Online Safety: Cyber Snakes and Ladders

Aim:	**Success Criteria:**	**Resources:**
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies in the context of answering questions about online safety and scenarios to complete a game. To apply knowledge of safe and sensible online activities to different situations.	I can choose a sensible course of action if I feel uncomfortable online. I can explain how to safely search for information online. I can choose appropriate websites for someone my age.	**Lesson Pack** Dice Counters (optional, paper counters provided) Whiteboards and pens
	Key/New Words: Internet, website, safe, secure, cyberbullying, search engine, keywords, chat, messenger.	**Preparation:** **Cyber Snakes and Ladders Board** – per pair Differentiated **Cyber Situation Snake Cards** – pre-cut, one pack per pair Differentiated **Cyber Situation Ladder Cards** – pre-cut, one pack per pair **Cyber Snakes and Ladders Rules** – as required

Prior Learning:	In previous lessons, children will have learnt how to search for information online, how to determine the appropriateness of websites for children and who to speak to about staying safe online.

Learning Sequence

Whole Class	**Recap:** Using the **Lesson Presentation**, ask children to recap what they have learnt in previous lessons. You may choose to invite children to discuss their ideas in pairs before sharing with the whole class. Word prompts on the **Lesson Presentation** can be used to guide discussion.	
Whole Class	**Speedy Snakes:** Use the **Lesson Presentation** to introduce the concept of the snakes and ladders game. Invite a child to explain how the game is played, ensuring children understand the rules and key aspects of play. As a whole class, play a single roll of the snakes and ladders game, using the animations on the slides. Using the multiple-choice questions on the **Lesson Presentation**, children vote for their answer by writing the corresponding letter on their whiteboards. Clarify the instructions with the children before they play in pairs. Can children choose a sensible course of action if they feel uncomfortable online?	
	Cyber Snakes and Ladders: Working in ability pairs, children play the Cyber Snakes and Ladders game in pairs. Children use the **Cyber Snakes and Ladders Board**. When they land on a snake or ladder, their partner will turn over one of the differentiated **Cyber Situation Snake Cards** or differentiated **Cyber Situation Ladder Cards** and read the instruction and question. The winner is the first of the pair to reach the 100 square. Can children choose a sensible course of action if they feel uncomfortable online? Can children explain how to safely search for information online? Can children choose appropriate websites for someone their age? ★ Using the differentiated **Cyber Situation Snake Cards** and differentiated **Cyber Situation Ladder Cards**, children answer multiple-choice questions, applying their knowledge of staying safe online to progress through the game. ★★★ Using the differentiated **Cyber Situation Snake Cards** and differentiated **Cyber Situation Ladder Cards**, children answer more complex questions without multiple-choice answers, applying their knowledge of staying safe online to progress through the game.	
Whole Class	**Cyber Situations:** Choose one of the **Cyber Situation Cards** and discuss the answers children gave in their pairs. Discuss other answers and situations that children encountered during their pair game.	

Taskit

Changeit: Children write their own situation cards to match the game.

Playit: Children design their own online safety game based on a game they are familiar with.

Guidance for macros in PowerPoints

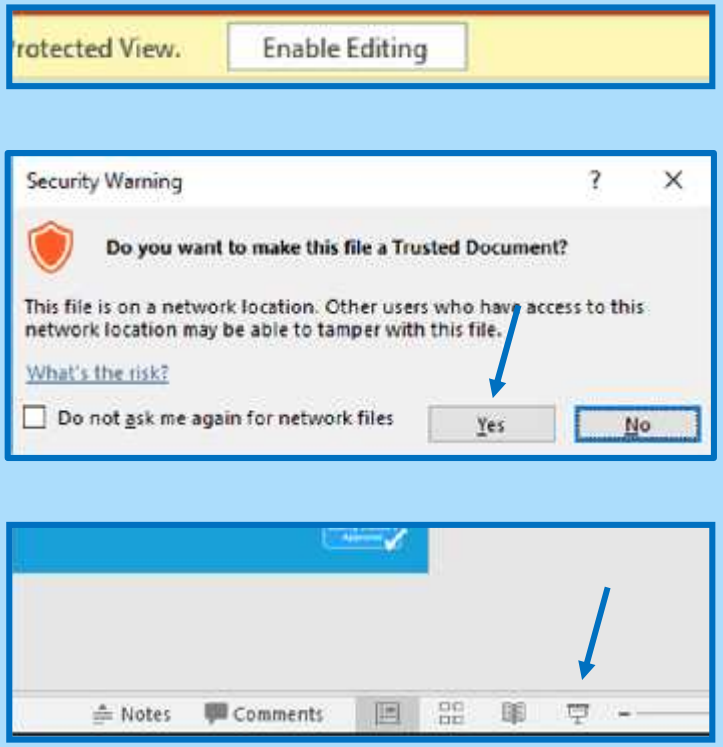
We use macros within PowerPoints to increase the interactivity of our presentations. Follow this simple process to get the most out of this resource.

What to do:

Open the PowerPoint file and enable editing.

A security warning box will appear. Click yes.

Enter presentation mode (start the slide show).



Computing

Online Safety

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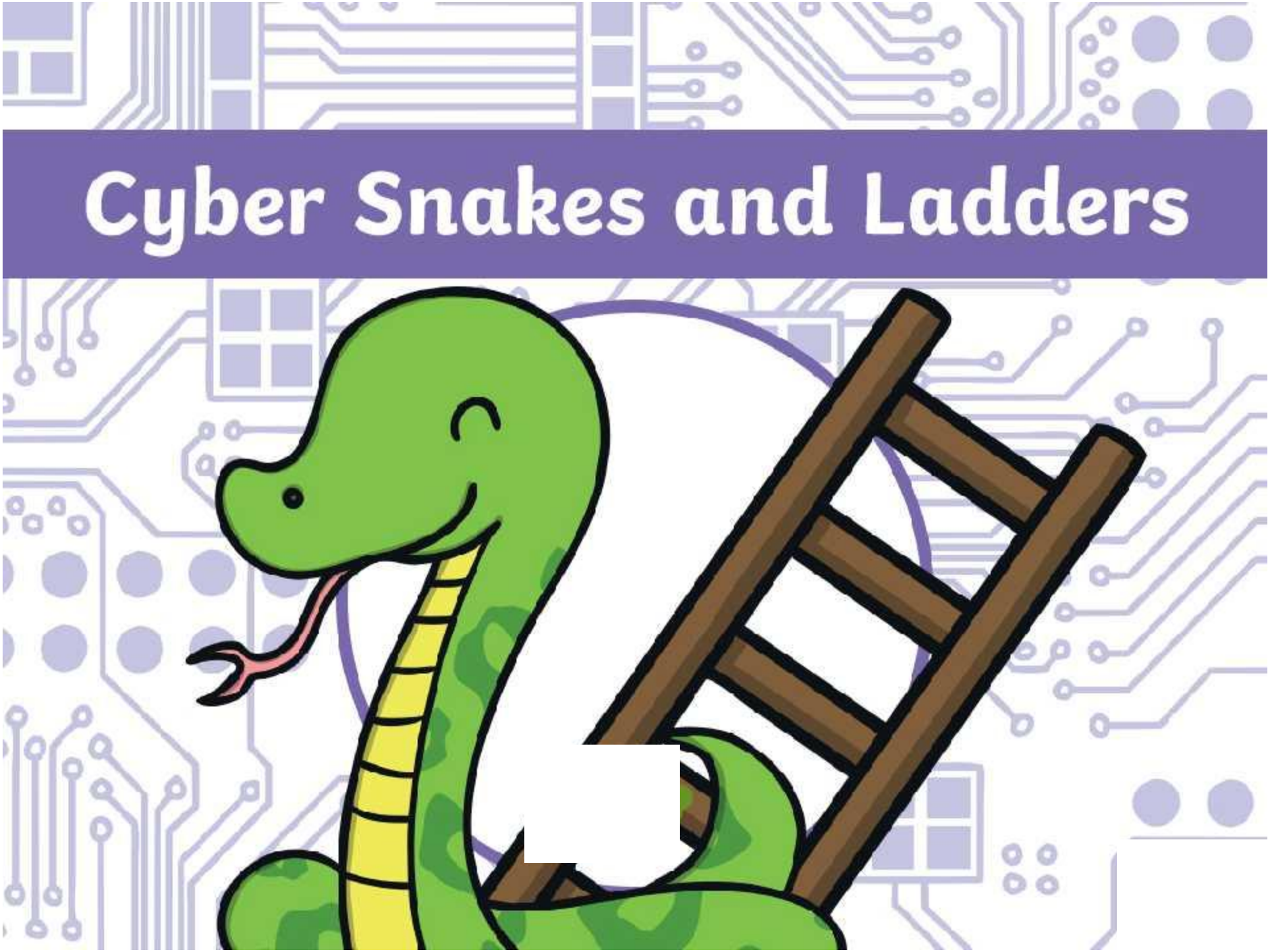
Cyber Snakes and Ladders



Aim

- To apply knowledge of safe and sensible online activities to different situations.

Success Criteria

- I can choose a sensible course of action if I feel uncomfortable online.
- I can explain how to safely search for information online.
- I can choose appropriate websites for someone my age.

Recap

Who remembers what we have learnt about staying safe online and using websites sensibly?

Use the names of the lessons to help you remember:

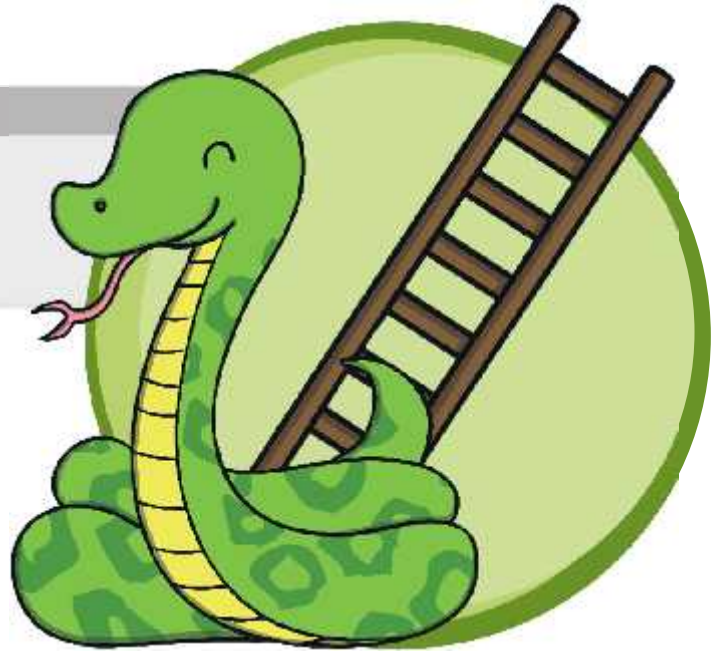
- ✓ Digital Footprints
- ✓ Keywords
- ✓ You Be the Judge
- ✓ Rate and Review
- ✓ Being Kind Online

Speedy Snakes

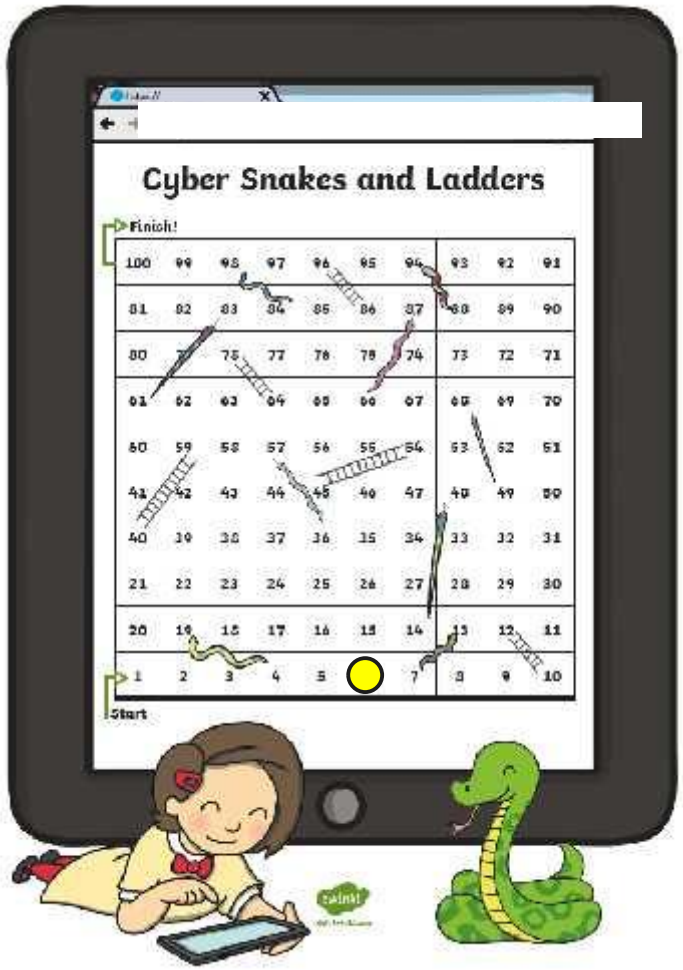
Who's played Snakes and Ladders before?

We're going to play Snakes and Ladders but with an extra quiz added in!

Who can explain how we usually play Snakes and Ladders?



Speedy Snakes



Speedy Snakes

What should you do if somebody sends you an unkind message online?

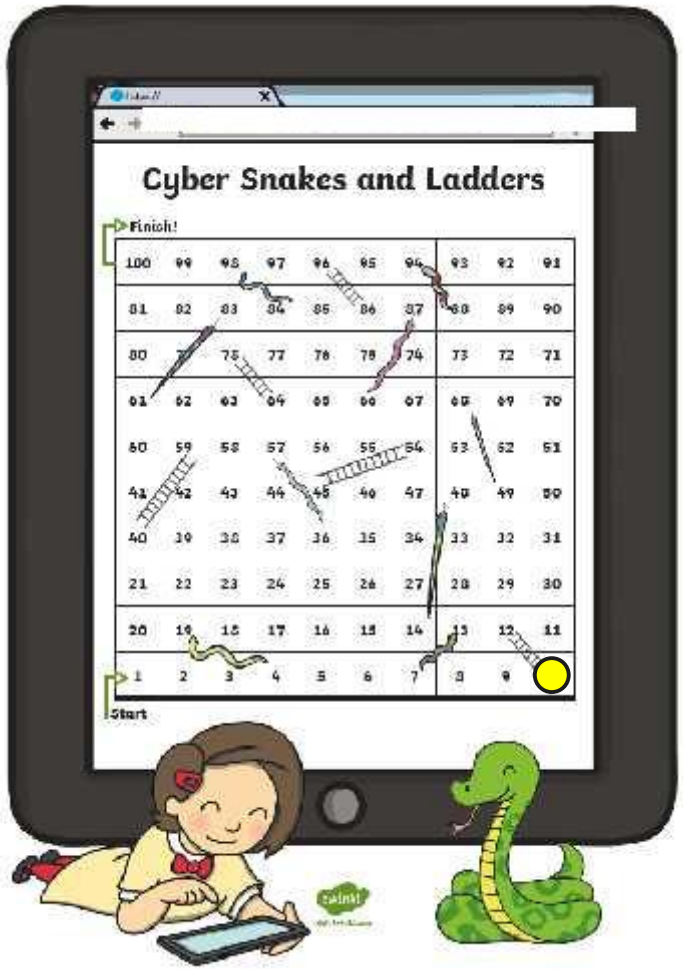
a) Tell your friend so they can tell you what to do.

b) Write a message back asking them not do it again.

c) Tell an adult you trust.

Write a, b or c on your whiteboard and hold it up to show your answer.

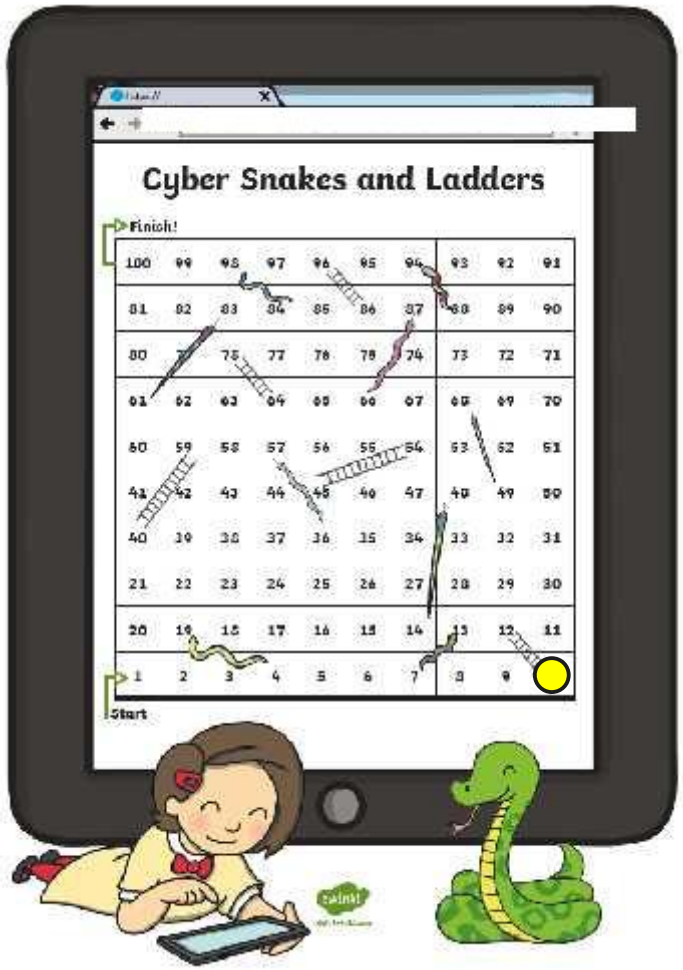
Speedy Snakes



Well done! Move up the ladder.

Next

Speedy Snakes



Not quite right; stay where you are for now.

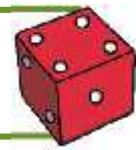
OK

Speedy Snakes

You will be playing just like this with each other.

You will have cards with instructions to help you play the game.

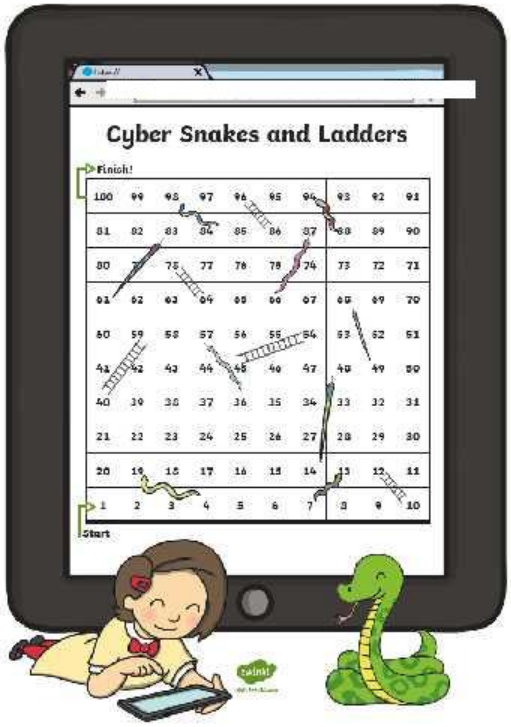
Roll the dice and move the number of places shown.

