ALL FUN AND GAMES?

Exploring respect and relationships online

Safer Internet Day 2022 | UK Safer Internet Centre

Family activities

Here you'll find fun and engaging activities that parents and carers can do with children of all ages to support this year's Safer Internet Day theme: '**All fun and games? Exploring respect and relationships online**'

Work through these activities with your child to help start conversations about life online and make sense of the digital world together. Find more activities, video content, tips and quizzes at: saferinternet.org.uk.

All ages

Spend time online together

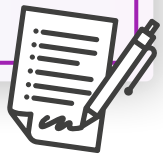
This year's theme is a great opportunity to have some fun and games together! Why not get everyone to write their favourite app or game on a slip of paper then take it in turns to pull from a bowl? Spend some time exploring each one as a family. Whether it's creating something together, competing or watching content, look out for the safety features and make a note of what these do, so you know where they are if you ever need them in the future.

Explore the Childnet website

Explore the Childnet website where you will find activities, quizzes and videos tailor made for children of all ages. There is also information on key topics for parents and carers, advice about specific apps and games, and activities and conversation starters you can use with your whole family.

Make a family agreement

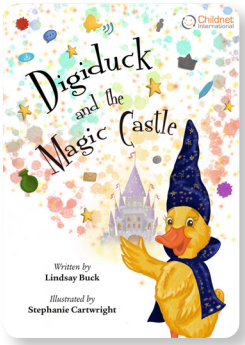
A family agreement is a great way to start a conversation about how your family uses the internet. As well as the online safety agreement in the Parents and Carers Pack, you can find a more detailed version here: childnet.com/family-agreement.



'All fun and games? Exploring respect and relationships online' Films

These films produced by the UK Safer Internet Centre are a great way to start a discussion with your child about how the internet makes them feel and what respect looks like online. There are different videos aimed at younger and older children available here: saferinternet.org.uk/sid-films.

Ages 3-7



Whooo helps yooou?

Read the story 'Digiduck and the Magic Castle' with your child: childnet.com/digiduck-magic

Discuss together how Wise_Owl and Eagle_Owl help Digiduck and his family.

Ask your child: Who helps you when you have a problem online?

Work with your child to write or draw a list of people they could speak to if they had a problem online. This might include you, other family members, a class teacher or trusted family friends. You could even practise what they might say or come up with a code word that everybody knows.

The Digiduck Series

Did you know that 'Digiduck and the Magic Castle' is the fourth book in the Digiduck series?

Read all the stories and join Digiduck, Wise_Owl and more on their online safety adventures at: childnet.com/digiduck.

Ages 7-11

Childnet SMART Video Lessons

Watch this series of 6 mini video lessons hosted by the Childnet Education Team together with your child. You'll be guided through activities and discussions about different online safety topics. The sessions are aimed at children aged 6-9 and can be found here: childnet.com/resources/video-lessons.

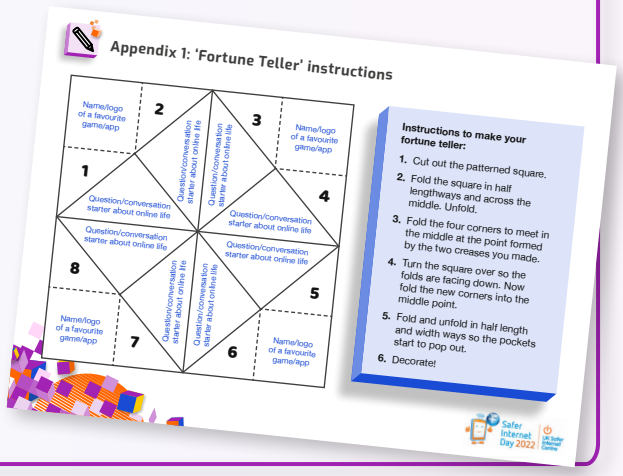
Family Fortunes

Create an origami fortune teller with your child using the template and instructions in Appendix 1. Have them decorate the outside with characters or logos from their favourite apps and games, label the inside with numbers, then write some questions about life online to put under the flaps.

Use the fortune teller by getting a family member to pick one of the characters or apps. Spell out the name and move the teller once for each letter. Then have them pick a number and move the teller again. Then ask them to choose a second number and read the question under the corresponding flap. Use to start a conversation about life online.

