

Kit's Digital Detective Mission: Online Safety

Learning objective: To understand how to identify risks online and evaluate the reliability of information and communication.

Kit the fox is helping friends navigate the digital world. Read the following statements about online interactions. Decide if each statement is 'Safe' or 'Unsafe'. For each 'Unsafe' choice, write a short explanation of why it might be risky and what you should do instead.

Word bank: Privacy · Password · Stranger · Reporting · Personal information · Trustworthy · Digital footprint

1. 1. Someone you do not know in real life sends you a message asking for your home address and school name. Is this safe or unsafe? Why? (2 marks)

2. 2. You see a pop-up on a game that says you have won a prize of £500, but you must enter your parent's bank details to claim it. Is this safe or unsafe? Why? (2 marks)

3. 3. A friend from your school invites you to a private, moderated group chat to discuss your shared hobby. Is this safe or unsafe? Why? (2 marks)

4. 4. You find a website that asks you to create a password. You decide to use your pet's name and your date of birth. Is this a good idea? Why or why not? (2 marks)

5. 5. You see something online that makes you feel sad, worried, or uncomfortable. What is the first thing you should do? (2 marks)

Draw: Draw a 'Digital Shield' on a piece of paper. Inside the shield, draw or write three things that help you stay safe online (e.g., a padlock for passwords, a speech bubble for talking to an adult, or a magnifying glass for checking facts).



Extension challenge: Write a short 'Digital Code of Conduct' consisting of three golden rules for your class to follow when using computers or tablets at school.