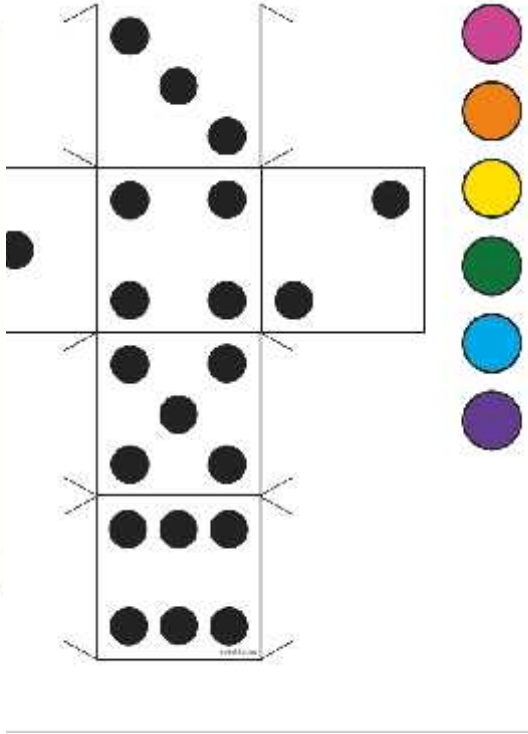


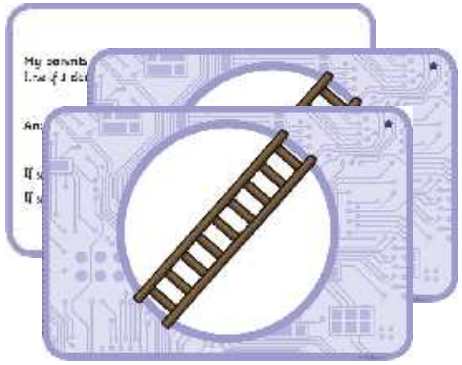
If you land on a snake or ladder, your partner picks up a snake or ladder card and reads out the instruction and question.

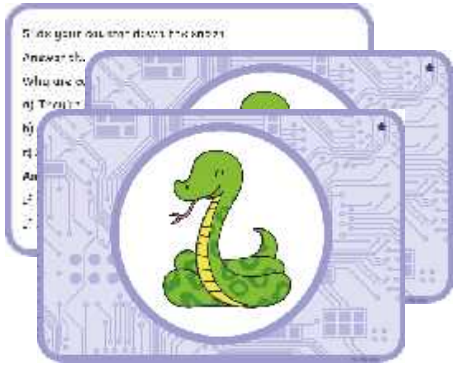
Cyber Snakes and Ladders

Now, play the Cyber Snakes and Ladders game in your pair.





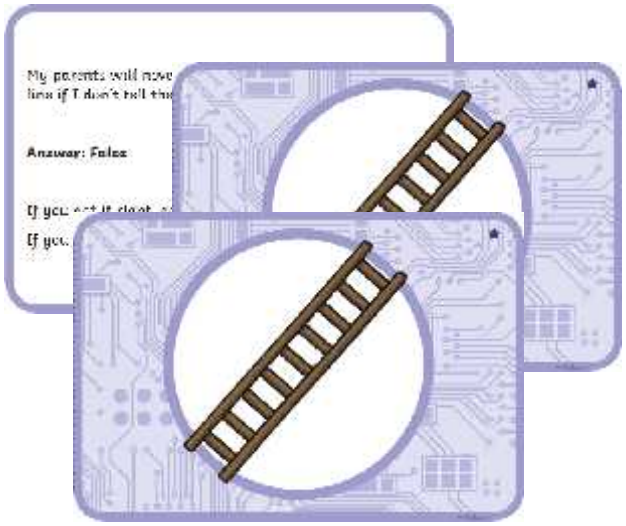


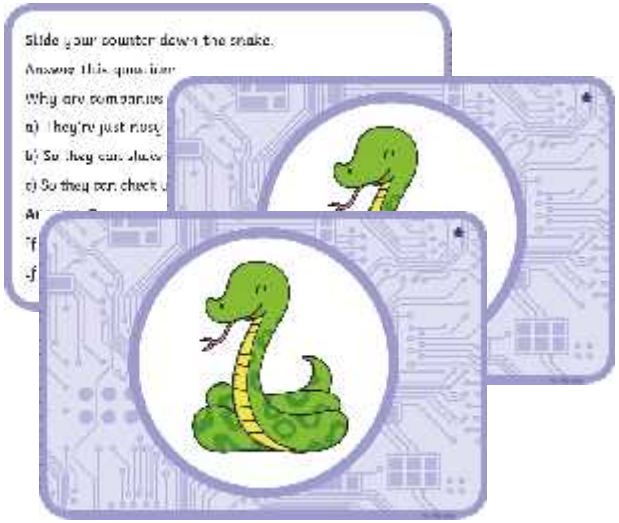


Cyber Situations

Let's have a look at some of the **Cyber Situations Cards** together.

If you and your partner answered them, put your hand up and tell us what you think the answer is and if you got it right during the game.





Aim

- To apply knowledge of safe and sensible online activities to different situations.

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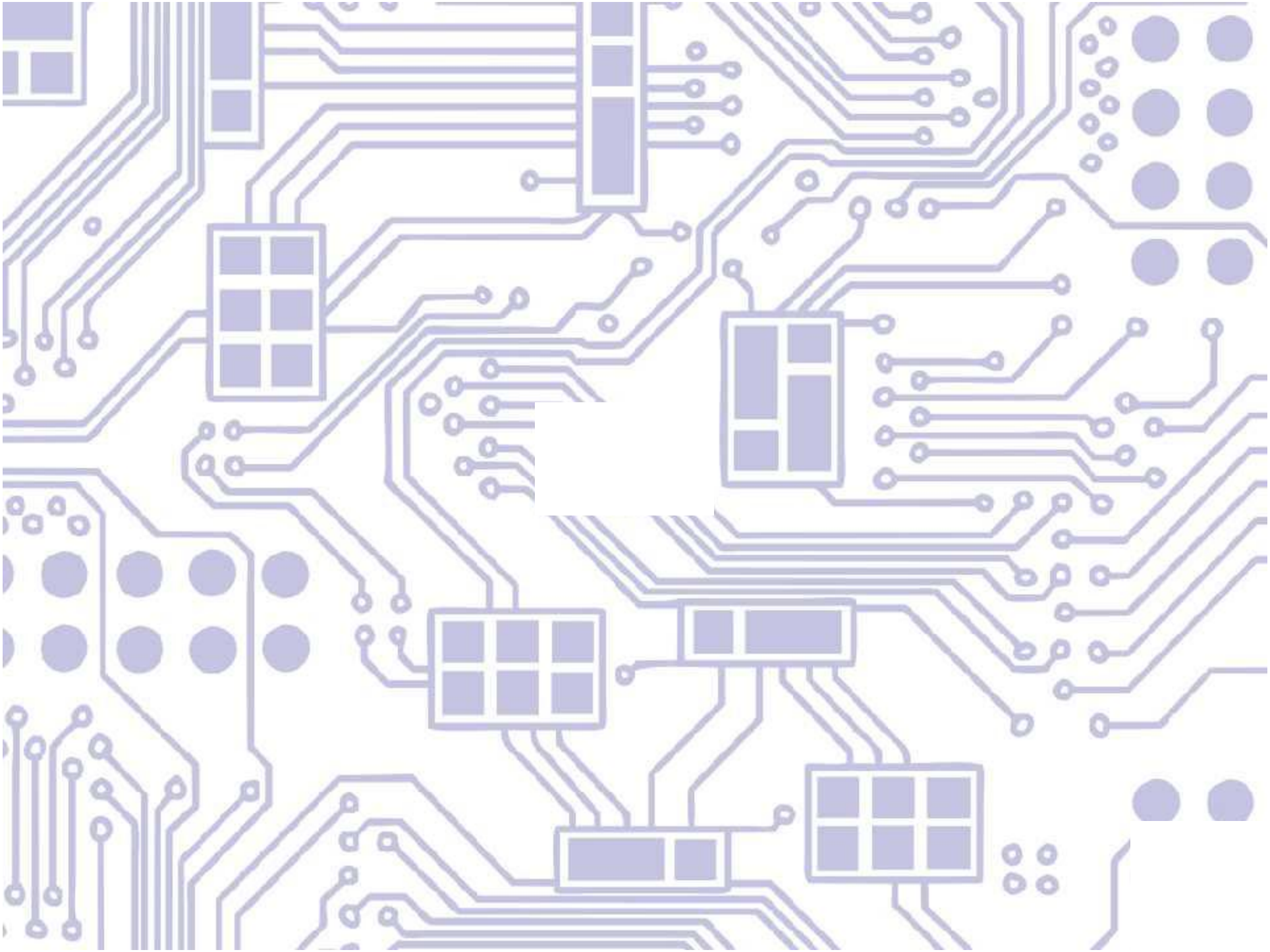

Aim: To apply knowledge of safe and sensible online activities to different situations.				**Date:**					
				Delivered By:			**Support:**		
Success Criteria	**Me**	**Friend**	**Teacher**	**T**	**PPA**	**S**	**I**	**AL**	**GP**
I can choose a sensible course of action if I feel uncomfortable online.				**Notes/Evidence**					
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Next Steps

- _____
- _____

T	Teacher	**I**	Independent
PPA	Planning, Preparation and Assessment	**AL**	Adult Led
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Next Steps

- _____
- _____

T	Teacher	**I**	Independent
PPA	Planning, Preparation and Assessment	**AL**	Adult Led
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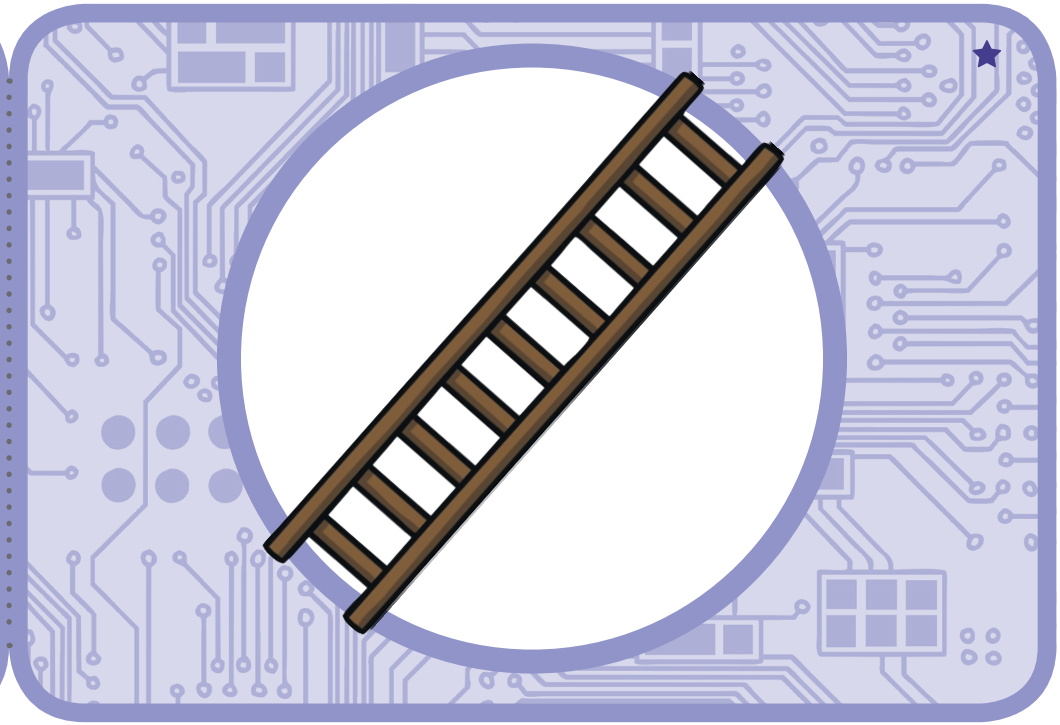
Answer this question:

My parents will never know what sites I've accessed online if I don't tell them. True or false?

Answer: False

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



Answer this question:

List three things you might leave behind in your **digital footprint**.

Answers: Name, address, interests, hobbies, places you've been, birthday, friends' or parents' names... anything you do online!

If you got it right, go up the ladder!

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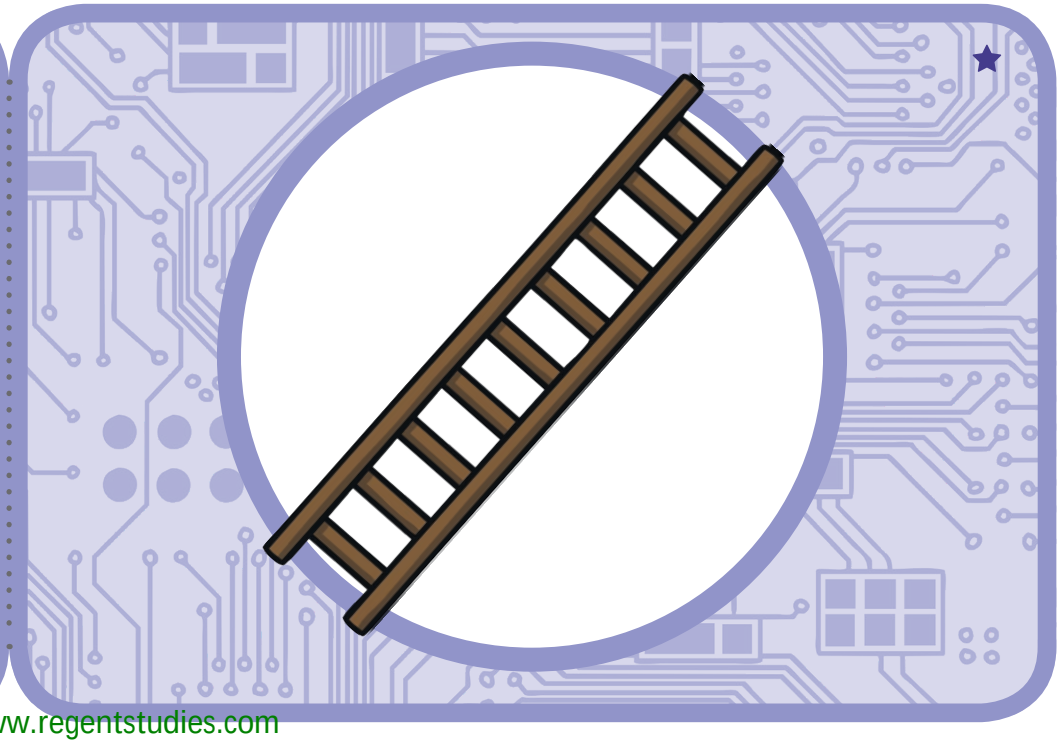

Answer this question:

Only websites make up my digital footprint, games consoles and apps don't count. True or false?

Answer: False

If you got it right, go up the ladder!

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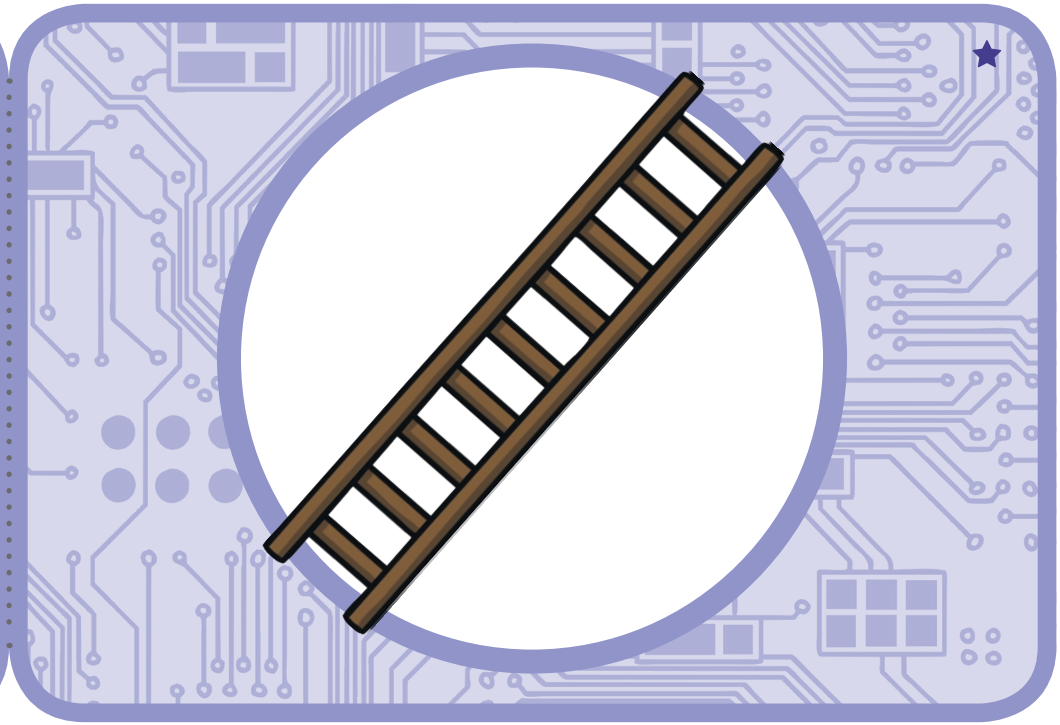


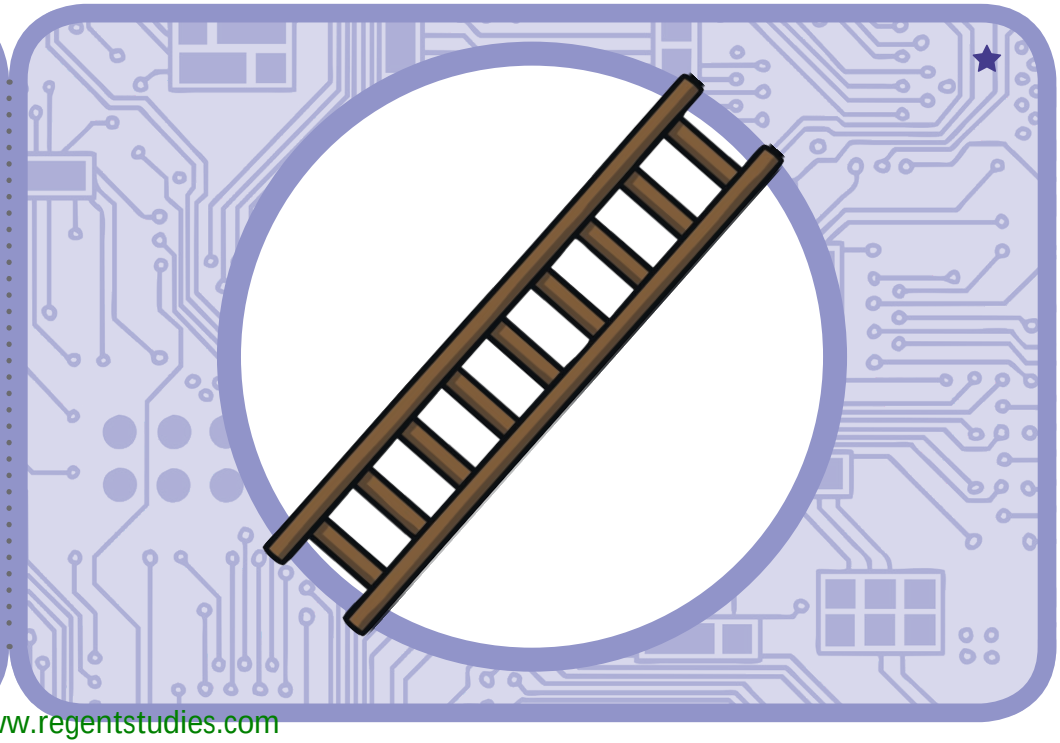
Answer this question:

The more words I include in an online search, the better the results will be. True or false?

Answer: False

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



Answer this question:

What is a search engine?

a) A website about cars and trains

b) A type of robot that will find things for me that I've lost

c) A website where I can type in what I'm looking for online

Answer: C

If you got it right, go up the ladder!

