Kit's Digital Detective Mission

1. Unsafe. (2 marks)

Working: Sharing personal information like your full name or school name helps strangers identify where you are.

1 mark for 'Unsafe', 1 mark for a valid reason (e.g., keeping personal details private).

2. Safe. (2 marks)

Working: Passwords should be kept secret from everyone except a trusted adult like a parent.

1 mark for 'Safe', 1 mark for identifying that parents are trusted adults.

3. Unsafe. (2 marks)

Working: Pop-ups promising prizes are often tricks to get you to click on harmful links or share data.

1 mark for 'Unsafe', 1 mark for explaining that clicking unknown links is risky.

4. Safe. (3 marks)

Look for: The child understands that telling a trusted adult is the correct action when feeling uncomfortable.

Good: Safe, because you should tell an adult.

Better: Safe, because if something makes you feel worried, a teacher or parent can help you.

Best: Safe, because closing the screen stops the problem and telling a trusted adult ensures you get the right help.

What moves an answer up: Moving from 'good' to 'best' involves explaining the benefit of both actions (closing the screen and telling an adult).

5. Unsafe. (2 marks)

Working: You should never meet someone you only know from the internet in real life.

1 mark for 'Unsafe', 1 mark for identifying the danger of meeting online strangers.

What a secure answer looks like

A secure answer shows the child understands that personal information must be protected and that trusted adults are the first point of contact for any online worry.

If your child is stuck

Ask the child: 'If a stranger in the park asked for your address, would you tell them?' Explain that the internet is just like the park, but we cannot see who we are talking to.

Common mistakes to watch for

Children often think that if a game looks fun or 'official', it is safe to click links. They may also underestimate the risk of sharing their school name, thinking it is not as private as a home address.