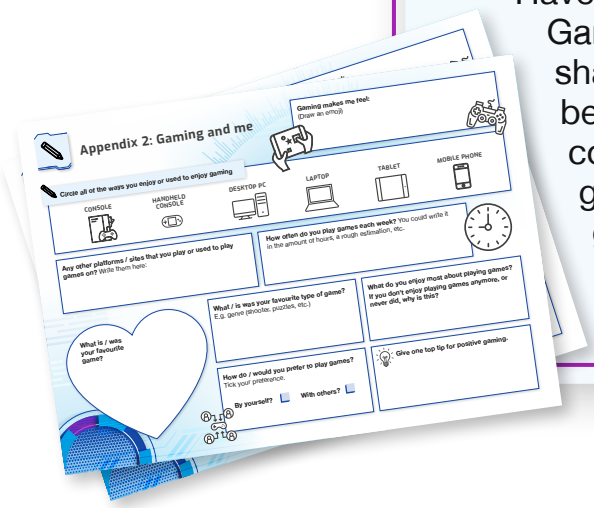
Questions could include:

- What's your favourite app/game and why?
- What tips do you have for staying safe online?
- Explain one family rule we have when using our devices.
- What's one thing you would change about how we use devices at home?
- Who can you tell if you have a worry about life online?



Ages 11-14

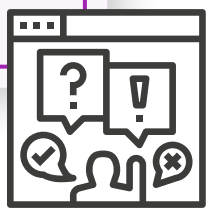
Gaming and Me



Have each of your family members complete the Gaming and Me template (Appendix 2). Then share and discuss the similarities and differences between responses. Use as an opportunity to start conversations about the positives and negatives of gaming in your household and follow with a family gaming session where everyone tries out each other's favourite games. Can you find the safety features for each one?

Safer Internet Day Quiz

Watch out for the online, interactive version of our special Safer Internet Day 2022 quiz for ages 11-14. This will be published in the run up to the day and is a great opportunity for you and your child to test your knowledge of respect and relationships together! saferinternet.org.uk/sid-quiz/11-14



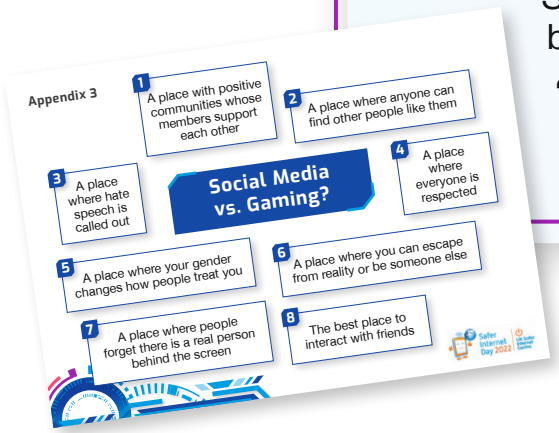
Ages 14-18

Social Media vs. Gaming

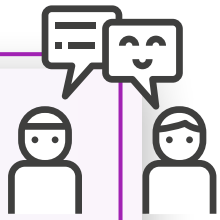
Share Appendix 3 with your child and discuss whether each of the statements applies more to social media or gaming, in their opinion. Use as a conversation starter to find out more about your child's online experiences and the strategies they use to keep themselves and others safe.

Show that you are open and willing to learn more by asking:

"What one thing would you like me to recognise about using the internet and technology?"