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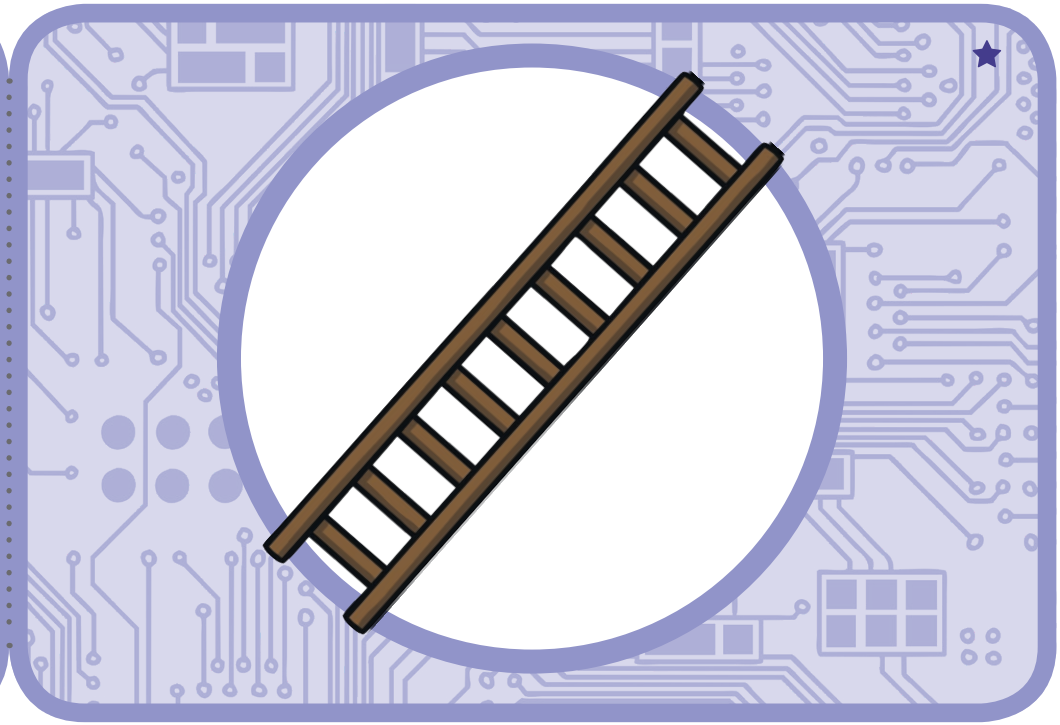


Answer this question:

What clues might there be that a website is designed for children to use?

a) Easy to understand and lots of pictures

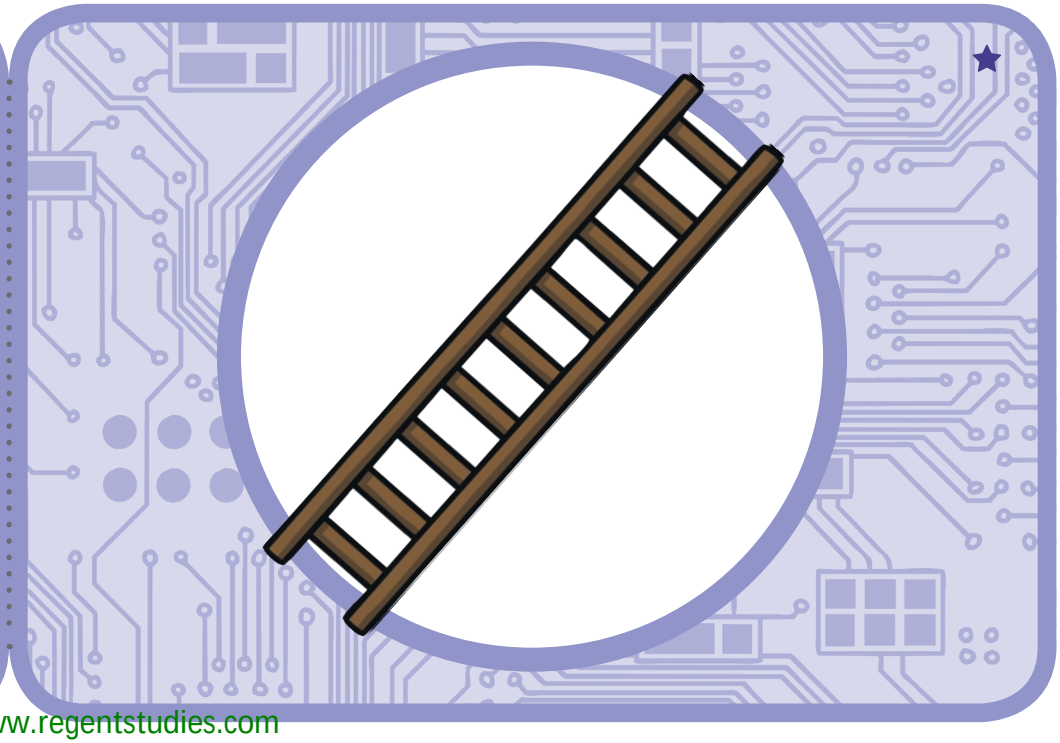
b) Needing to sign in or make an account

c) Tricky words and diagrams

Answer: A

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



Answer this question:

Who should make an online profile or account for you?

A) Me

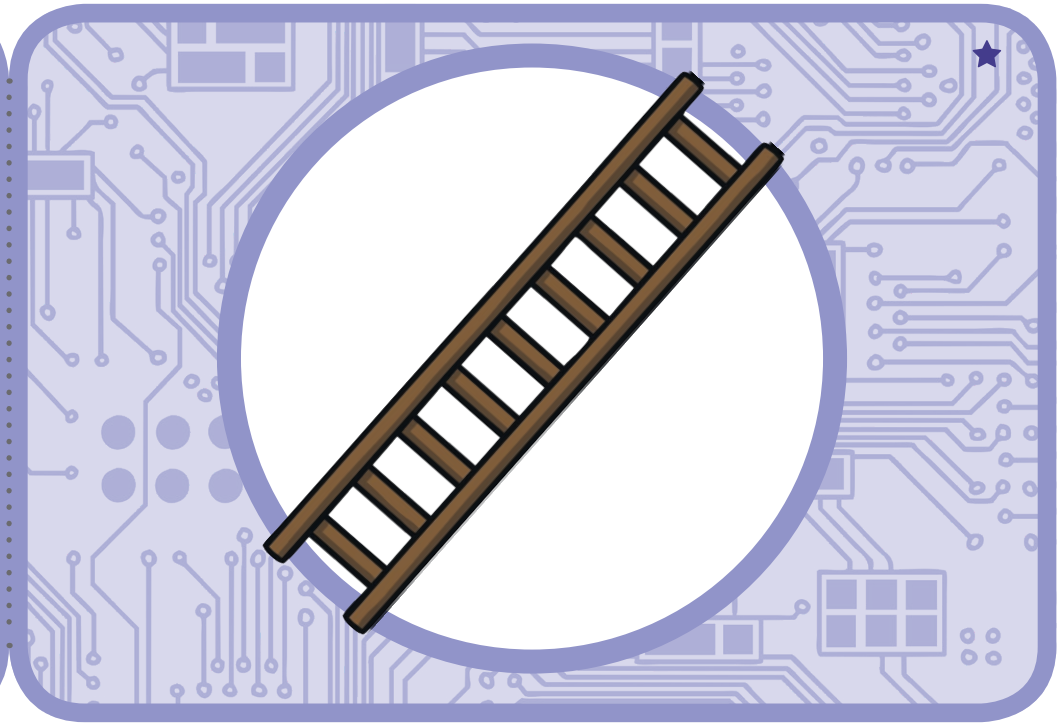
B) Me and an adult

C) An adult

Answer: B

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



Answer this question:

Why should you tell a grown-up if something makes you uncomfortable online?

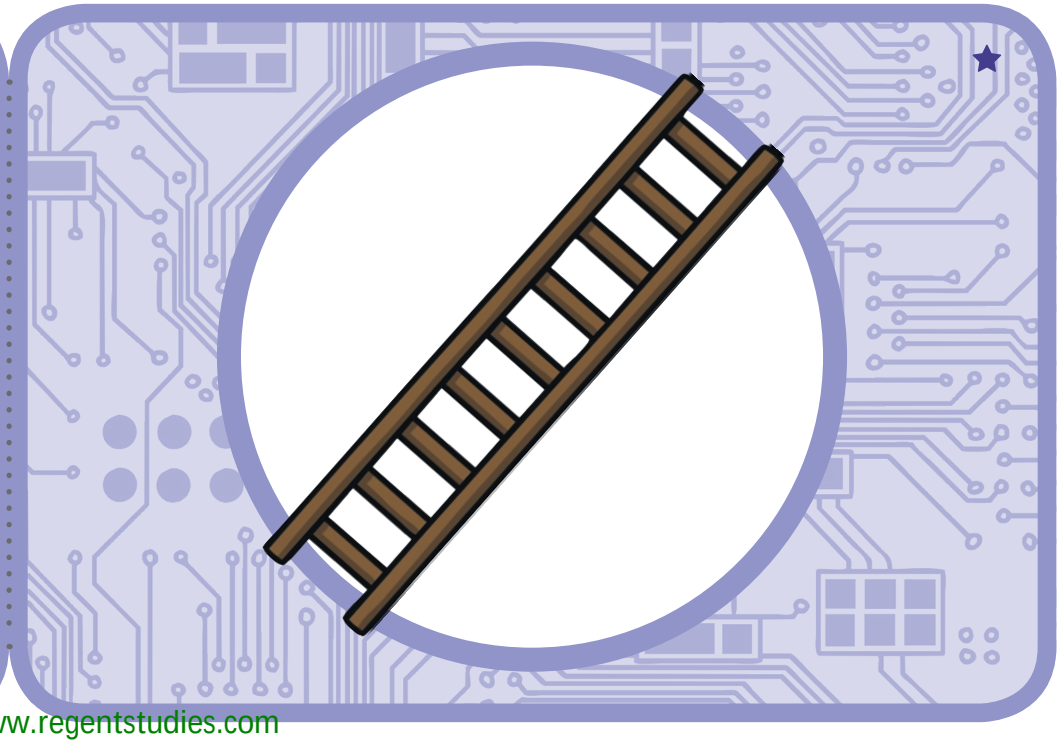
a) So they can report it

b) So they can make you feel better about it

c) So that they can block it from showing again

Answer: All of them!

Go up the ladder, they're all correct!



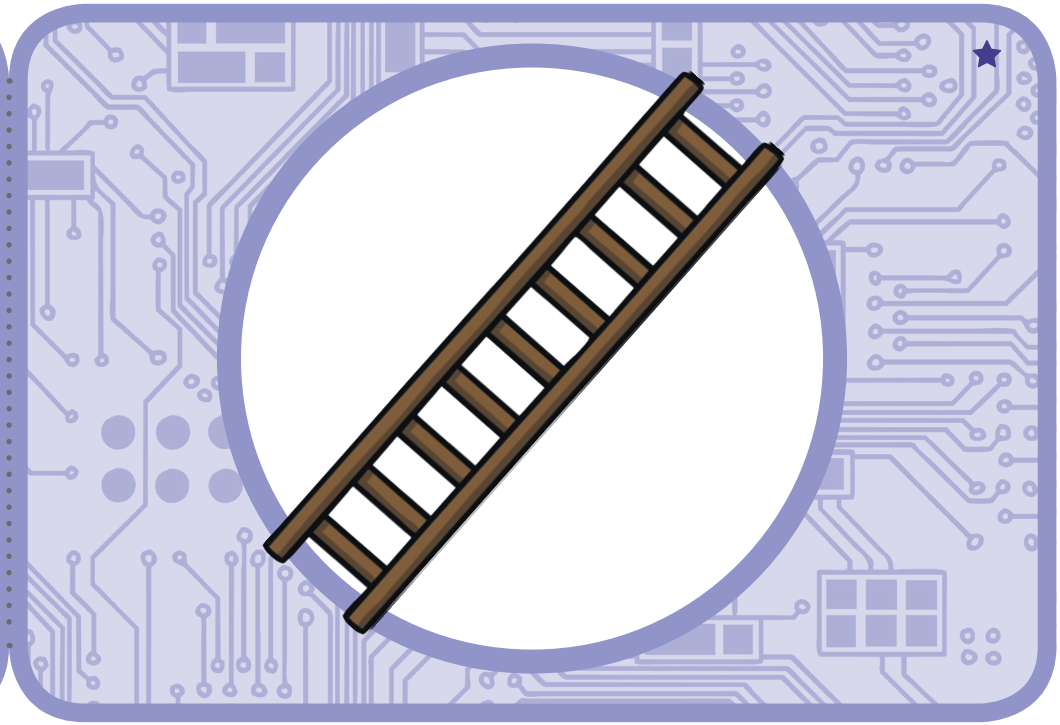
Answer this question:

Blocking somebody is all you need to do if they send you an unkind message. True or false?

Answer: False

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



Answer this question:

It is always easy to tell if someone is being unkind online on purpose. True or false?

Answer: False

If you got it right, go up the ladder!

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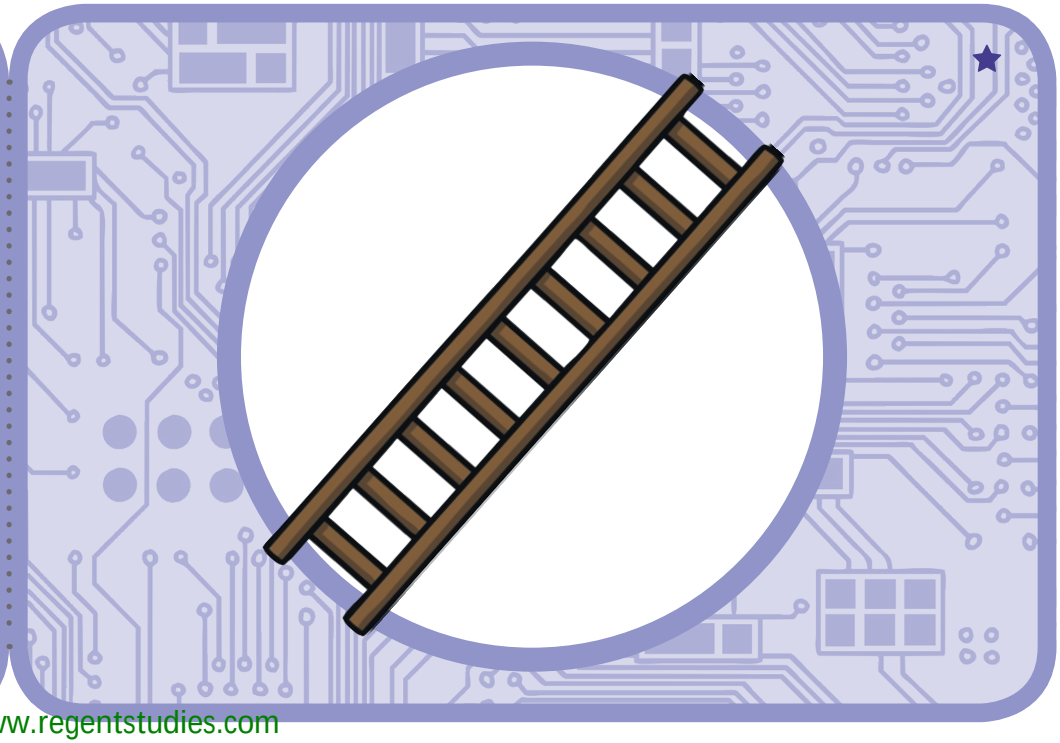


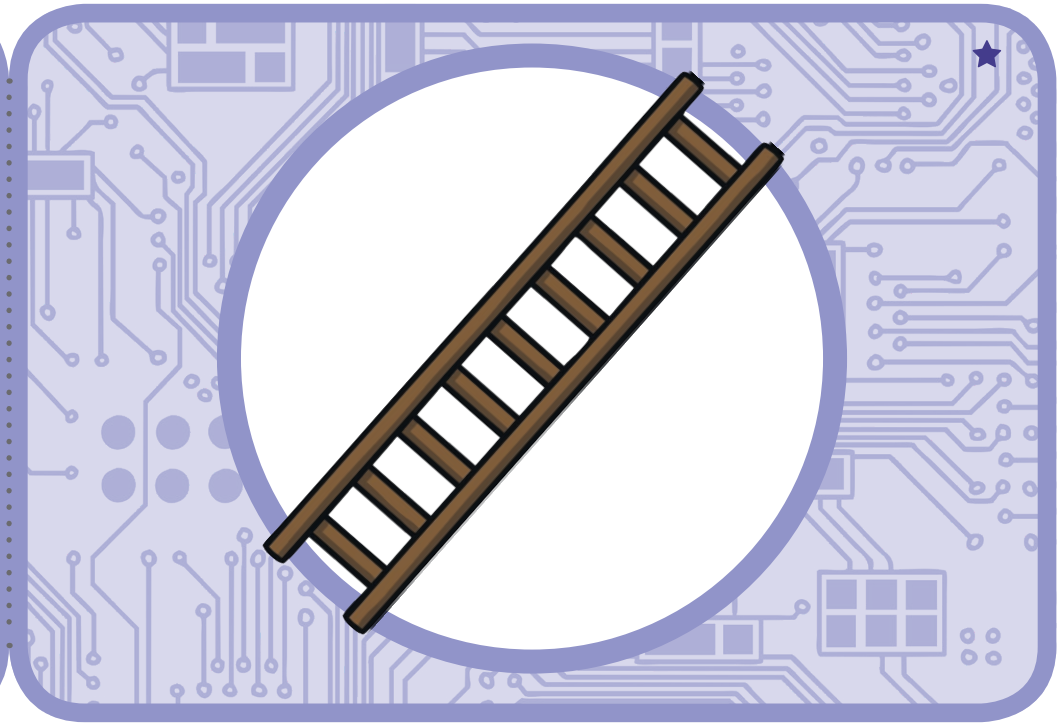
Answer this question:

It is safe to access any website that doesn't need me to log in. True or false?

Answer: False

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



Answer this question:

Your older friend has told you that you can go on a website; you don't need to ask an adult because she checked it for you. True or false?

Answer: False

If you got it right, go up the ladder!

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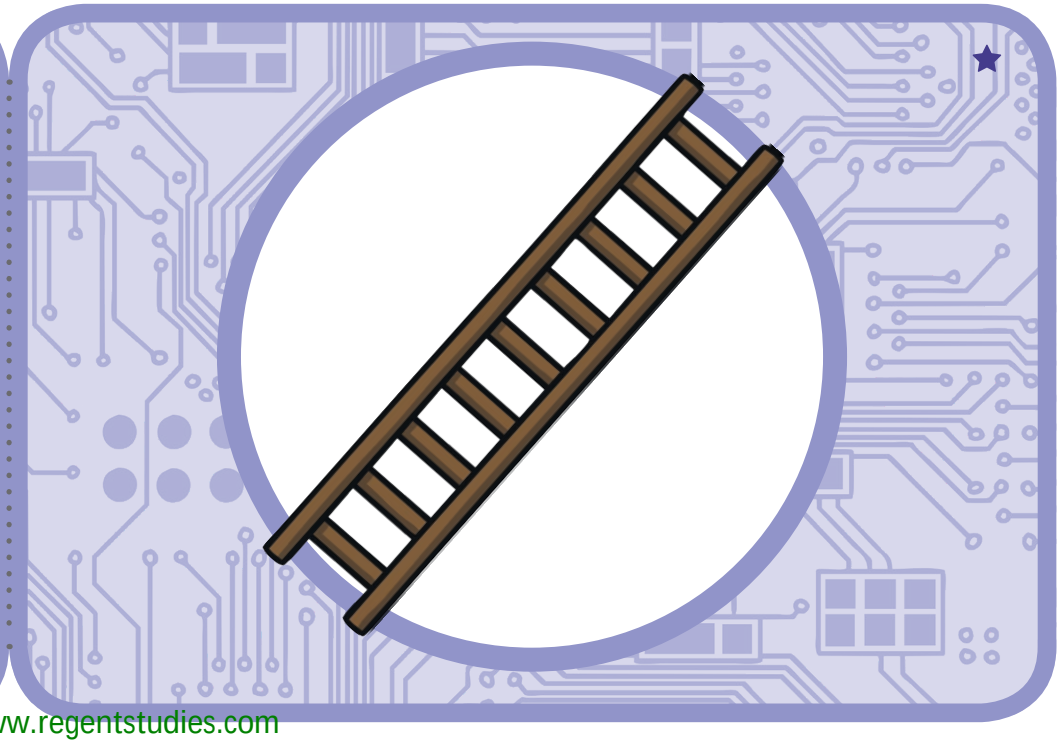

Answer this question:

You've been allowed online at home for an hour. Name a way that your parents will be able to see what you have been on.

