Kit’s Digital Detective Agency: Navigating the Online World

Learning objective: To identify the importance of personal data and recognise how to respond to potential risks when using digital devices.

Kit the fox has found a series of digital 'clues' that represent information people share online. Your task is to act as a Digital Detective. Sort the clues into two categories: 'Safe to Share' (Public Information) and 'Private Information' (Keep Secure). Once you have sorted them, answer the analysis questions to show you can protect your digital footprint.

Word bank: Full name · Favourite book genre · Home address · School name · Gaming username · Password · Favourite colour · Telephone number

1. Sort the items from the word bank into a table with two columns: 'Safe to Share' and 'Private Information'. Justify why you chose to place 'School name' in the Private Information category. (3 marks)

2. Kit receives a message from an unknown person asking for their pet’s name and home address to send a 'prize'. Explain why this message should be treated with suspicion, even if the person sounds friendly. (2 marks)

3. Compare and contrast the risks of sharing a gaming username versus sharing a private password. Why is one significantly more dangerous than the other? (3 marks)

4. What might happen if you accidentally share personal information on a public social platform? Describe the potential long-term consequences. (2 marks)

5. Justify your answer: Is it ever safe to share your home address with someone you met only through an online game? Explain your reasoning. (2 marks)

6. If you notice something online that makes you feel uncomfortable or worried, who are the three trusted adults you should report this to? (2 marks)

Draw: Draw a 'Digital Shield' around your computer or tablet. Inside the shield, write three golden rules for staying safe online, such as 'Think before you click' or 'Ask an adult first'.

Extension challenge: Design a 'Safety Poster' for your classroom that explains how to spot a phishing attempt (a message trying to trick you into giving away information). Use persuasive language to encourage your peers to be 'Digital Detectives' just like Kit.