

## Learning to be a good digital citizen with the Digizen game

The Digizen game was created to provide a resource for young people to use following viewing of “Let’s Fight it Together” an award winning film about cyberbullying that you can view from [www.digizen.org](http://www.digizen.org)



### Target Audience

Key Stage 3

### Lesson Aim

Pupils will apply knowledge of internet and mobile phone safety to support positive online experiences.

### Learning Objectives

- Pupils will gather information regarding internet and mobile phone safety from online resources.
- Pupils will develop supportive responses to peers facing negative online experiences.
- Pupils will make responsible decisions relating to online experiences.

### National Curriculum Links

#### Curriculum Area Strands: Pupils should be taught...

Citizenship

3c: to reflect on the process of participating.

PSHEE

2g: to recognise when pressure from others threatens their personal safety and wellbeing, and to develop effective ways of resisting pressures, including knowing when and where to get help.

3a: about the effects of all types of stereotyping, prejudice, bullying, racism and discrimination, and how to challenge them assertively.

3j: to resist pressure to do wrong, to recognise when others need help and how to support them.

<b>Timing</b> 60 minutes	<b>Key Vocabulary</b> cyberbullying, accessory, bystander, digizen
<b>Preparation</b> pupils should view <a href="#">Let's Fight it Together</a> prior to the lesson	<b>Organisation</b> Individual or in pairs, in ICT suite
<b>Resources</b> <a href="#">Let's Fight it Together</a> DVD, ICT suite with internet capability to access game from <a href="http://www.digizen.org">www.digizen.org</a>	

### Lesson Outline

60 Minutes

<b>Starter</b>	View character interviews with Joe and Kim	<b>10 minutes</b>
<b>Activity 1</b>	Discuss bystanders, accessory	<b>10 minutes</b>
<b>Activity 2</b>	Play the online cyberbullying game	<b>30 minutes</b>
<b>Plenary</b>	Pupils create a widget on Digizen	<b>10 minutes</b>
<b>Extension</b>	Pupils create a comic strip of a cyberbullying scenario or develop a dramatic presentation of a scenario	--

### Lesson

<b>Starter</b> Have students recall what happened to Joe in the cyberbullying film and the different opportunities the other pupils had to react and respond to the situation. View character interviews from Joe and Kim—analyse as a class the different characters' reactions/emotions. What opportunities did the characters have to stop the situation or report it?	<b>Activity 1</b> Have groups create a mind map for <i>accessory</i> and <i>bystander</i> (see sample). Discuss the meaning of the words and the reaction that a responsible digital citizen would have to a cyberbullying situation. Discuss ways to report cyberbullying (teacher, Headteacher, parent, police, and service providers).
<b>Activity 2</b> Introduce students to the cyberbullying game online. Students play the game and print out the correct quiz answers at the end of the game.	<b>Plenary</b> Discuss the game and how it relates to being a responsible digizen. Pupils create their own widget on digizen to post on a social networking site or other online service.

Where does  
it happen?

Where does  
it happen?

descriptive words and phrases

word/concept

Who is  
involved?

Who is  
involved?