Answer: Adverts that pop up after, Internet history, saved websites, etc.

If you got it right, go up the ladder!

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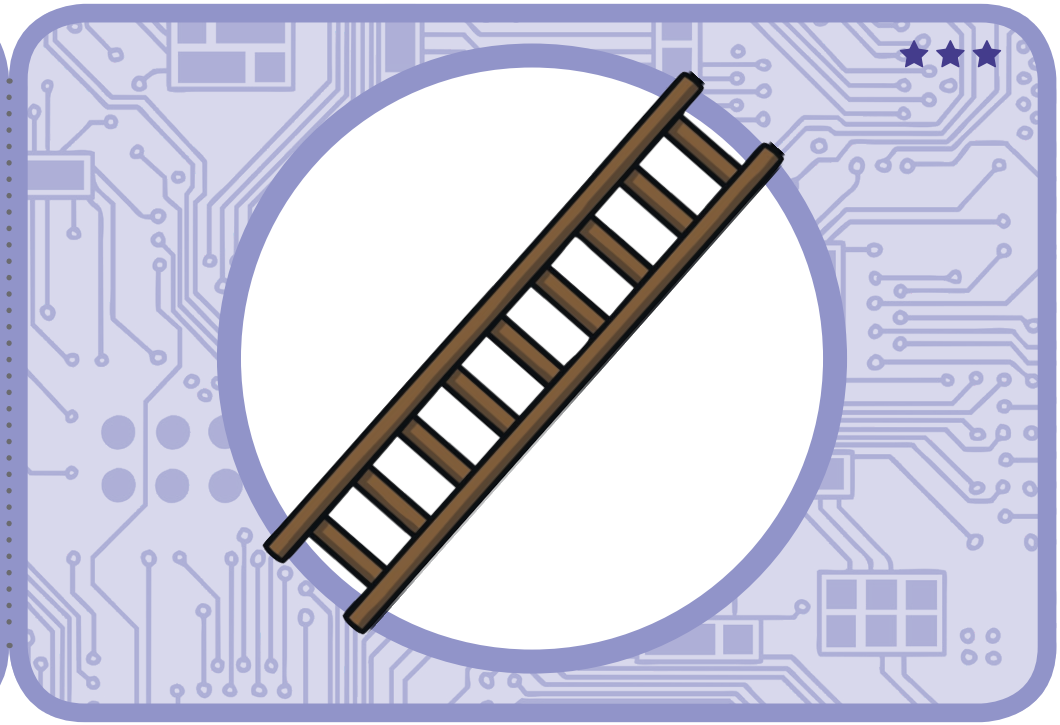

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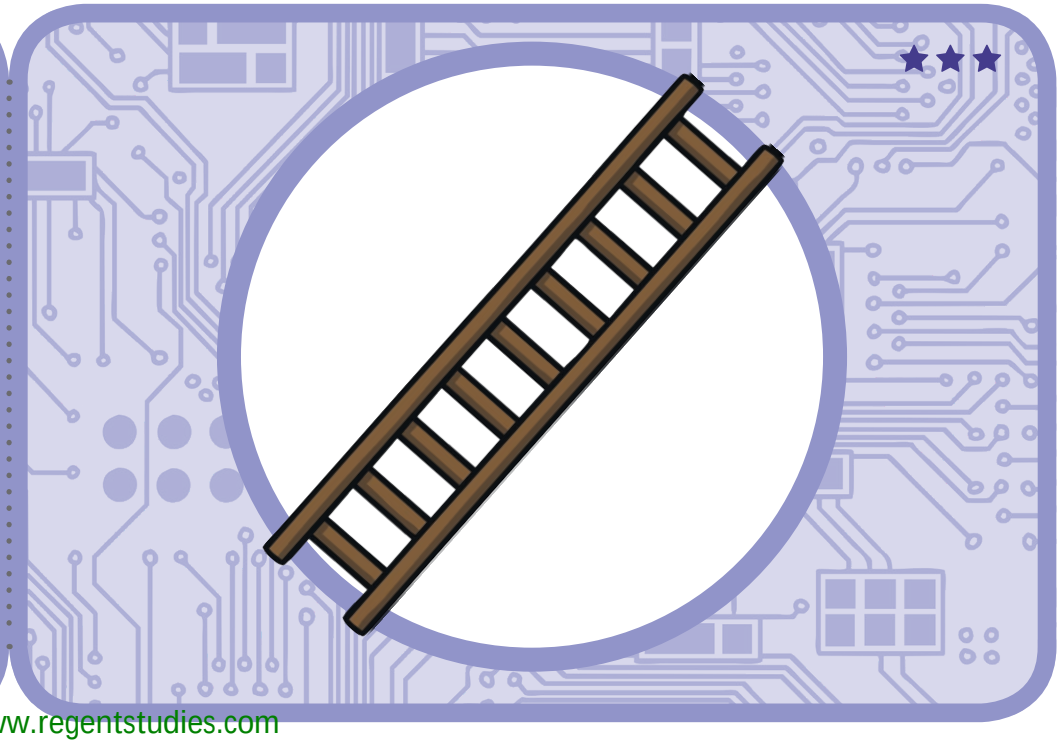


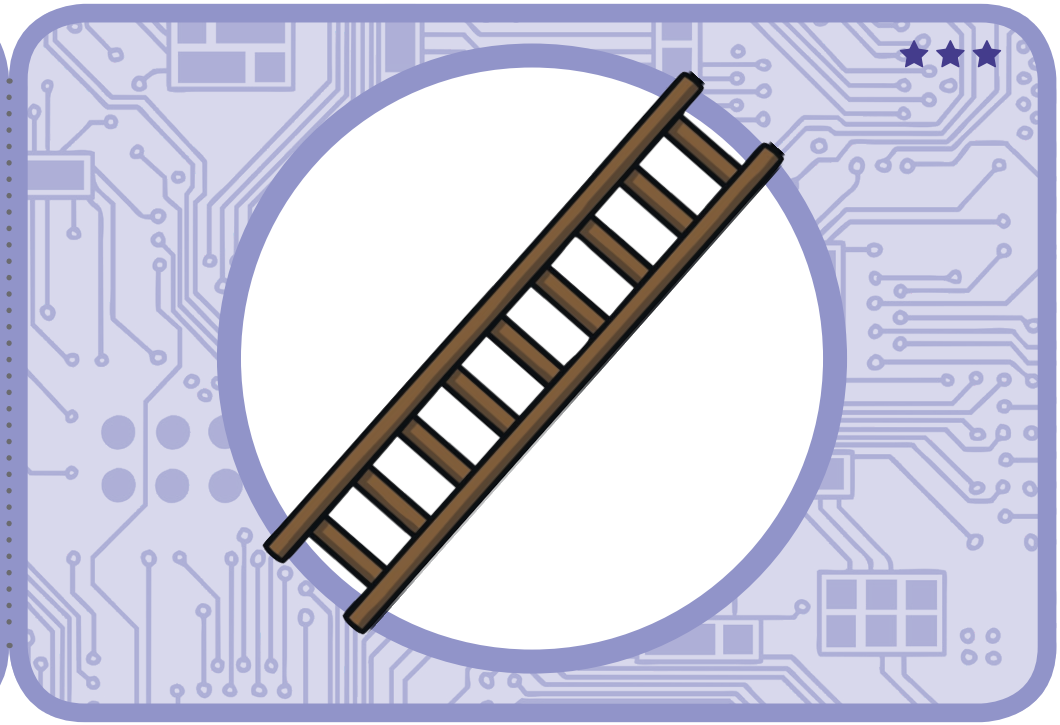
Answer this question:

The websites you visit are part of your digital footprint. What else might be included?

Answer: Games consoles, apps on tablets and phones, wifi you have logged into, etc.

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



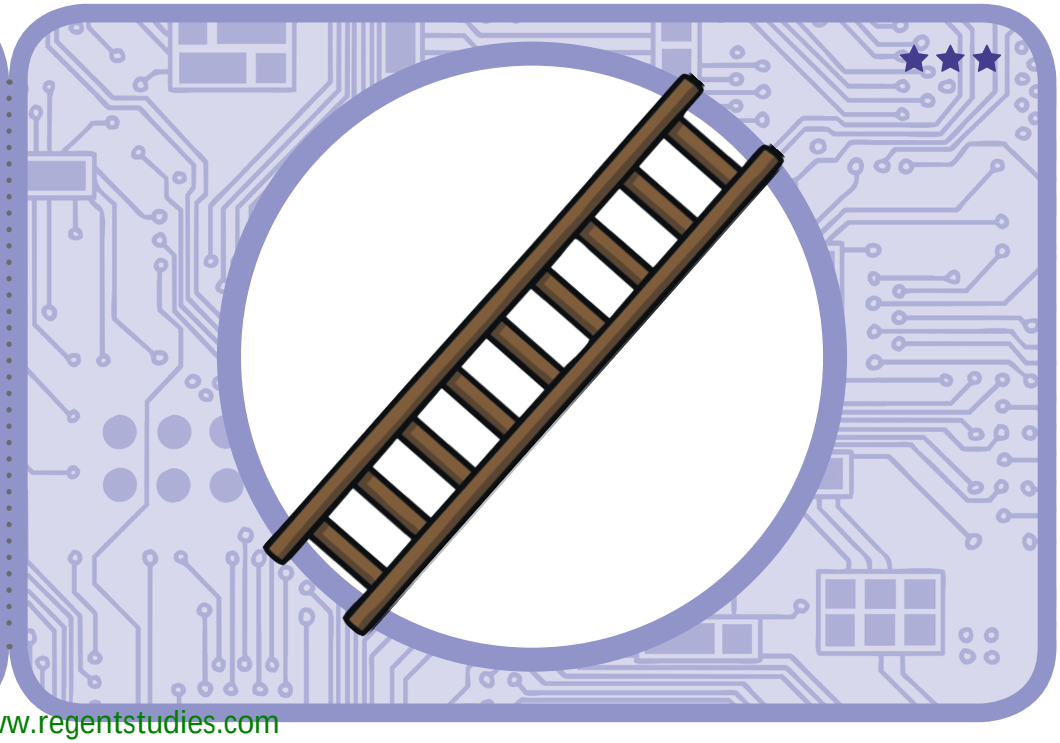
Answer this question:

You want to know how to draw a horse. Explain why searching "drawing pictures of horses using felt tips" might not get the best results.

Answer: Too many words!

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



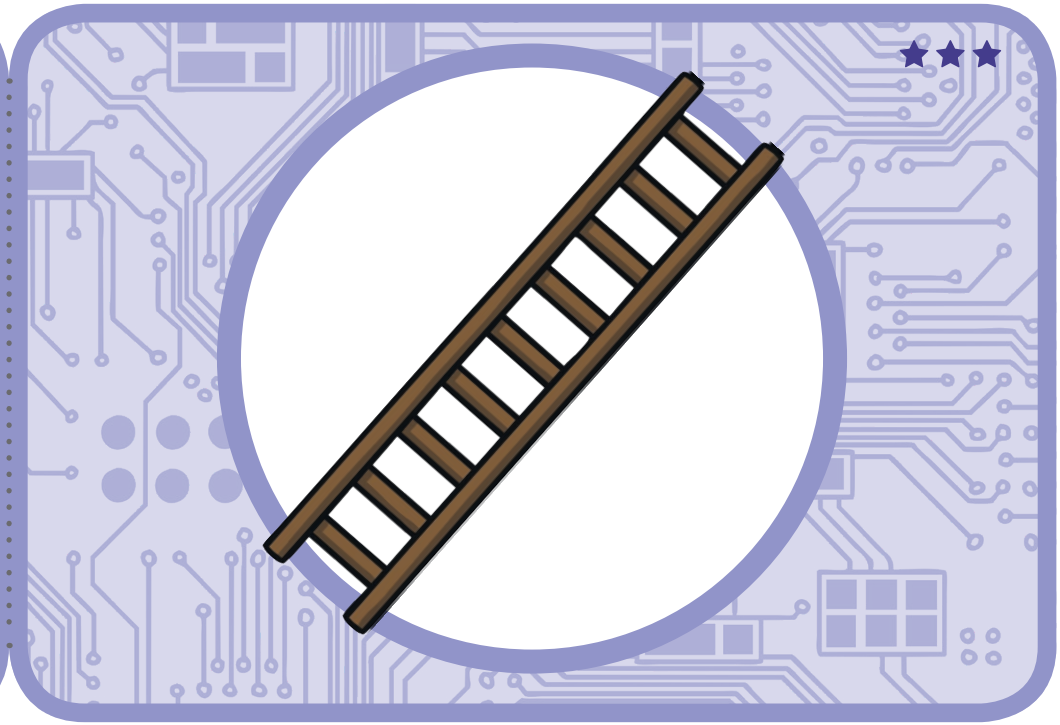
Answer this question:

What is a search engine?

Answer: A website where you type in what you want to know.

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



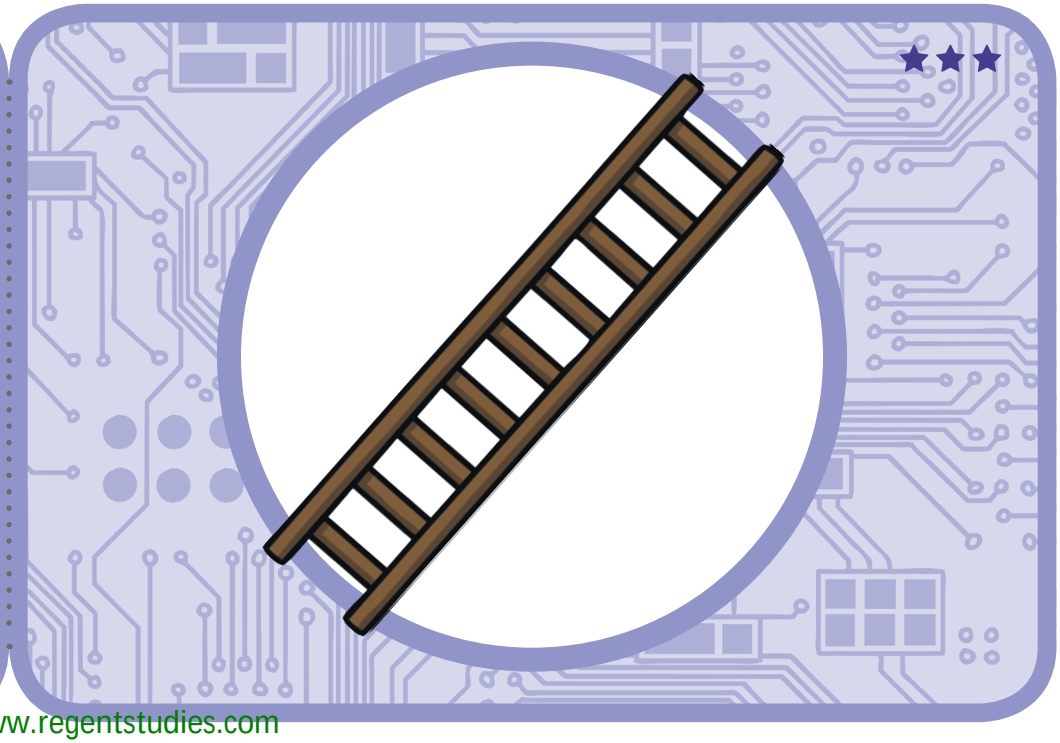
Answer this question:

What clues might there be that a website is designed for children to use?

Answer: Easy to understand, lots of pictures, fun games, bright and interesting, it says 'for kids'.

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



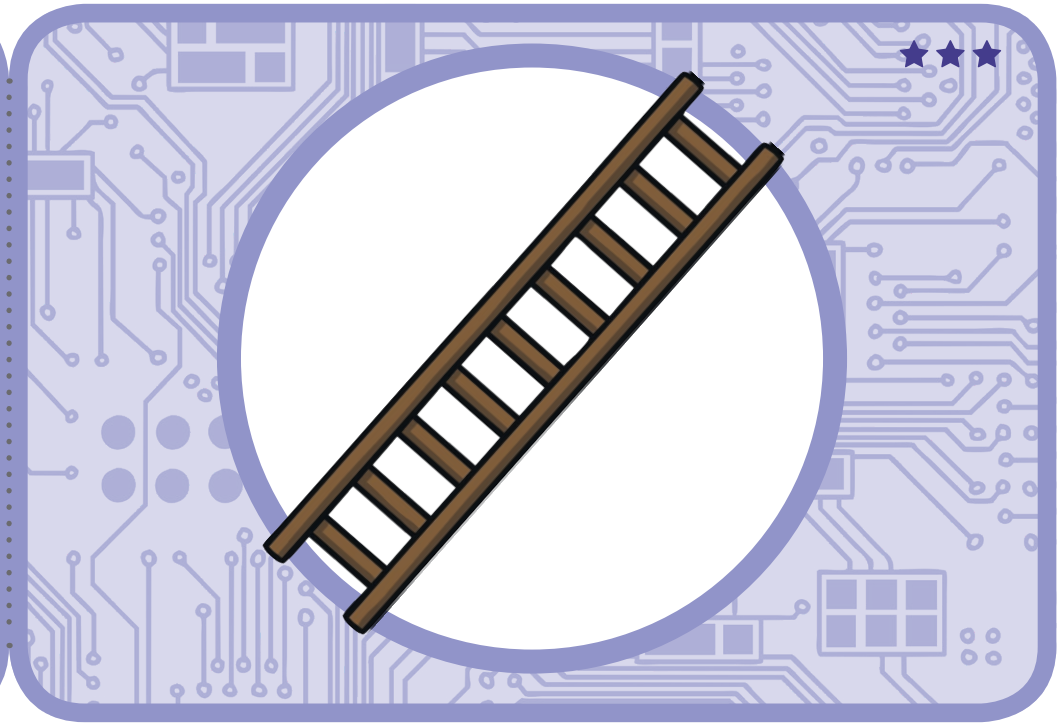
Answer this question:

You are asked to create an online profile for a game. Who should create the profile?

Answer: You and an adult, together

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



Answer this question:

Something has made you uncomfortable online. How could telling an adult help? (You only need to give one reason.)

Answer: They can report it, they can block it, they can talk you about it to make you feel better.

If you got it right, go up the ladder!

