Kit’s Digital Detective Mission

Learning objective: I can identify safe and unsafe behaviours when using the internet.

About 15 minutes. Grown-up tip: Please read these scenarios with your child to discuss how they would handle these situations in real life.

Kit the Fox is checking his digital safety checklist. Read each scenario below and decide if it is 'Safe' or 'Unsafe'. For each 'Unsafe' choice, explain one reason why it is not a good idea using your own words.

Example: 'You see a message from someone you do not know asking for your home address.' Answer: Unsafe – You should never share personal information with strangers.

Word bank: Safe · Unsafe · Private · Trusted adult · Stranger · Password · Report

1. 1. You are playing an online game and a player asks for your full name and the name of your school. Is this safe or unsafe? (2 marks)

2. 2. You find a game online that asks you to create a secret password that you do not share with anyone except your parents. Is this safe or unsafe? (2 marks)

3. 3. A pop-up appears on your tablet screen saying you have won a prize and you must click the link to claim it immediately. Is this safe or unsafe? (2 marks)

4. 4. You see something online that makes you feel worried or uncomfortable. You decide to close the screen and tell a teacher or parent. Is this safe or unsafe? (2 marks)

5. 5. A new friend you met on an online chat asks if you can meet them at the local park after school. Is this safe or unsafe? (2 marks)

Draw: Kit the Fox wearing a detective hat and holding a magnifying glass, standing next to a computer screen with a 'Safety First' shield icon on it.

Extension challenge: Imagine you are designing a new app. List three 'Golden Rules' for children using your app to keep them safe online.

I did it! **Name: _____** **Date: _____**

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