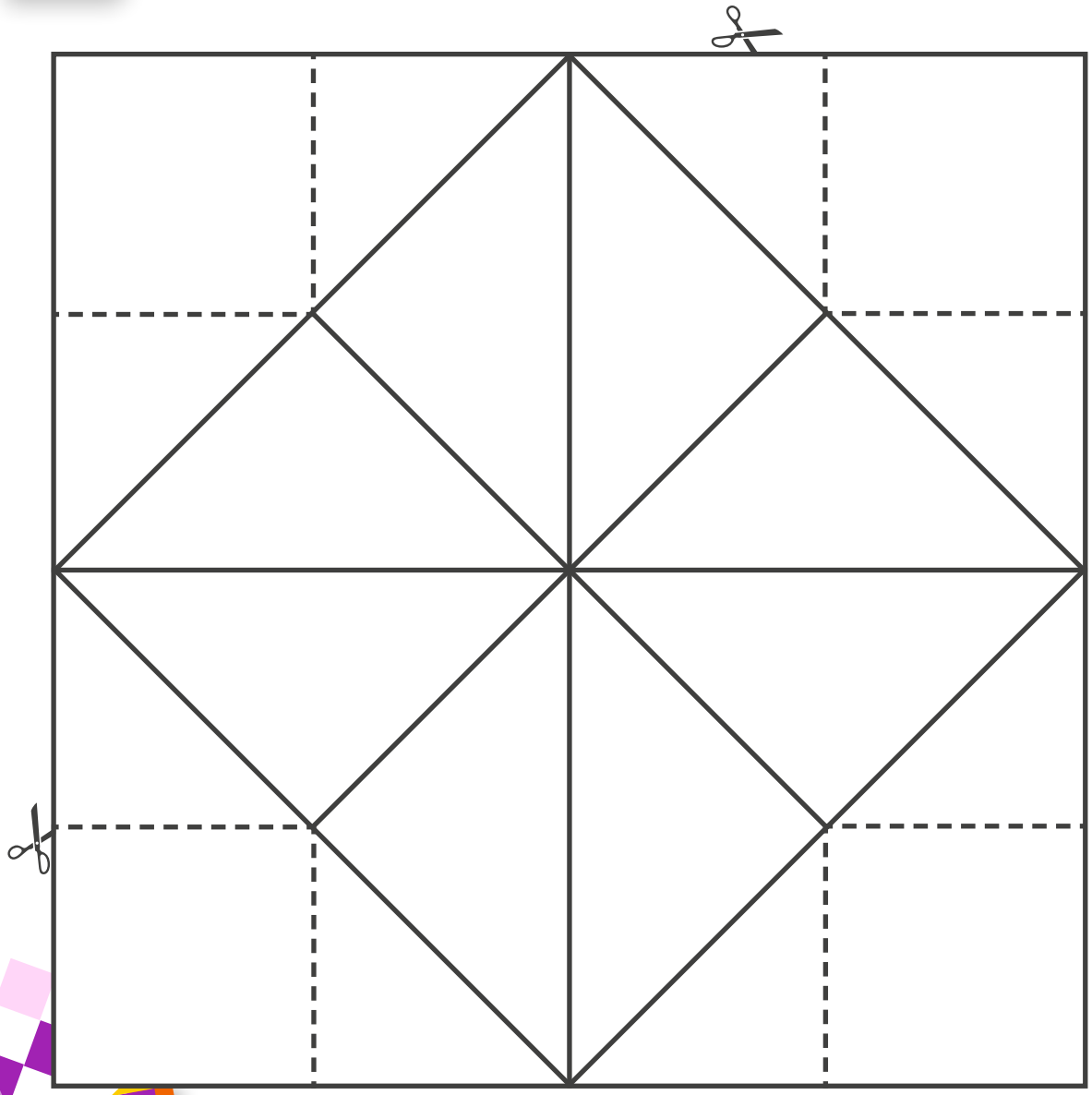
Be a role model



Why not ask your teen to help you, or their younger siblings, enjoy safe and positive online experiences? They no doubt have some online wisdom to share.

Ask them about their favourite apps and games, and what safety advice they would offer for each. Do they have any guidance on how to manage online friendships and ensure communication is respectful and safe, as well as fun?

Appendix 1: 'Fortune Teller' template



Instructions to make your fortune teller:

1. Cut out the patterned square.
2. Fold the square in half lengthways and across the middle. Unfold.
3. Fold the four corners to meet in the middle at the point formed by the two creases you made.
4. Turn the square over so the folds are facing down. Now fold the new corners into the middle point.
5. Fold and unfold in half length and width ways so the pockets start to pop out.
6. Decorate!