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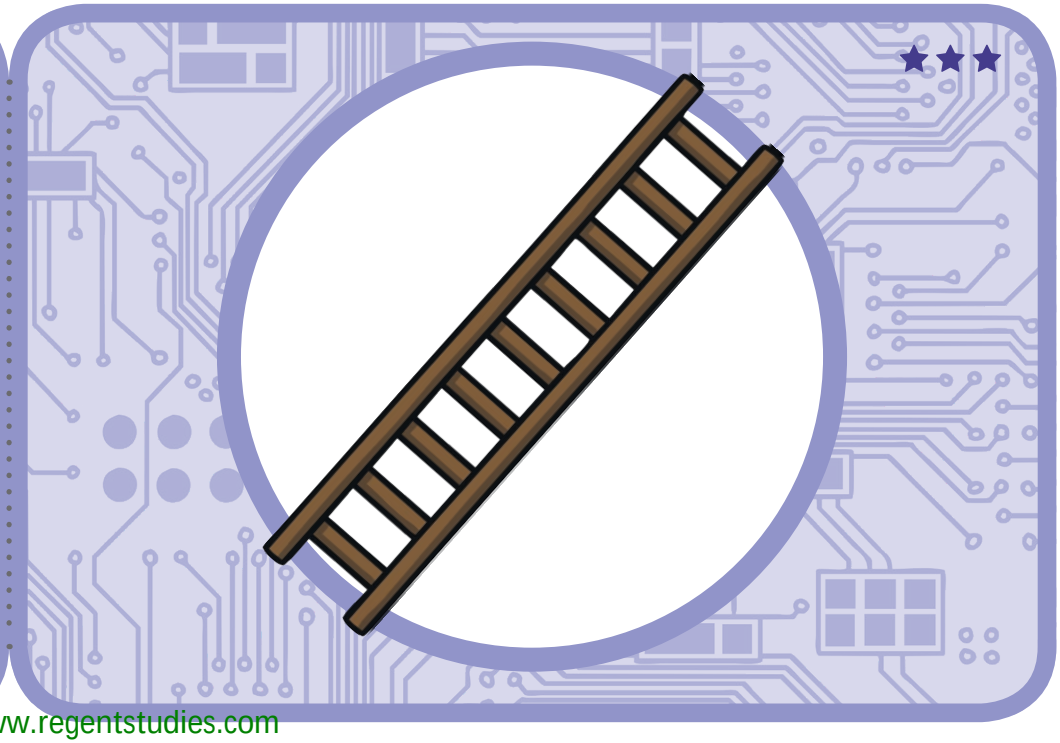


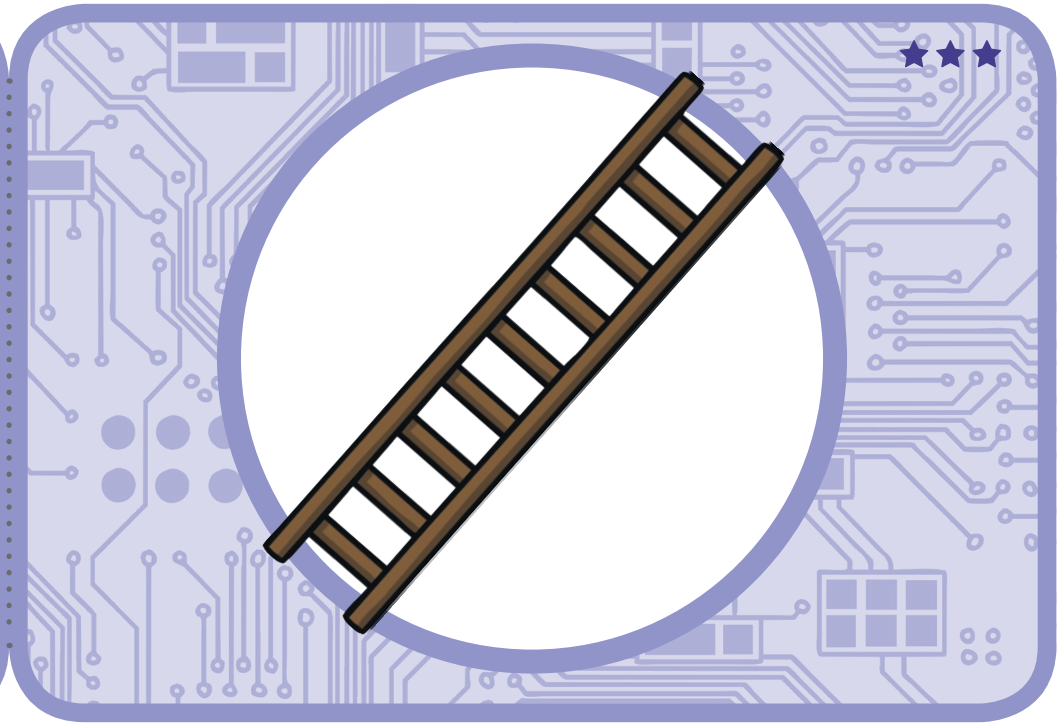
Answer this question:

You have blocked someone on a messaging app because they keep being unkind. What else should you do?

Answer: Tell an adult and show them the messages if you need to.

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



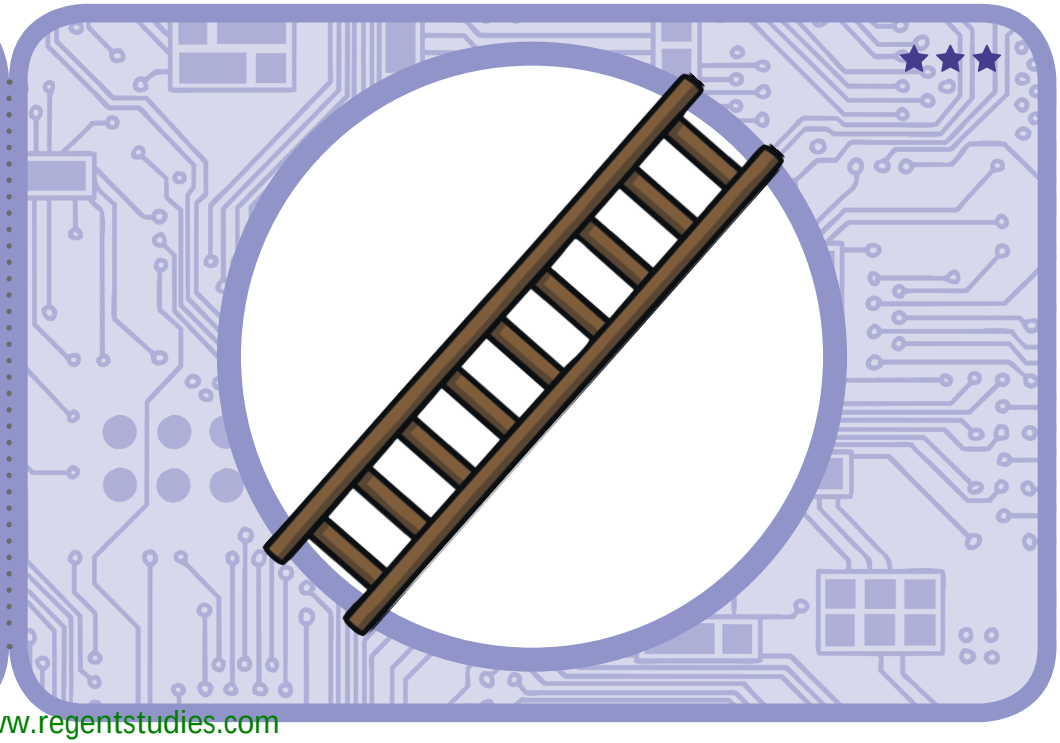
Answer this question:

Why is it hard to tell if your friend is being unkind on purpose or just joking on a text message?

Answer: You can't hear his voice or see his face.

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



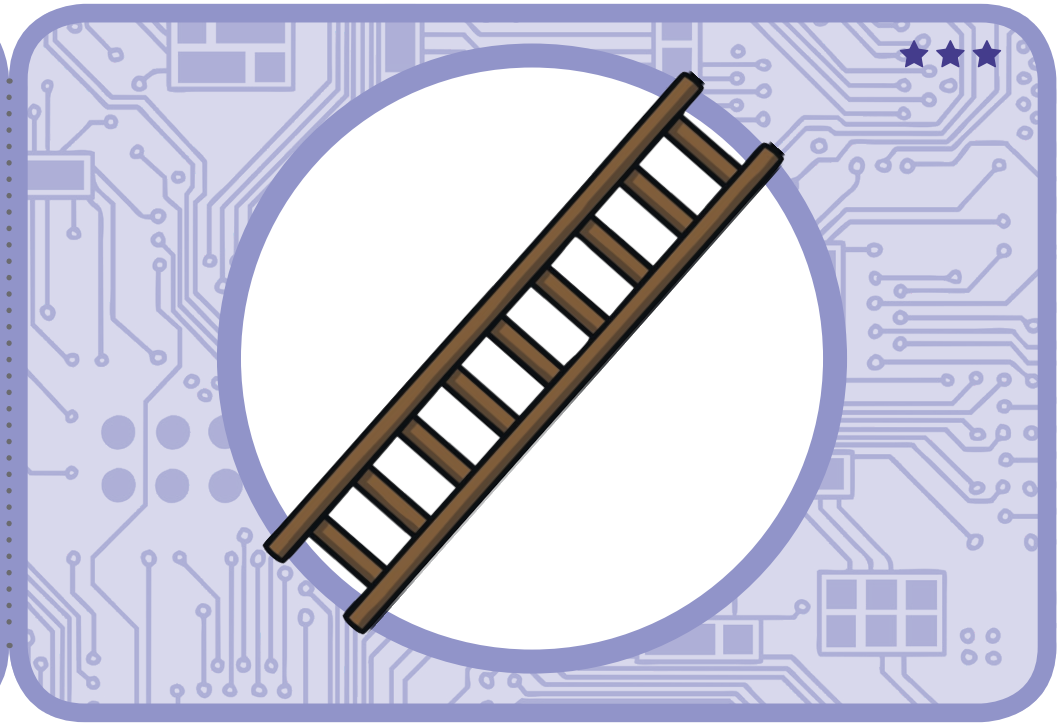
Answer this question:

If a website doesn't need a login, could it still be inappropriate for children?

Answer: Yes

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



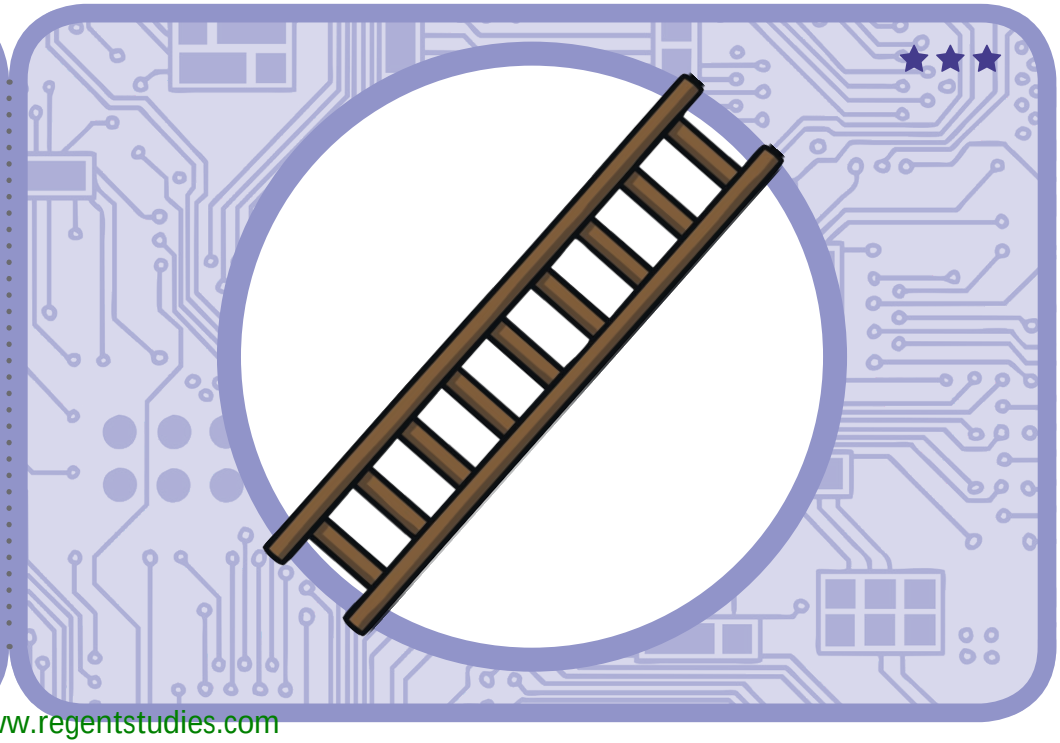
Answer this question:

If your friend says that a website is safe and fun to use, but you're not sure, what should you do?

Answer: Ask an adult to check first.

If you got it right, go up the ladder!

If you got it wrong, stay where you are.



Slide your counter down the snake.

Answer this question:

Why are companies interested in what you do online?

a) Because they're just nosy

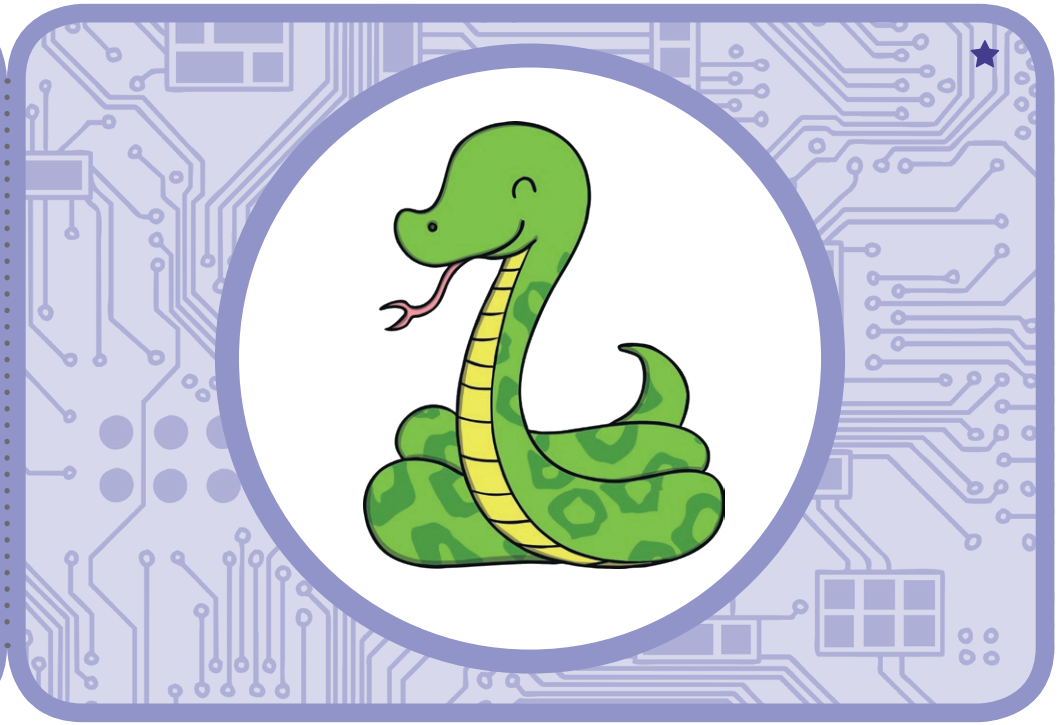
b) So they can show me adverts I will be interested in

c) So they can check I'm not playing games too much

Answer: B

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

Answer this question:

What is a digital footprint?

a) A record of your online activities

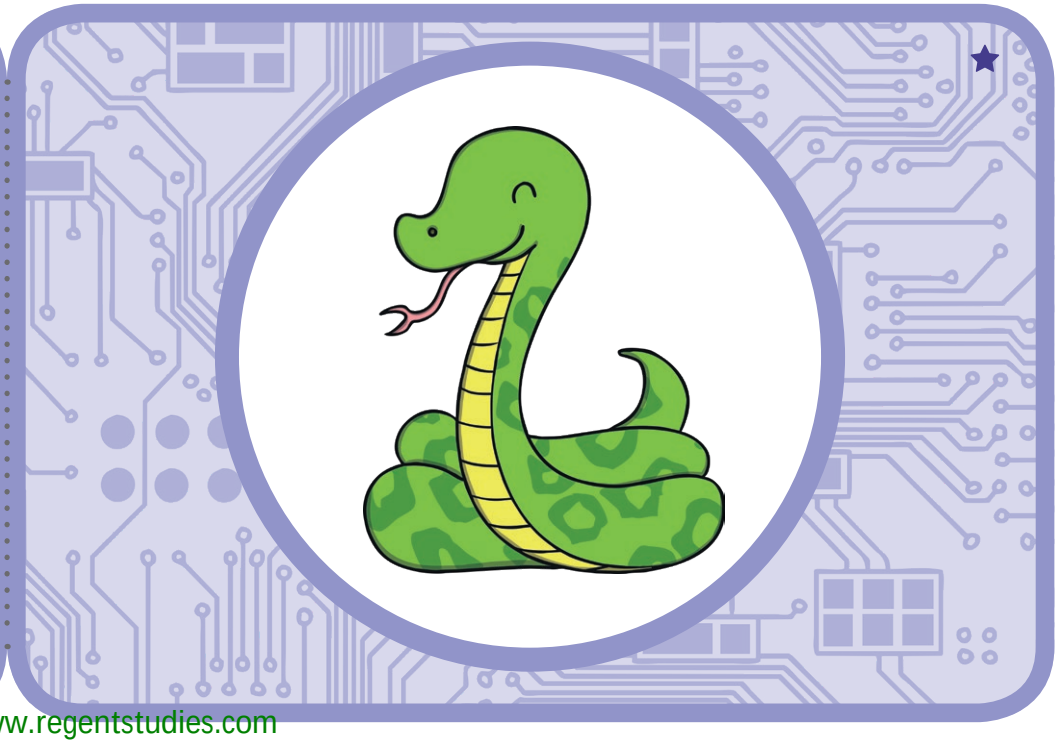
b) The fingerprints you leave on a keyboard

c) The footprints an online game character makes

Answer: A

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

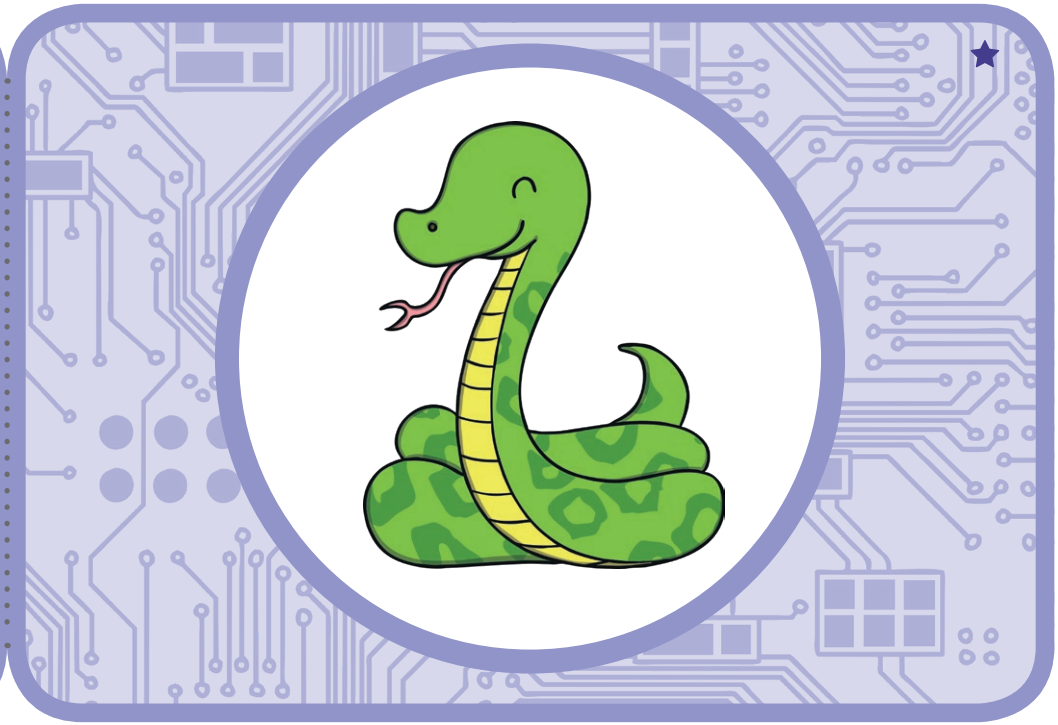
Answer this question:

If I put my birthday in one website, my address in another, and search for my favourite toys in another, nobody can see those things together. True or false?

