

Film guide

This film explores the trustworthiness of people online using a gaming scenario. Here, we follow top gamer Aisha, who enjoys joining multi-player games. With an firm emphasis that friends made online are strangers, the key message is for young people to realise they should always tell a trusted adult if someone they only know online ever asks for personal information or to meet up offline.

Before playing the film, start by thinking about what is meant by 'trust' online and the important things to remember to help identify whether something or someone is trustworthy. The starting points 'trust' and 'motives and reasons' in the toolkit will help this discussion.



Play the film



Pause and discuss

★ How well do you think Aisha knows chill-gamer-01?

Aisha and chill-gamer-01 are chatting online and appear to be 'friendly' and they may even have played together before. However, we can tell by the message from chill-gamer-01 asking if Aisha wants to be their friend that they don't know each other offline.

★ How trustworthy is chill-gamer-01?

Aisha only knows chill-gamer-01 online, so even if they appear trustworthy, they might be lying. Not everyone online is who they say they are and someone you only know online is still a stranger.

★ What does chill-gamer-01 do to get information from Aisha?

Chill-gamer-01 is friendly and fun. They compliment Aisha about her skills in the game to make her feel happy and then tell her that they know her in the offline world. Their friendly approach makes Aisha feel safe to tell them things, even though they are still a stranger and may be lying.

★ What information does she give away?

Aisha tells them her name, age, where she goes to school and then sends them a picture of herself. She also agrees to meet up with chill-gamer-01 later at the park.

★ What should Aisha do next?

Aisha should **not** go to the park to meet chill-gamer-01. She should tell a trusted adult about what's happening straight away and, if possible, show the adult her chat history with chill-gamer-01 so they can see what's been said.



Play the rest of the film to show what happened next and repeat the key messages using the top tips on the final slide of the film.



Extend your discussion:

★ In the film, Aisha speaks to Sami first and then goes to tell her Gran. Who can you tell if you need help online?

It might feel easier to speak to a friend first, and this is okay, but make sure you always tell an adult you know and trust about anything you might need help with online. You could tell a parent or carer at home, a teacher or other adult at school, a grandparent, aunt, uncle or other relative. If you feel like there's nobody you can speak to in person, you could also call Childline on 0800 11 11.

★ This film is about a person who is not trustworthy. What other things (not people) might you see online that are not trustworthy?

There are information, webpages, pictures and videos online that might all be untrustworthy. For example, pictures and videos might be edited or may not show you everything that you need to know. False information can be shared by accident or on purpose. You may also see adverts or scams that look real but have been designed to trick you. If anything online seems too good to be true, it is likely that it isn't true.

If you are ever concerned that someone is acting inappropriately towards a child online or suspect sexual grooming may be taking place, then you can report this to CEOP. There is more information found on www.ceop.police.uk.

Young people may wish to visit CEOP'S child-facing site: www.thinkuknow.co.uk.