



The Next Online Safety Champion

LO: To demonstrate an understanding of key ways to stay safe online.

For students in upper primary (aged 9-11) taking part in the Digital Matters character creation competition.

What you need

You can choose to complete this lesson with or without devices (or some combination of each).

On devices	Off devices
<ul style="list-style-type: none">• All students should have access to a device;• Each student should have access to a blank Champion Template and a programme like Paint to edit the template;• Each student should have access to a blank Questionnaire;• All students should have access to a new document for lesson activities and notes.	<ul style="list-style-type: none">• All students should have a copy of the Champion Template and Questionnaire handouts;• All students should have a notebook or paper for notes and lesson activities;• All students should have access to coloured pencils or other materials for drawing.

You will also need to have some way to display the lesson slides with audio connection for the whole class.

Note: If you haven't done a Digital Matters lesson with your students, you may wish to choose one to do so they can familiarise themselves with the current characters in the Once Upon Online stories. We are creating a new story, which is where the winning student's Online Safety Champion will feature. We recommend using [Introduction to Positive Self-Image Online](#) featuring a character you'll see during this lesson.

Starter: What is online safety? (5 minutes)

Either as a class, in pairs or independently, have students create a mind map with 'online safety' in the middle. Have them write down anything they associate with online safety. This can include online safety issues, tools to stay safe or anything else.

After a few minutes, discuss students' ideas as a class and summarise their knowledge around staying safe online.

Activity 1: How Antoni stays safe (10 minutes)

Read the scenario on Slide 3 as a class.

Using Think-Pair-Share or another format your students are familiar with, have children brainstorm advice they could give to Antoni to help him keep things positive and safe while he's online.

When discussing their answers as a class, make sure that they have covered the following points. If not, ensure you cover them. You can use the suggested cues to help them.

Points to cover	Cues
Keep personal information private. If you wouldn't tell a stranger knocking on your door, you shouldn't tell it to someone you meet online.	<ul style="list-style-type: none">• What about our personal information?• Imagine a stranger knocked on your door at home and started asking you private questions. What would you do?
Report behaviour that isn't positive such as hurtful words, even if it's not directed at you.	<ul style="list-style-type: none">• What should you do if someone is breaking the rules and being mean in a game or app?• What should you do if they're doing it to someone else but not you?
Block people who are making you angry or upset.	<ul style="list-style-type: none">• What could you do if someone is making you angry or upset and won't stop?• What's another tool like 'reporting' that you can use?
Take breaks to help you manage your emotions, especially when you feel upset.	<ul style="list-style-type: none">• Imagine you feel upset while using an app. What could you do?
Don't say or do anything to another person online that you wouldn't do or say offline. If you wouldn't say/do it in front of your family, you shouldn't say/do it online.	<ul style="list-style-type: none">• Imagine you're talking face-to-face with someone. Is it likely that you'd say something mean to them? Would that change if you were chatting online?• Imagine you said something mean online and it was shared with your family. How would that feel?

Show Slide 4 which has a drawing of Antoni and a questionnaire about him. Talk through the information about Antoni, particularly about what he likes doing online, the online safety issues he's experienced and what he does to stay safe online.

Explain that they're going to create their own character like Antoni for a new story on Digital Matters.

Activity 2: Create an online safety champion (15+ minutes)

Introduce the competition to students, starting on Slide 5 with the video, which features Antoni in the Digital Matters style.

Explain that an online safety champion is someone like Antoni who might experience issues online but learns how to stay safe.

Students will provide information about their character. The winning character will be turned into the online safety champion for Digital Matters' new lesson in September all around keeping behaviours positive online.

Students' entries will be judged by a panel from Internet Matters and Tesco Mobile who are running the competition. The winner will be chosen based on:

- How unique the character is compared to other online safety champions (main characters) on Digital Matters. Your class can review existing character by going to the Once Upon Online part of each lesson.
- How realistic the character is. They should be someone who might go to school with you. No superheroes or aliens please! Their online safety issues should also be based in reality.
- Whether they have good online safety habits. Students should demonstrate knowledge about positive ways to stay safe online.
- How interesting they are. Do they like to make films? Can they build video games from scratch? Are they a popular writer for their favourite fandom? Do they have any unique physical features?
- How detailed students' responses are. They should leave no questions unanswered!

Provide students with the Champion Template and Questionnaire and give them time to create their character. If time is limited, consider giving them time another day to finish it or assigning it as homework.

Plenary: Who is your online safety champion? (5 minutes)

Finish the lesson by having students talk through their online safety champions, even if they're still in progress. Ask them to share what their champions do to stay safe online.

Give children a due date for when you want to submit your class' entry. The last entry must be received by 13 June. If you are posting their entries, we recommend posting them by 6 June.

[You can submit your class' entries here.](#)