save and why.

Teacher processes choices of students: how many choose an electronic device?

Are these devices the most important things in reality?

....story then ends with this boy/girl waking up. It was all a dream.

Optional activity

Following the story, ask your students a set of questions to create discussion about the importance of electronic devices. Questions may include:

- What are the positive elements of the internet?
- How can it help us in our everyday life. How much time do you spend online?
- Do you manage your own time or does sometime have to stop you?
- What is your reaction once you have been stopped?

Concluding activity

Handout: “Year 5 Computer Screen”

Just like in the dream there was a dangerous shark, even in real life there are dangers, real dangers, even on the internet. Brainstorm what dangers exist. (what photos should you post, should you use internet without telling parents/carers first, giving personal details, sharing of passwords and private information, entering certain inappropriate sites, etc)

Ask your students to work individually and fill in the Handout: “Year 5 Computer Screen”. If necessary, due to time constraints, this can be done as homework.