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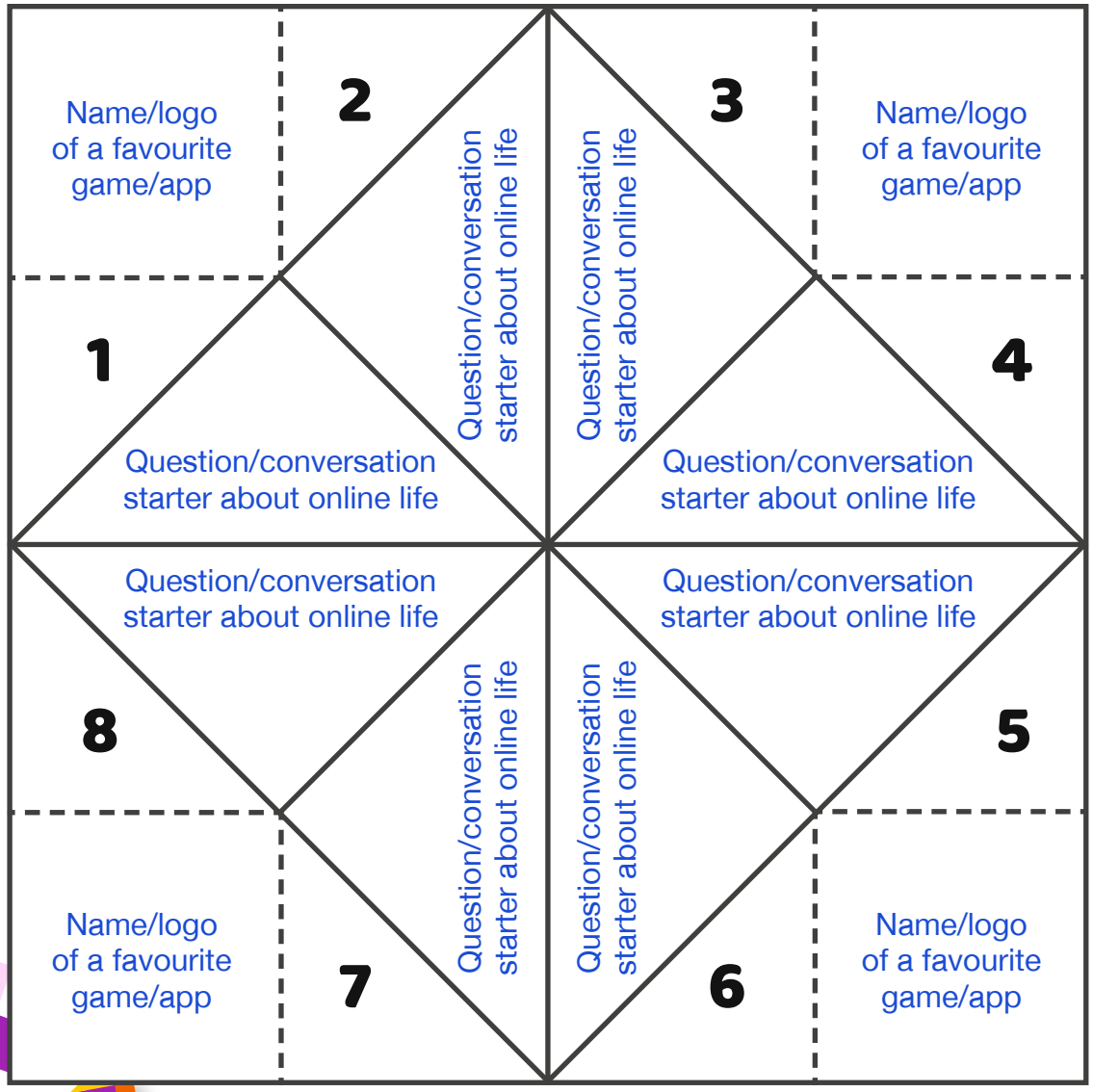
Appendix 1: 'Fortune Teller' instructions



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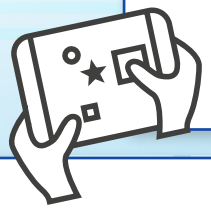
Appendix 2: Gaming and me

Gaming makes me feel:
(Draw an emoji)



Circle all of the ways you enjoy or used to enjoy gaming

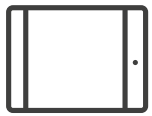
CONSOLE

HANDHELD CONSOLE

DESKTOP PC

LAPTOP

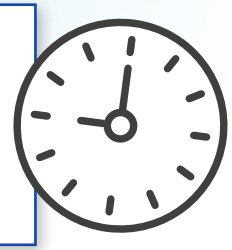
TABLET



MOBILE PHONE

Any other platforms / sites that you play or used to play games on? Write them here:

How often do you play games each week? You could write it in the amount of hours, a rough estimation, etc.



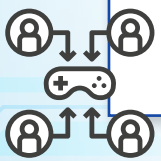
What is / was your favourite game?

What / is was your favourite type of game?
E.g. genre (shooter, puzzles, etc.)

What do you enjoy most about playing games?
If you don't enjoy playing games anymore, or never did, why is this?

How do / would you prefer to play games?
Tick your preference.

By yourself? ☐ **With others?** ☐



Give one top tip for positive gaming.

Appendix 3

Social Media vs. Gaming?

1. A place with positive communities whose members support each other
2. A place where anyone can find other people like them
3. A place where hate speech is called out
4. A place where everyone is respected
5. A place where your gender changes how people treat you
6. A place where you can escape from reality or be someone else
7. A place where people forget there is a real person behind the screen
8. The best place to interact with friends

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