Answer: False

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

Answer this question:

Which words would you use in an online search to find out how much a poodle weighs?

a) Poodle facts

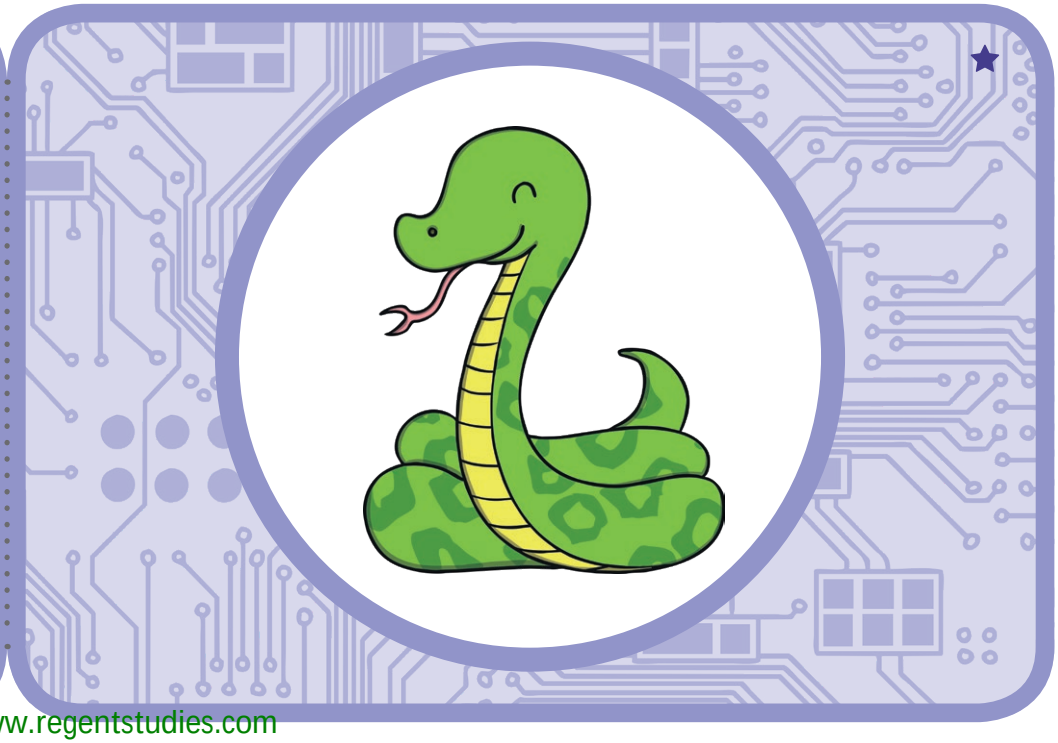
b) Dog weight

c) Weight poodle

Answer: C

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

Answer this question:

What type of website do you use to search for information?

a) Search engine

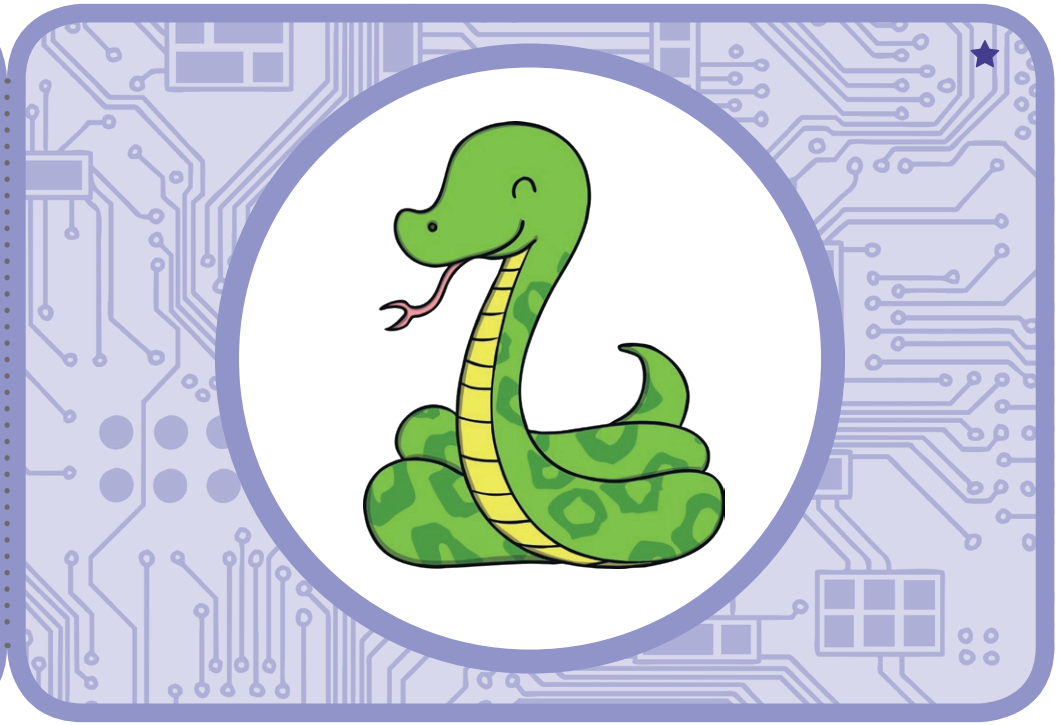
b) Fact engine

c) Searcher site

Answer: A

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

Answer this question:

You want to find out about bees. What type of website would be suitable for you to use by yourself?

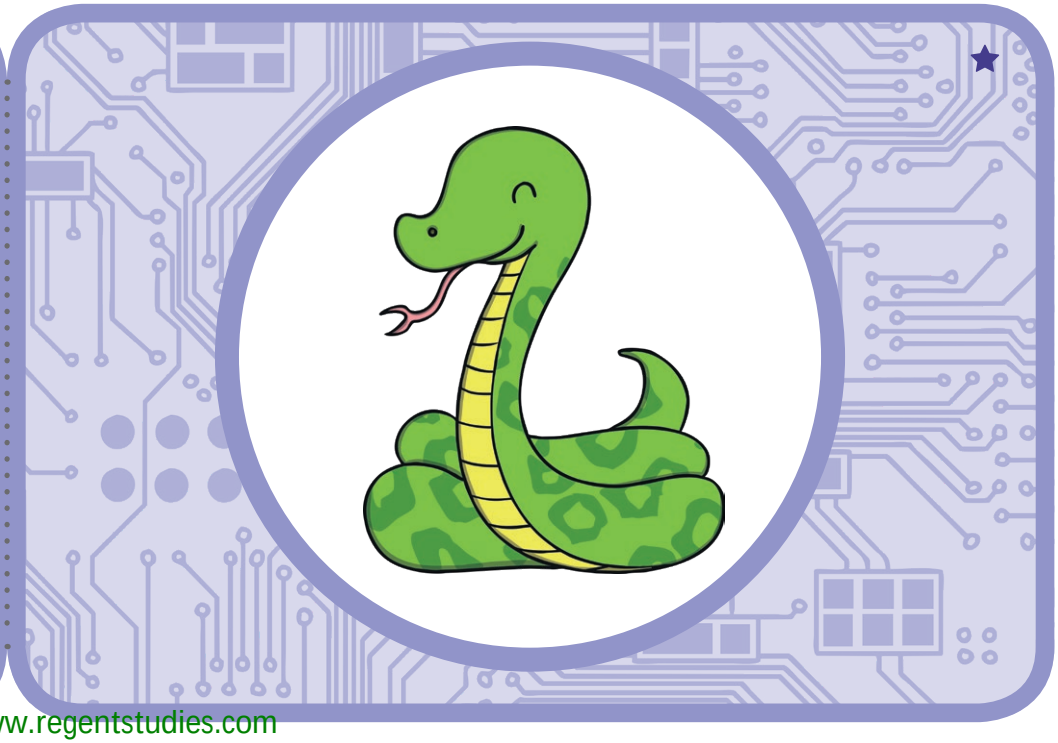
a) A news site with lots of information and scientific words

b) An information site about insects with pictures, videos and games

Answer: B

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

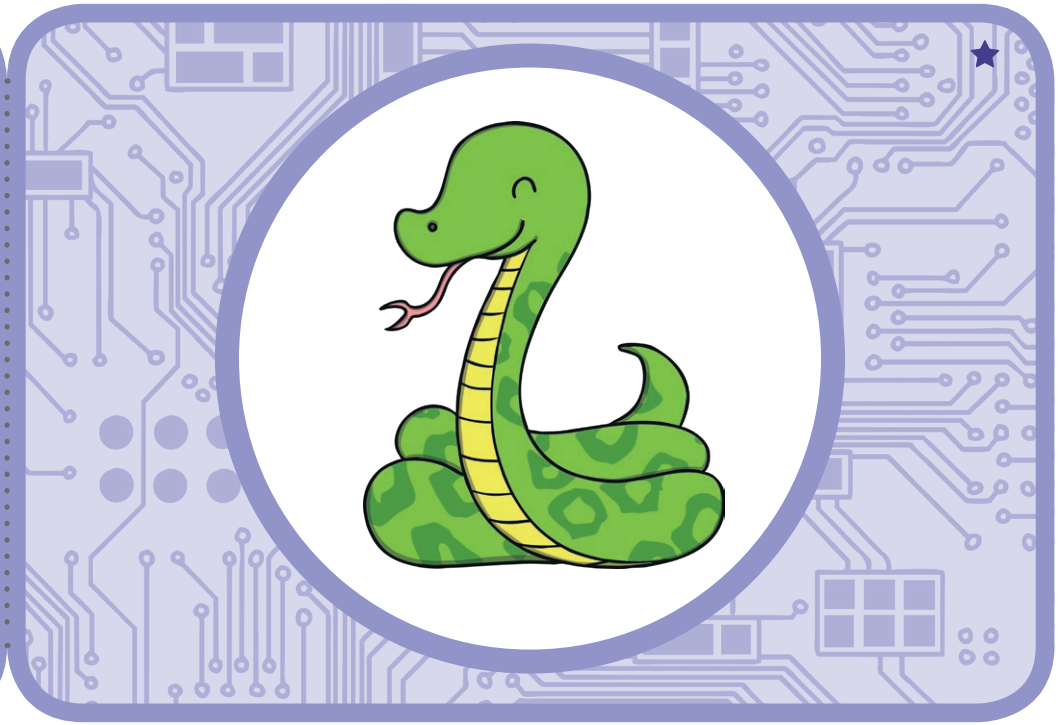
Answer this question:

You need to make an account to go on a game for children. I have to ask a grown-up even if it's a game just for children. True or false?

Answer: True

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

Answer this question:

You see something that scares you online. What should you do?

a) Close it and don't say anything to anyone.

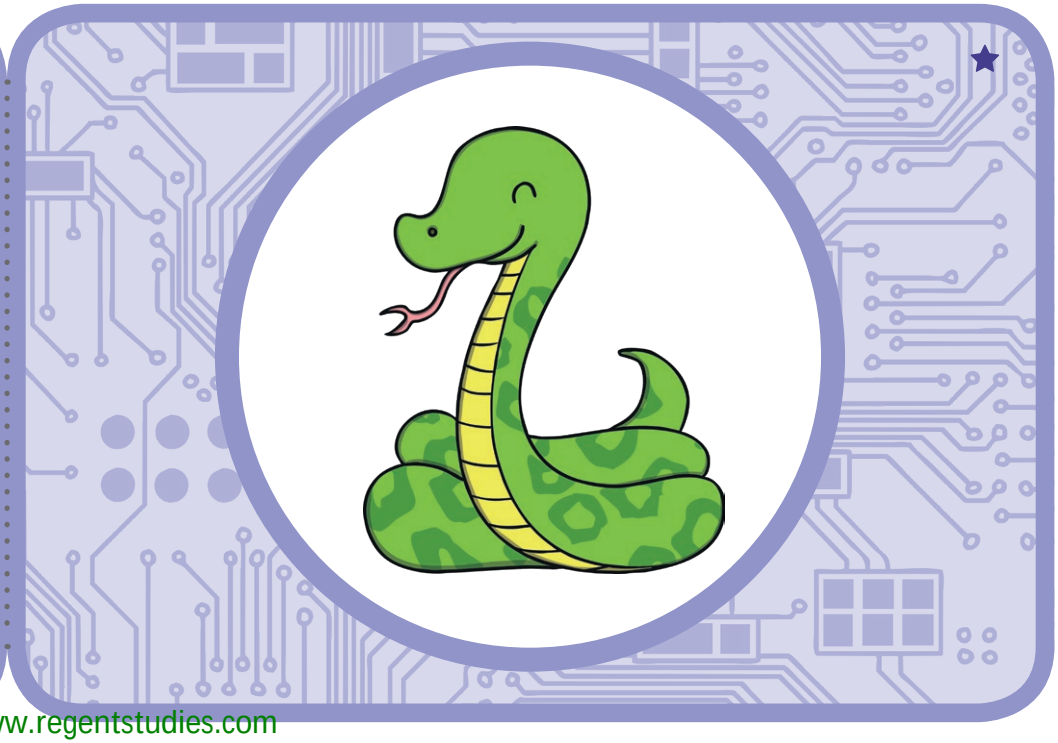
b) Send it to your friend.

c) Tell a grown-up.

Answer: C

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

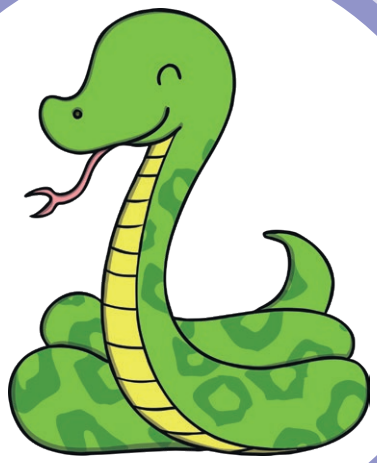
Answer this question:

A stranger has sent you an unkind message on an online game. You should never play the game again. True or false?

Answer: False. You can ask a grown-up if they can help you block the person and check if the game is suitable for children.

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

Answer this question:

You see an unkind post about one of your friends. What should you not do?

a) Tell a teacher.

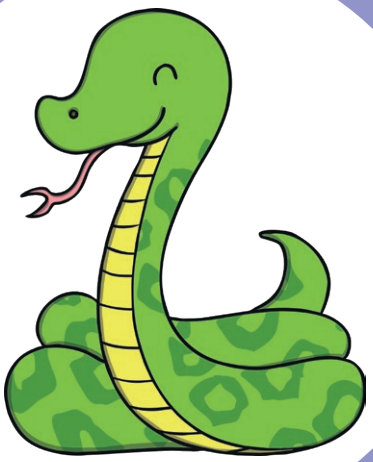
b) Report it online.

c) Send it to someone.

Answer: C

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

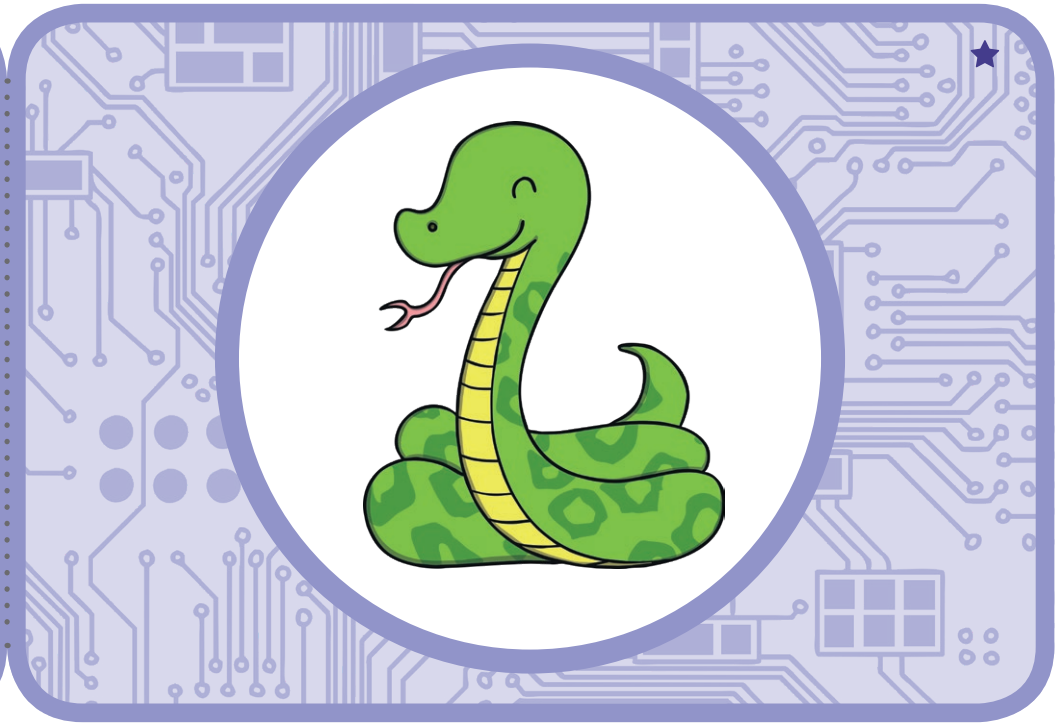
Answer this question:

You are on a website filled with scientific information and hard-to-read words about history. What age group could it be aimed at?

Answer: Adults/grown-ups

If you got it right, have another roll right now!

If you got it wrong, stay where you are.



Slide your counter down the snake.

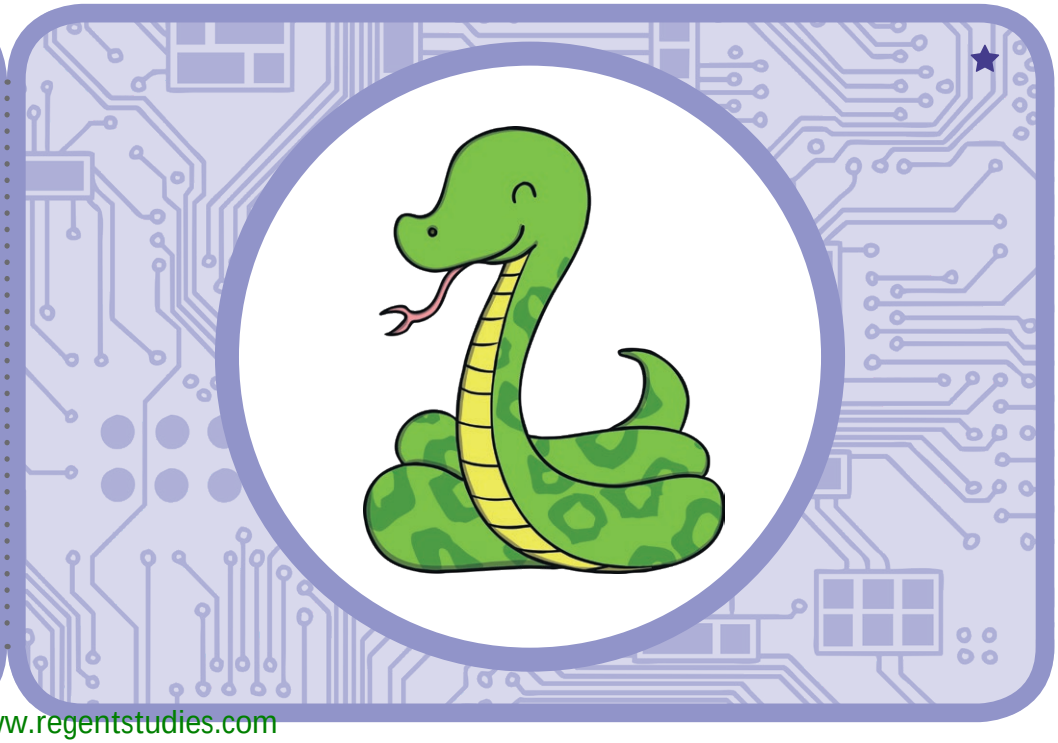
Answer this question:

If someone sends emails, lots of times, to a person to say that they don't like them or to make fun of them, what do we call that?

Answer: Cyberbullying

If you got it right, have another roll right now!

If you got it wrong, stay where you are.



Slide your counter down the snake.

