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Connect with respect

Stories for keeping children with SEND safe online

Connect with Respect is a story led resource, designed to teach important online safety messages to learners aged 7–11 years old with special educational needs and disabilities (SEND).

Developed from a series of focus groups with educators and young people with SEND, the resource focuses on two of the most talked about online safety concerns. The resource is editable so that educators can adjust the content to suit the needs of their learners and work through the activities at their own pace.
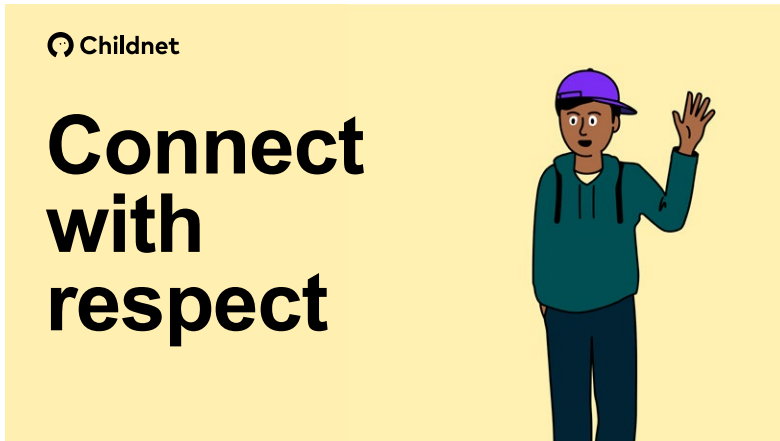
The resource consists of

- warm-up activities,

- two short stories,

- a series of topic related questions to be used before and after the resolution,

- suggested follow-on activities to deepen learners' knowledge and understanding.

Each story focuses on a specific online safety topic, where learners will read about a character in a difficult situation. The discussion questions provided give the opportunity for learners to talk through the situation and make positive decisions for the character. A positive outcome is also provided to demonstrate what a young person could do if they find themselves in a similar situation.
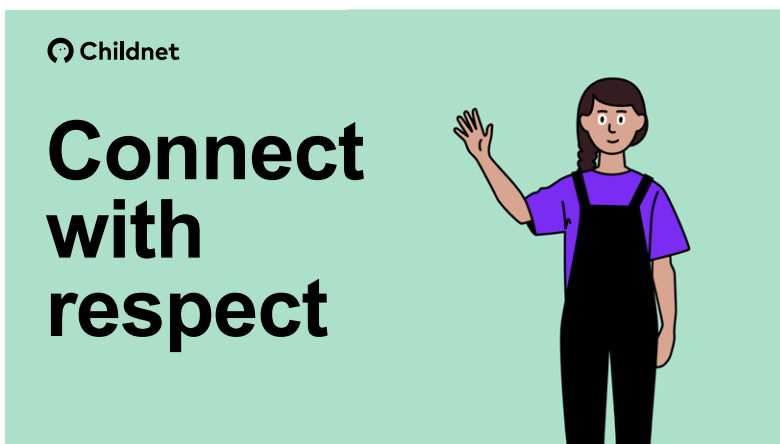
Story 1. Kai learns about in-app purchases

Kai's story looks at in-app purchasing to show how items bought within a game cost real money. It also explores how important it is to always ask permission before using someone else's personal information online.

Story 2. Zoe and the mean online message

Zoe's story looks at online gaming with a particular focus on conflict within a friendship and what someone should do if they receive a mean message online.

How to use the resource

This resource has been designed to be adaptable. Educators and professionals know the needs and preferences of their learners and will be best placed to decide how to use the materials and suggested activities.

For example, this resource could be used within a classroom setting or a larger open space if learners prefer more physical activities.

The slides are editable so items or questions can be removed, added to, or amended to suit learners' needs.

1 Start with your chosen warm-up activity (see below) to get learners ready for the lesson.

2 Explain to your learners that they will be listening to a story about something that happens to a young person online and that you will be asking for their help and advice as to what they think the character should do to make the situation better.

3 Use the slides to work through each stage of the story. You may wish to expand the story and talk about other things that you spot on the slide (for example, "Look how sad they look. Why do you think that is?")

4 Discuss the questions provided. You have the choice to leave them as they are, remove some or even add more.

5 Continue to the final slide to show the positive resolution.

6 Work through the final questions to readdress the message of the story.

Suggested warm up activities

Here are suggestions for some activities you can complete before the story, or as a movement break part way through.

○ Group ──────────────────────────

1. "One step forward if..."

Ask learners to take one step forward if they do the following online activities (add to and amend this list depending on your learners):

• Playing games

• Talking to family

• Talking to friends

• Video calling

• Watching programs

○ Group ──────────────────────────

2. "I went online, and I bought"

A memory game based on things which learners may buy online. As you go around the circle, each learner needs to remember the list said by the previous learner and add an item to the end.

○ Group ──────────────────────────

3. "Show me"

Learners come up with actions to express what they enjoy doing when they are online, and the rest of the group tries to guess what they are miming.

 Group

4. "What could we do?"

Learners take it in turns to say what they enjoy doing online, and the rest of the group suggest an offline activity they could do if they needed to take a break from that activity.

Suggested follow on activities

Here are suggestions for some activities you can complete after the story to deepen learners' knowledge and understanding.

- Recall the story by asking questions about the key events that have happened "What should you do if…"

- Encourage your learners to make their own storyboard/comic strip of what happens in the story. You could even print out the story to help with this.

- Working in small groups, act out the story with a beginning, middle and end.

- For individual work, learners might prefer to revisit the story by rewriting what happens in their own words.

- Design a poster to educate others about the online safety message they have learnt from the story.

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For more information on supporting children and young people to stay safe online and for a range of free online safety resources, visit:
childnet.com/teachers-and-professionals

Childnet's mission is to work in partnership with others around the world to help make the internet a great and safe place for children. We work directly with children and young people from the ages of 3 to 18 on a weekly basis, as well as parents, carers, teachers and professionals, finding out about their real experiences online, and the positive things they are doing as well as sharing safety advice.

Explore more resources at childnet.com/resources