

Lesson Plan Safer Internet Day

Age group year 7 to year 11

Timing - 45 minutes to 1 hour



Together for a Better Internet

Safer Internet Day is celebrated globally in February each year. It aims to promote the safe and positive use of digital technology for children and young people and to inspire a national discussion about using technology responsibly, respectfully, critically and creatively.

The Foundation for Social Welfare Services, the Office of the Commissioner for Children, The Directorate for Learning and Assessment Programmes and the Cyber Crime Unit within the Malta Police Force, who form part of the BeSmartOnline! initiative join in the celebrations to help promote the safe, responsible and positive use of digital technology for children and young people.

The day offers the opportunity to highlight positive uses of technology and to explore the role we all play in helping to create a better and safer online community. It calls upon young people, parents, carers, teachers, social workers, law enforcement, companies, policymakers, and wider community, to join together in helping to create a better internet.

This year, Safer Internet Day will be celebrated on the the **6th of February** however, activities will be organised throughout the whole month.

Resources:

Video and PowerPoint Presentation



be SMART
ONLINE!

Learning Outcomes:

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| 1. | I can describe what is meant by digital footprint. |
| 2. | I can discuss how to manage my digital footprint. |
| 3. | I can explain how I can start developing a positive digital footprint for future life, study and work. |
| 4. | I can talk about the risks associated with giving out personal information. |

Introduction: 10 minutes

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| 1. | Icebreaker 'Catch the ball' (see Annex 1). This is optional. |
| 2. | Class Brainstorming Activity: Ask your students the following question: What do we mean when we talk about Digital Footprint? |
| 3. | Inform your students that the 6th of February is Safer Internet Day. It aims to promote the safe and positive use of digital technology for children and young people and to encourage children to discuss how to use technology responsibly, respectfully, critically and creatively. |



Activity 1: 10 minutes

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| 1. | Show the <u>Video</u> for Secondary School Students |
| 2. | Processing questions: <ol style="list-style-type: none">1. What struck you the most about this clip?2. Why is it important to talk about Digital Footprint? |

Activity 2: 25 minutes

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| 1. | Use PowerPoint presentation to introduce the topic of Digital Footprint |
| 2. | Discuss and Process Suggested processing questions: <ul style="list-style-type: none">• How will you express yourself online?• How will you protect your privacy online?• How will you respect other people's privacy?• If you Googled your name or username(s) what do you think you would find?• What is a negative and what is a positive digital footprint?• Would you be proud to have your teachers/parents/friends look at everything in your digital footprint? Why? Why not? |

Annex 1

Icebreaker: 'Catch the Ball'

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| 1. | The teacher will provide a small ball (this could be a scrunched up piece of paper or any other object) and throw it to a student who will be asked to share something about himself/herself with the rest of the class. the students then throws the ball to someone else. |
| 2. | The ball is thrown to a deferent student every time until all students participate. |
| 3. | This activity can be used to start the discussion on Digital Footprint since students are sharing things about themselves that they would like other students to know. |