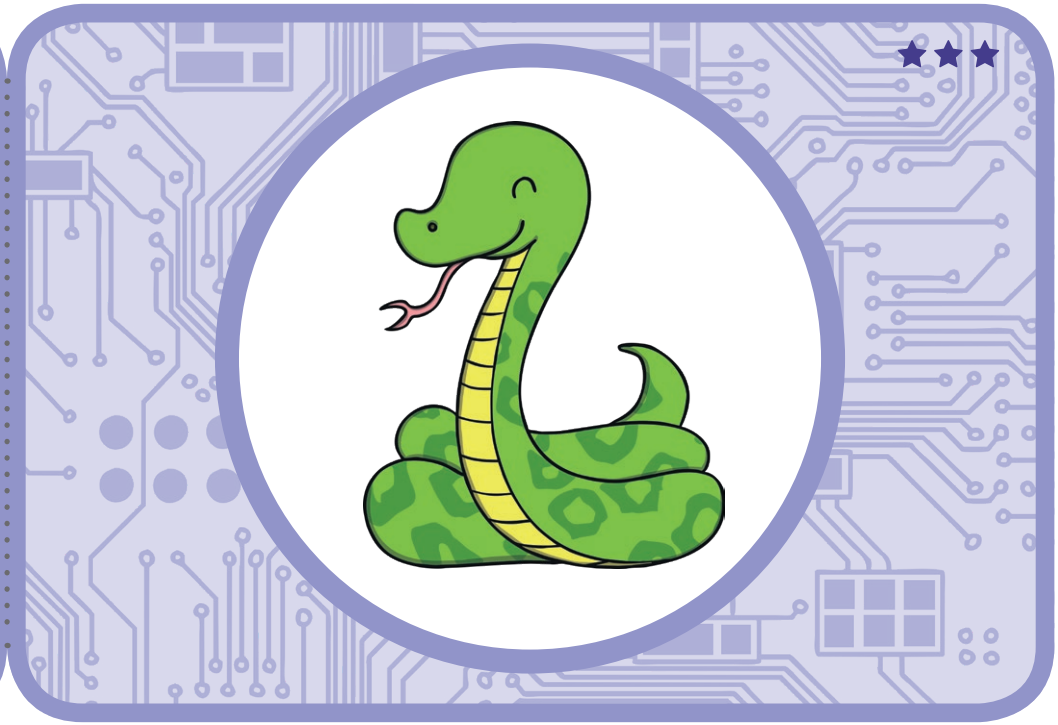
Answer this question:

Why do you see adverts for the things you have looked at online?

Answer: Companies can see what you have looked at and they show those adverts to you.

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

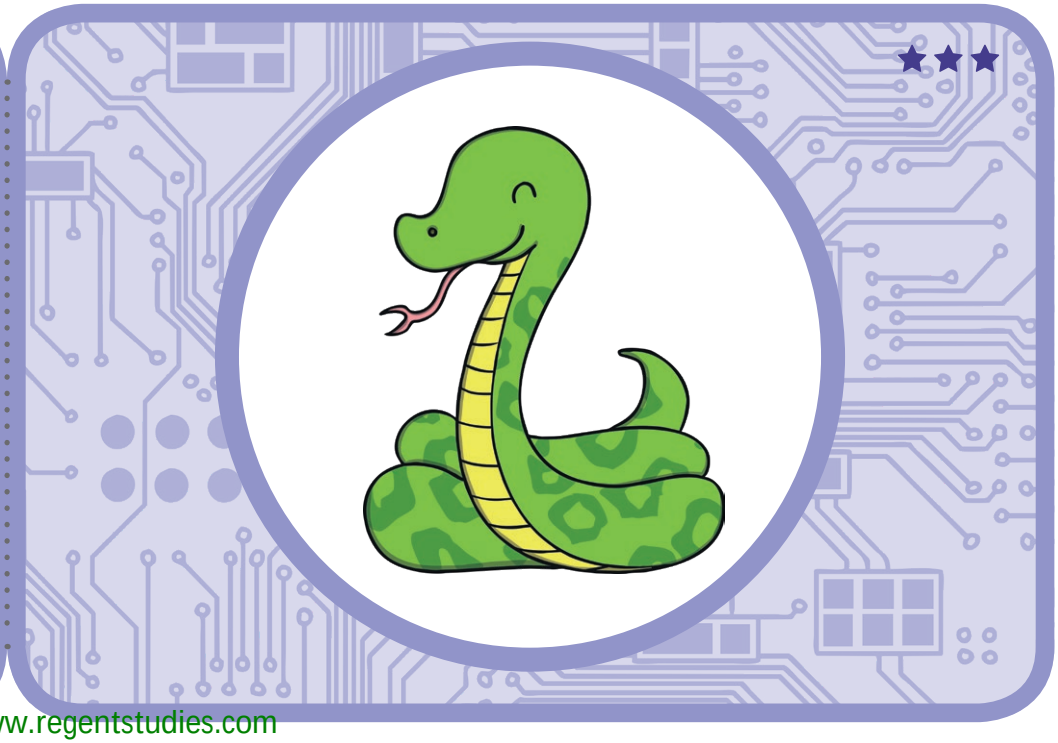
Answer this question:

What is a digital footprint?

Answer: A trail or record of all your online activities.

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

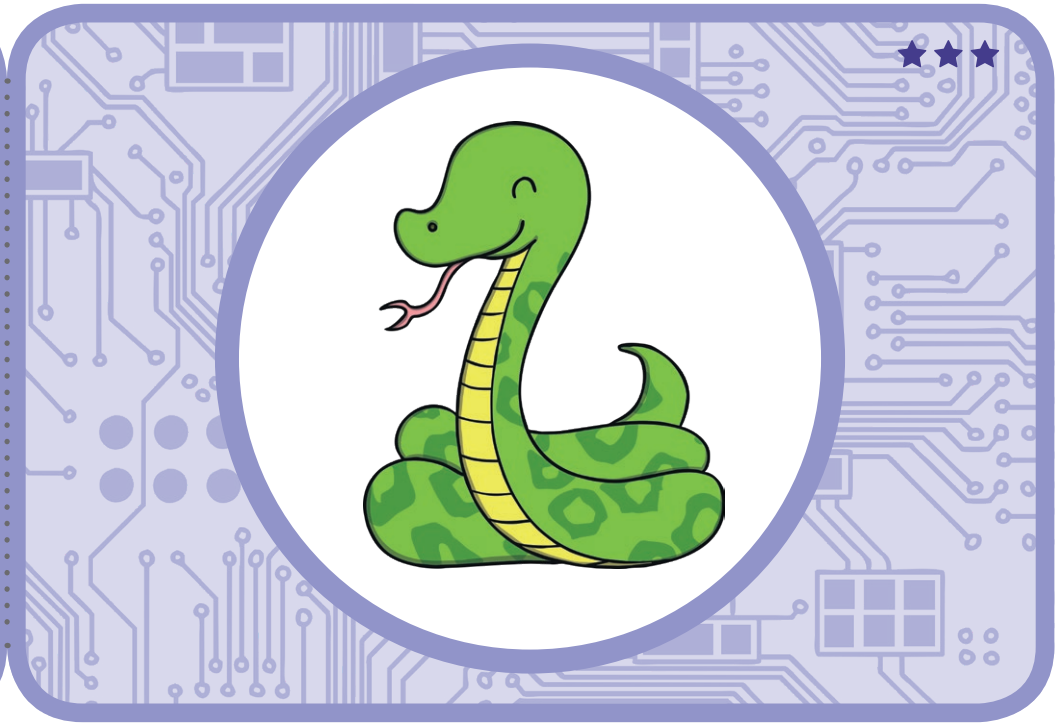
Answer this question:

Explain why all the tiny pieces of information you leave online are important when combined together.

Answer: When you add them together, it can tell someone a lot about you.

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

Answer this question:

Which words would you use in an online search to find how tall a giraffe is?

a) Giraffe facts

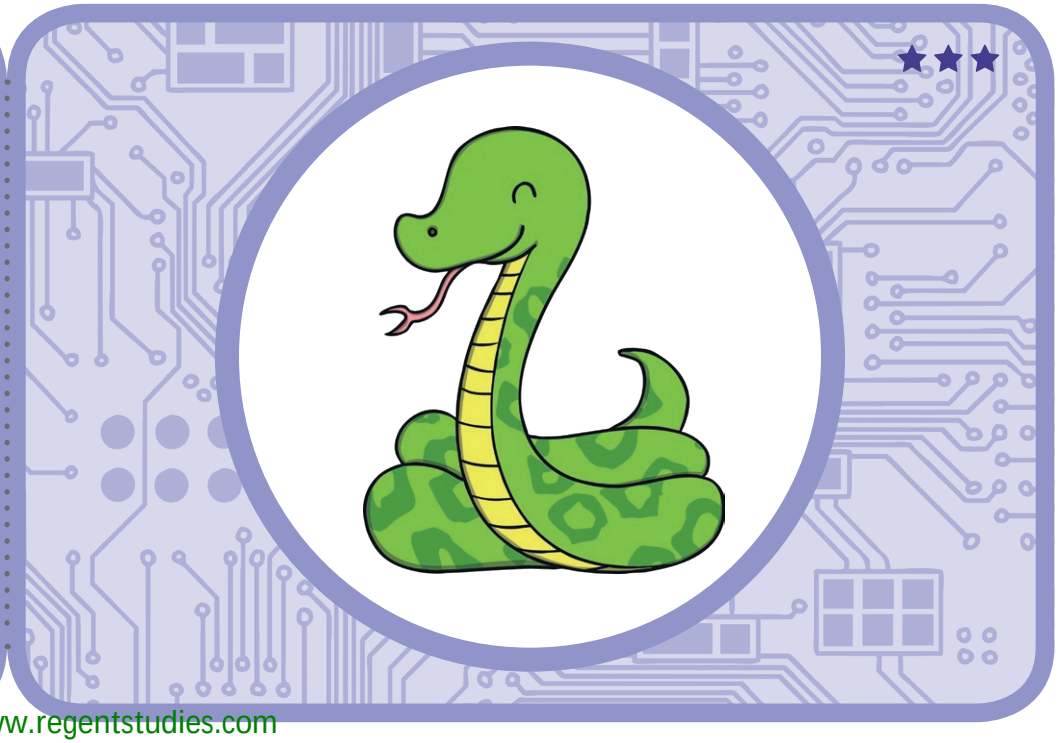
b) Giraffe metres

c) Giraffe height

Answer: C

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

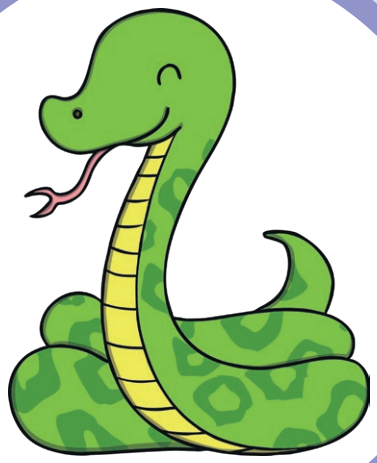
Answer this question:

How do you search for information online?

Answer: Use a special search engine website and type in the important words.

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

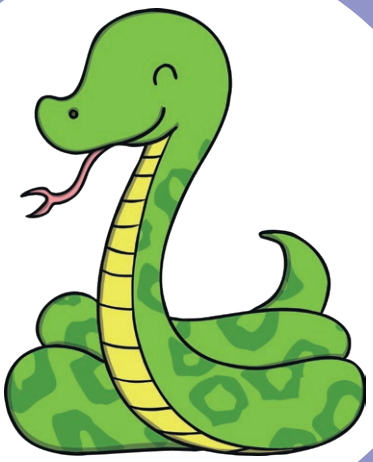
Answer this question:

You read words you don't understand on a website. Why should you ask an adult for advice?

Answer: The website might not be for children.

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

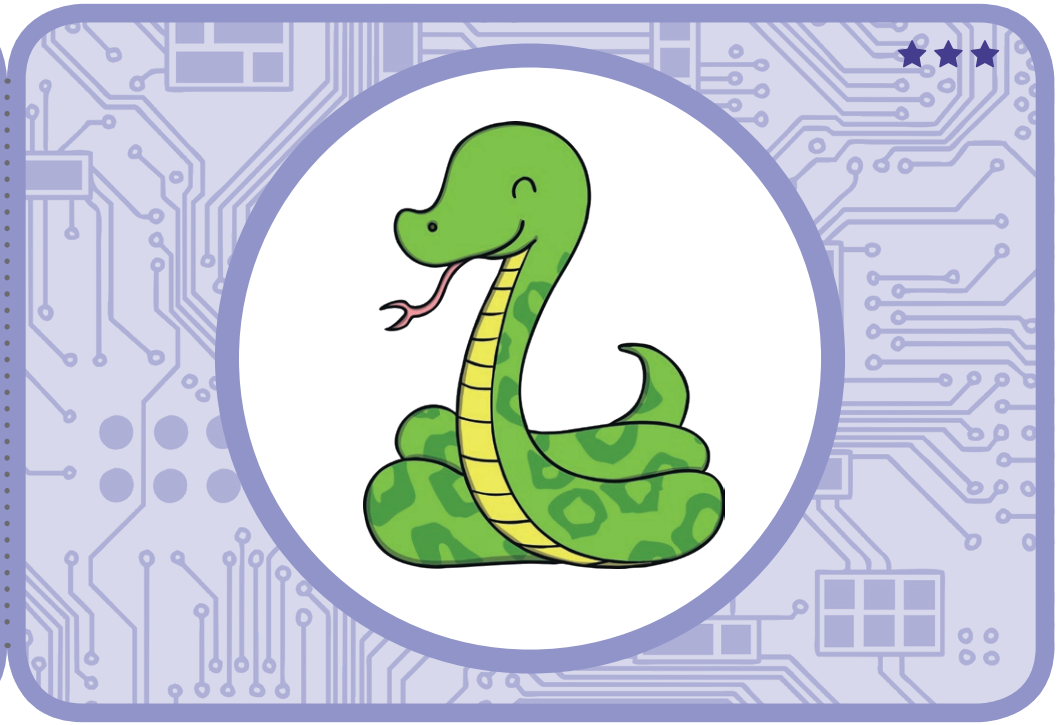
Answer this question:

You are asked to fill in personal information before going on an information website. What should you do?

Answer: Ask an adult for permission and to help you fill it in.

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

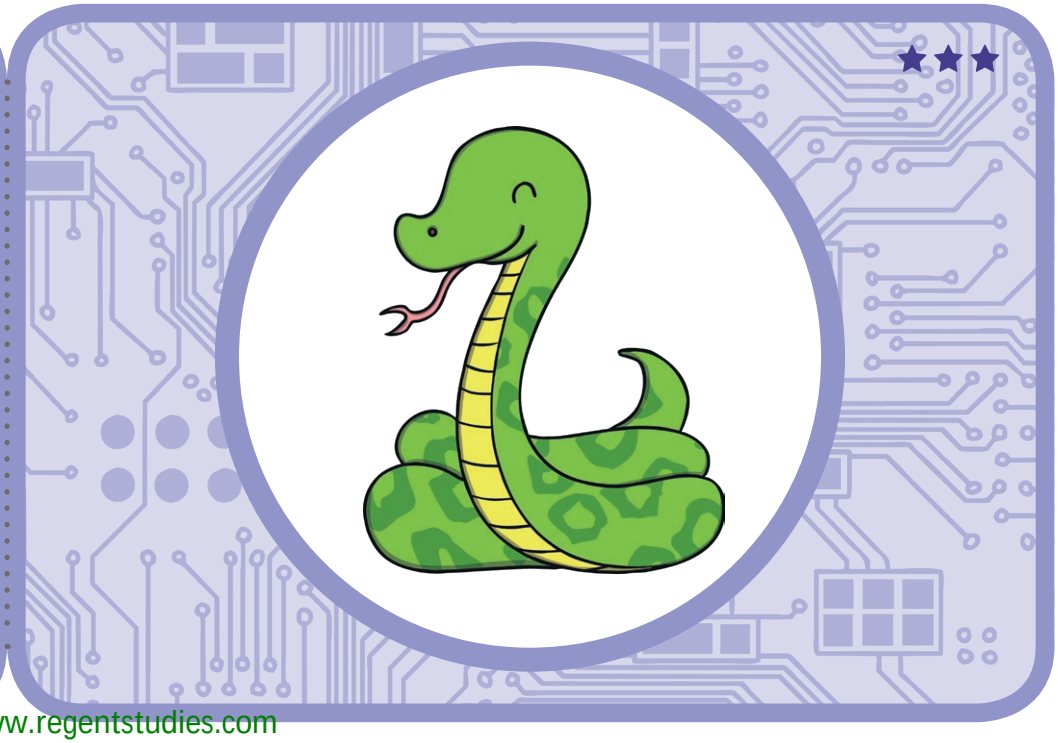
Answer this question:

You see something that really scares you online. What should you do?

Answer: Move away from the screen and tell an adult you trust straight away.

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

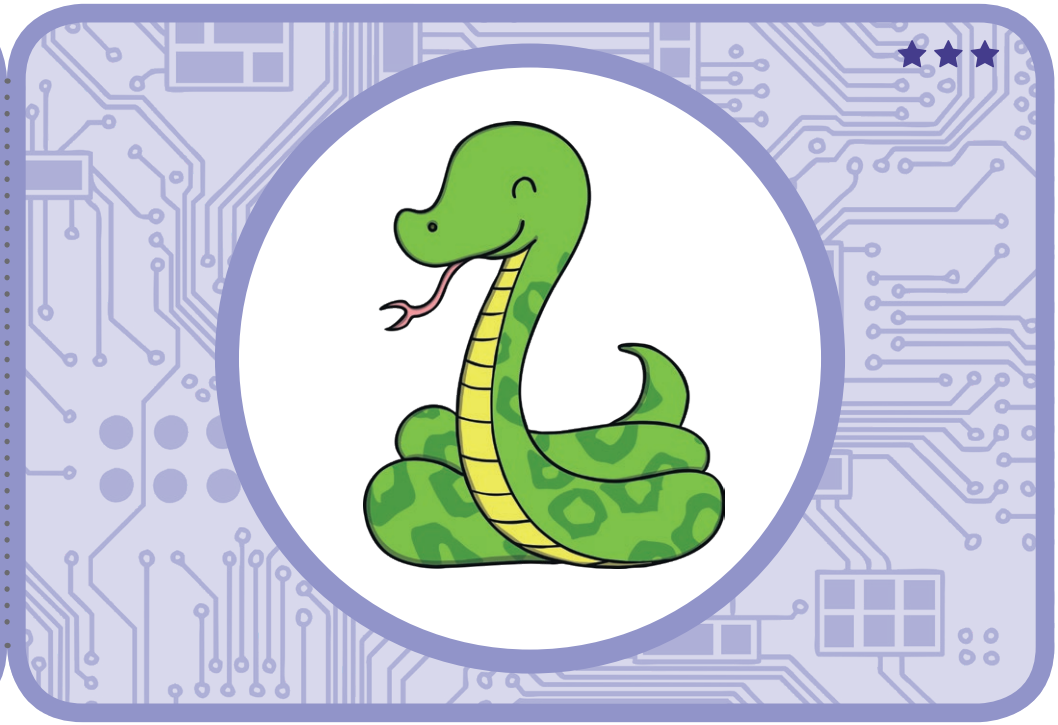
Answer this question:

A stranger has sent you an unkind message via an online game. What should you do?

Answer: Ask an adult for advice. Do not write back to them.

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

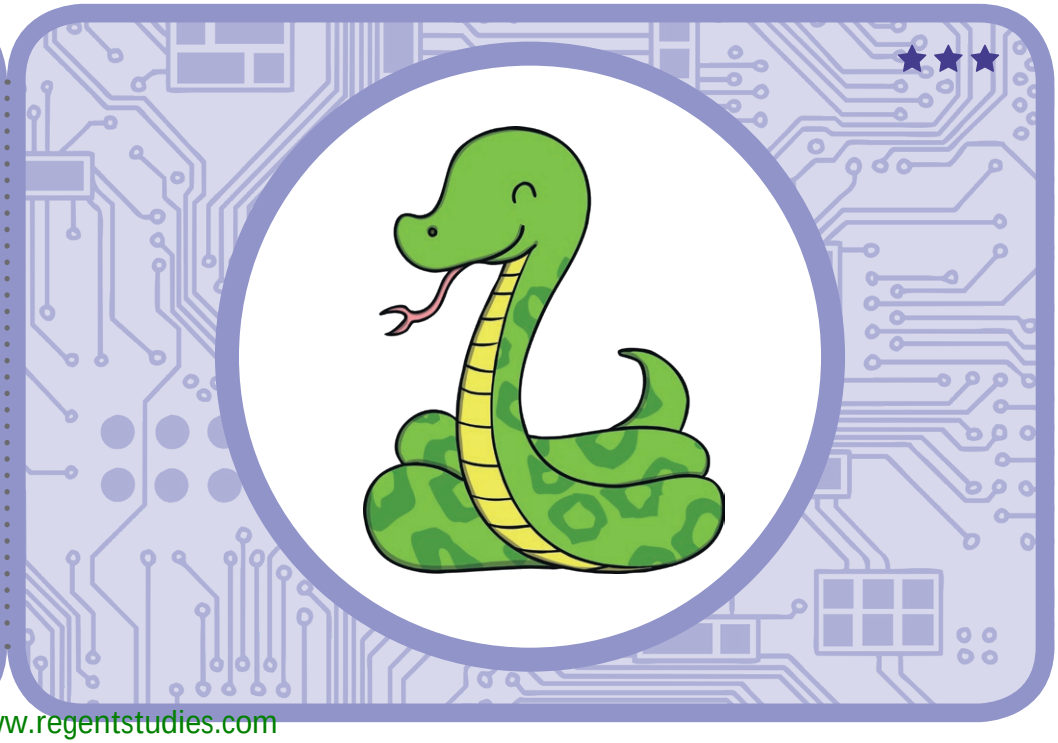
Answer this question:

Your friend has sent you a picture making fun of someone in your class. What are some things you shouldn't do?

Answer: Don't send it to anyone else, don't message back, don't keep it a secret from a parent or teacher.

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

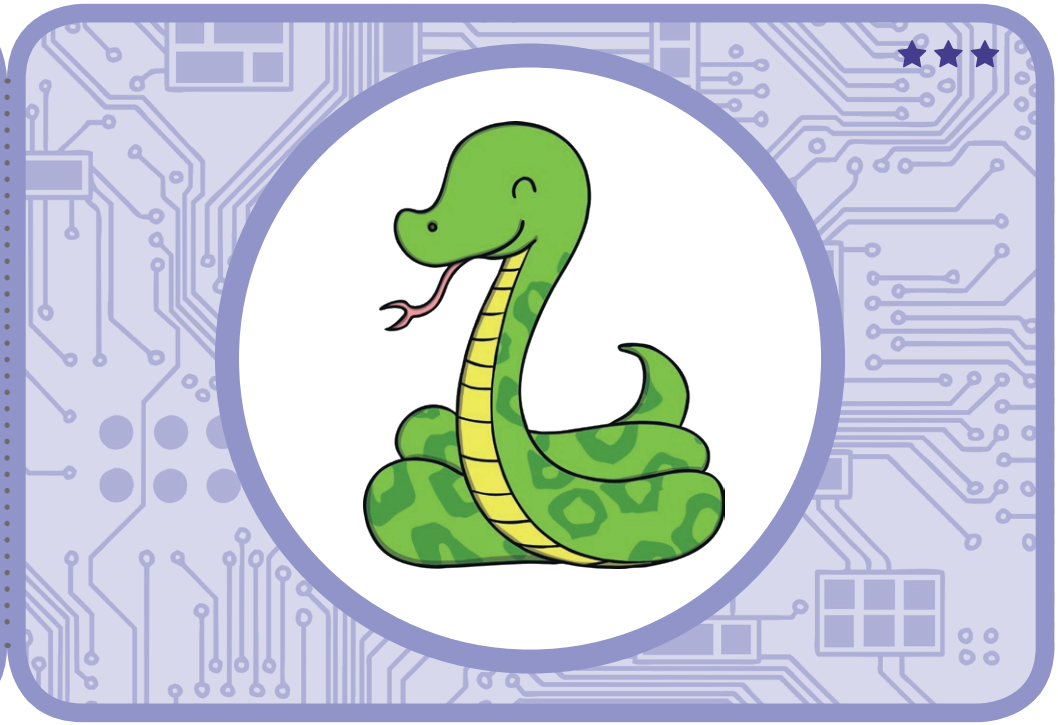
Answer this question:

You are on a website filled with fun facts and games about rugby. It's easy to read, too. What age group could it be aimed at?

Answer: Children

If you got it right, have another roll!

If you got it wrong, stay where you are.



Slide your counter down the snake.

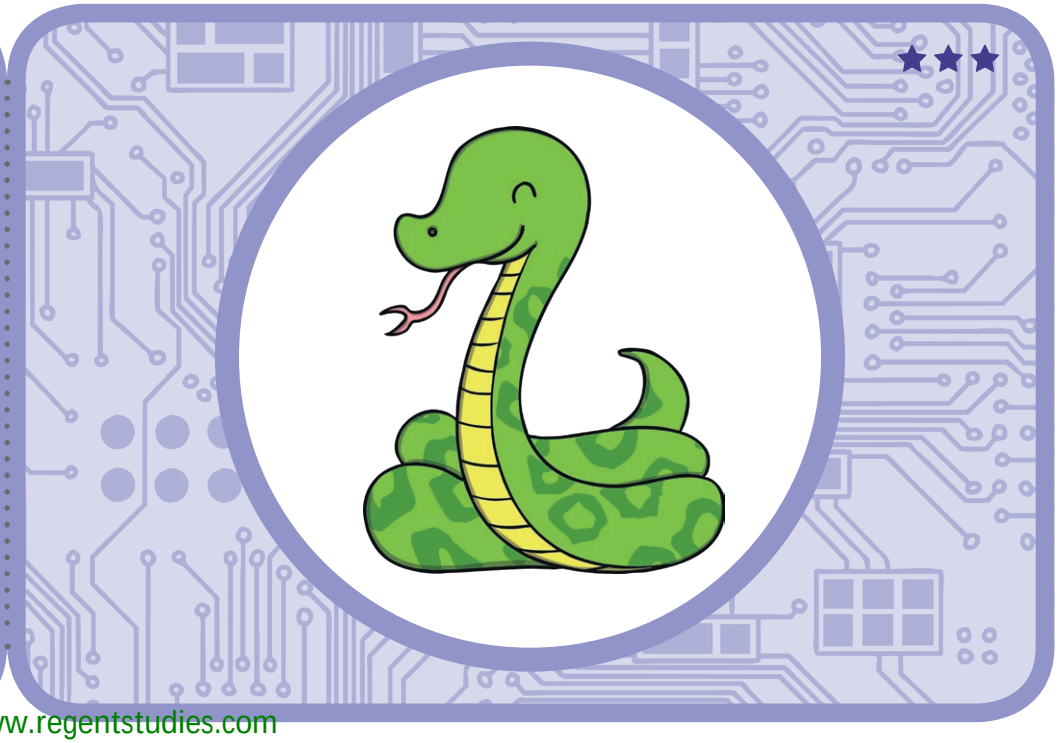
Answer this question:

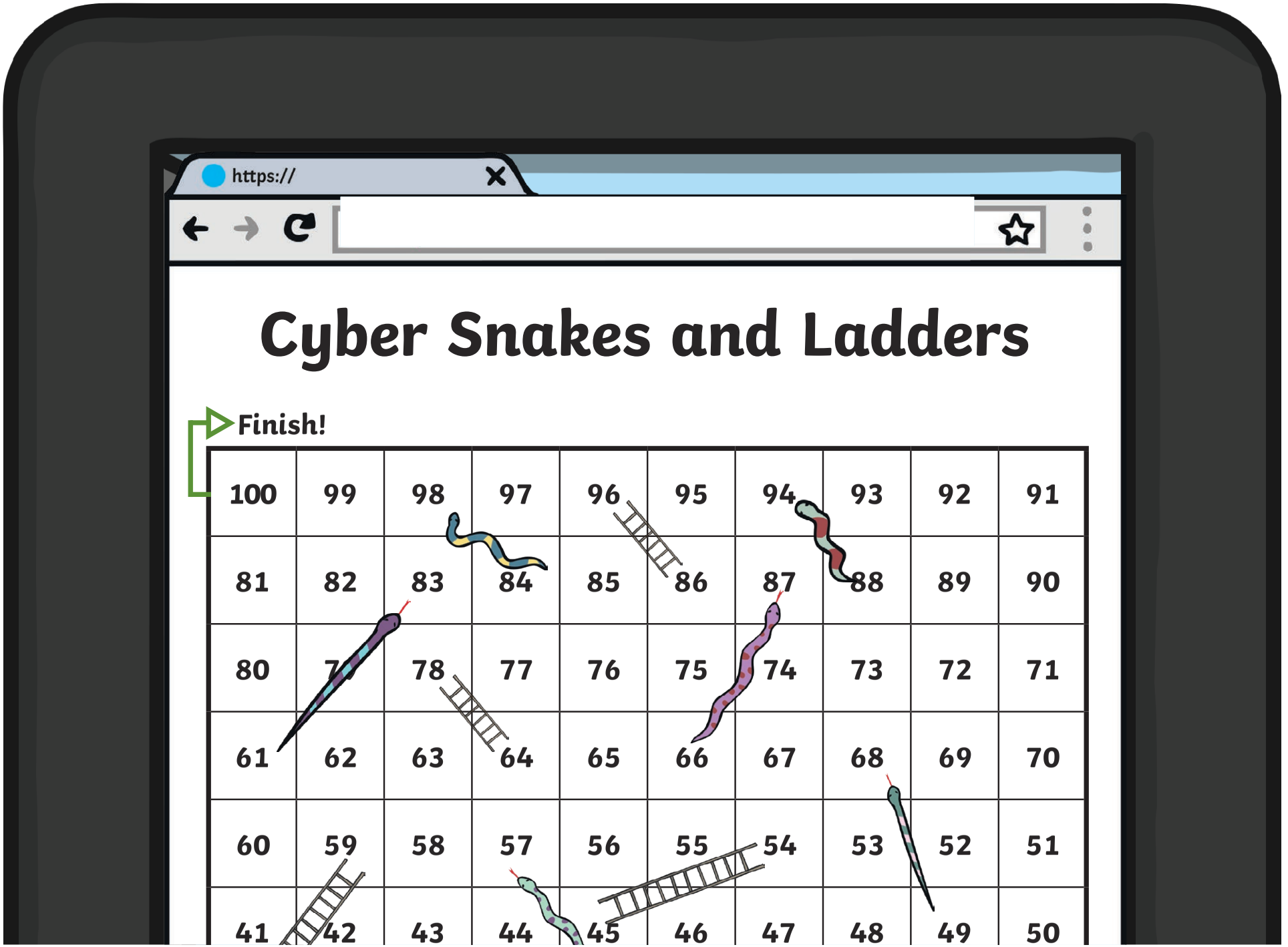
What is cyberbullying?

Answer: Cyberbullying is when someone purposely sends unkind messages, posts or pictures to, or about, a person on purpose.

If you got it right, have another roll!

If you got it wrong, stay where you are.





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41	42	43	44	45	46	47	48	49	50
40	39	38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	30
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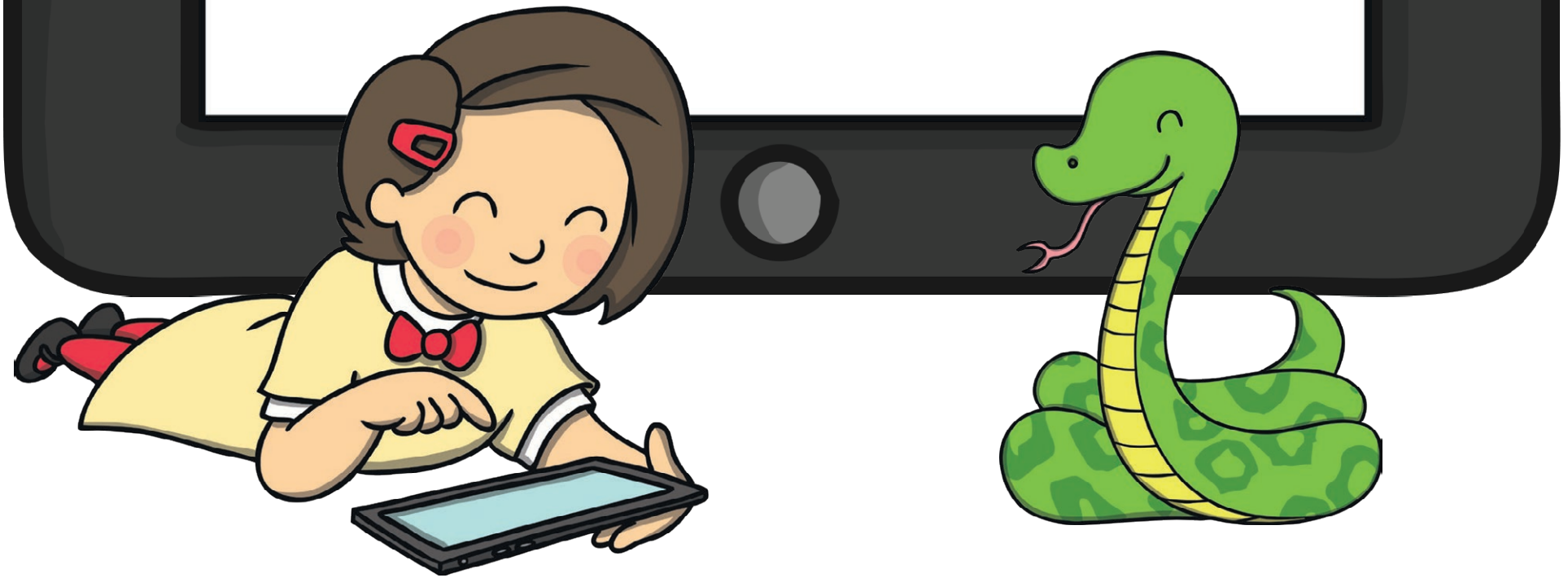
Start



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Cyber Snakes and Ladders

Finish!

100	99	98	97	96	95	94	93	92	91
81	82	83	84	85	86	87	88	89	90
80	79	78	77	76	75	74	73	72	71
61	62	63	64	65	66	67	68	69	70
60	59	58	57	56	55	54	53	52	51
41	42	43	44	45	46	47	48	49	50
40	39	38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	30
20	19	18	17	16	15	14	13	12	11
1	2	3	4	5	6	7	8	9	10

Start

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Cyber Snakes and Ladders Rules

Take it in turns to roll the dice.

Move your counter the number of squares shown on the dice.

If you land on a square with no snake or ladder then your turn is over.

If you land on a square with a snake, your partner will pick up a snake card to read out to you. The snake card will tell you to move your counter down the snake. Then, your partner will read out the question. If you answer correctly, you can roll again and have another turn. If you answer incorrectly, stay where you are.

If you land on a square with a ladder, your partner will pick up a ladder card to read out to you. The ladder card will have a question on it. Your partner will read the question to you. If you answer correctly, you can move up the ladder. If you answer incorrectly, stay where you are.

The winner is the first player to reach the 100 square.

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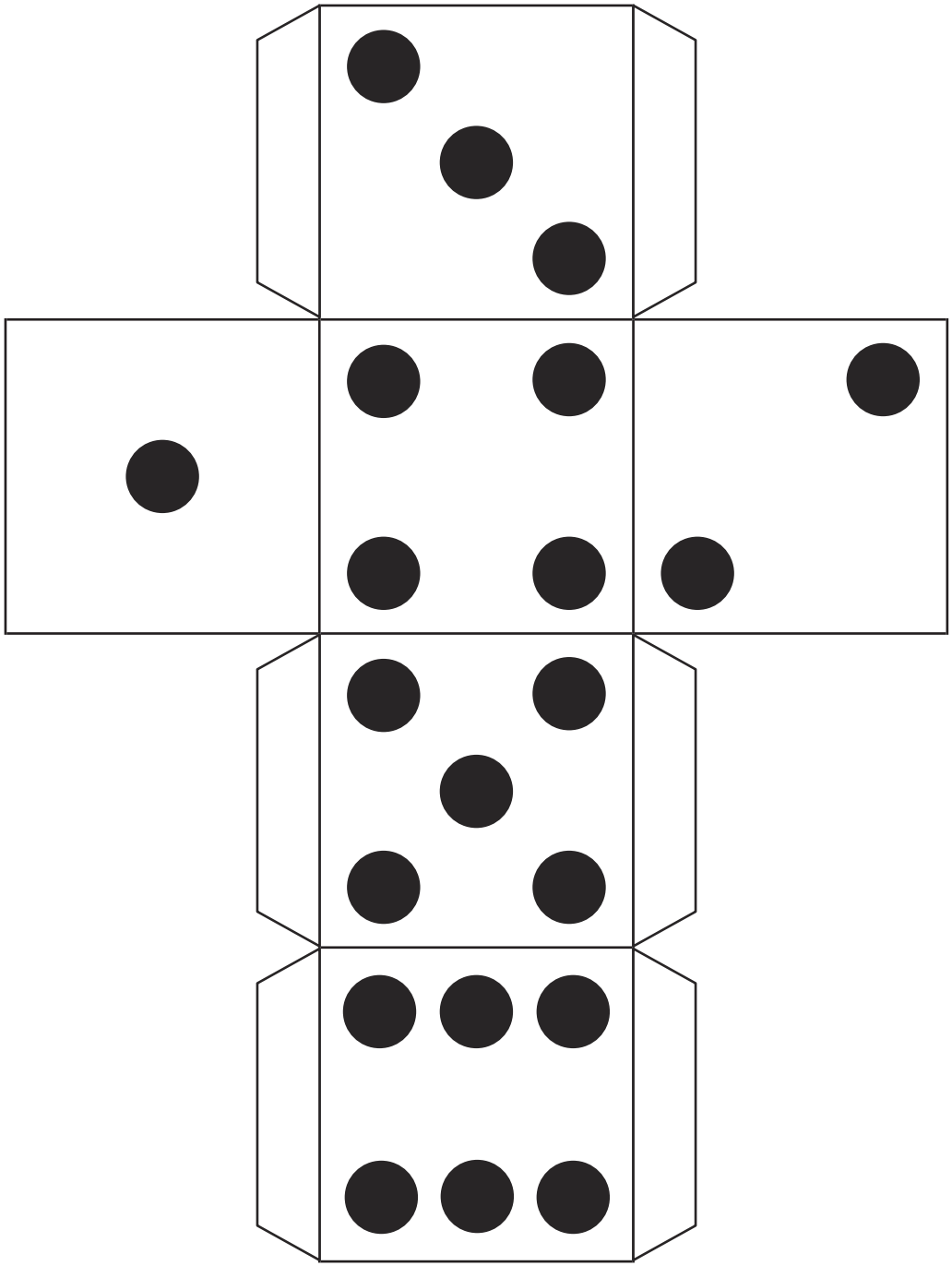

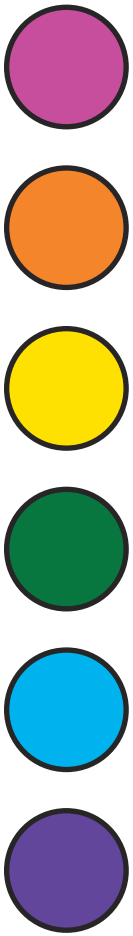

Online Safety | Cyber Snakes and Ladders

To apply knowledge of safe and sensible online activities to different situations.		
I can choose a sensible course of action if I feel uncomfortable online.		
I can explain how to safely search for information online.		
I can choose appropriate websites for someone my age.		

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