



Play and learn: Being online



Supported by:



ins@fe



UK Safer
Internet
Centre

LIBERTYGLOBAL

About this book

Today, children are going online at an increasingly young age; therefore this book aims at introducing concepts of modern technology in their daily vocabulary and activities.

Whilst this activity book offers children from 4 to 8 years of age 30 pages of fun and games, it also leads them to sharpen their basic language and mathematical, social and cultural skills. It gives them a glimpse of the impact modern technology can have on their everyday life. Above all it offers an opportunity for parents and teachers to sit together with their children and discuss these important issues.

Although the activity book was created in such a way that young children can enjoy and do the games alone, many of the exercises do have a deeper level. The booklet endeavours to encourage parents and teachers to talk about topics such as privacy and modern technology with their children and pupils starting from a very young age as these issues undoubtedly already play an important role in their lives.

The table on page 4 offers parents and teachers an overview of the themes that are touched upon and the exercises that go with them. Additional information can be found at www.saferinternet.org. We encourage you to read these guidelines as they will provide more ample information about the pedagogical objectives behind each game and the messages the children will hopefully pick up.

About Insafe

Insafe was established in 2004 as the awareness raising network in the framework of / spearheading the European Commission's Safer Internet Programme.

Today Insafe comprises an awareness centre, a helpline and a youth panel in 30 countries across Europe and beyond, as well as a pan EU-youth panel that meets once a year. Additional information can be found at www.saferinternet.org.

The Safer Internet Programme of the European Commission, initiated in 1999, sets out to protect young people online and promote safe, responsible use of online technology.

The programme comprises lines of action to:

- raise public awareness;
- fight against illegal harmful content online;
- ensure a safer online environment;
- establish a knowledge base about online safety.

Additional information can be found at <http://ec.europa.eu/saferinternet>.

Welcome to your
Activity Book.
Join us to have fun

This book belongs to:

my first name:

my surname:

About the contents of “Play and learn: Being online”

Each page of the book is rated with one, two or three ★ according to the level of difficulty and to cater to the broadly varying needs of 4 - 8 year-olds

★ = easy / ages 4-5 ★★ = moderate 6-7 ★★★ = difficult +8

Themes	Pages	ICT facets	Exercises	eSkills/Objectives
Back to school	p.6*, p.7	Possession of IT-devices	Matching pairs, comparing and spotting differences	Visual discrimination, status symbols and bullying
Families and friends	p.8, p.9*	Profiles and privacy online	Matching profiles, creating your own profile	My profile data: understanding public/private. Encouraging critical thinking about choice of information you spread
Healthy living	p.10*, p.11*	Finding balance in your daily activities	Time slots and activity stickers, storytelling	Reflecting on/ordering activities, critical thinking on time spent on study, gaming, chatting, hygiene,...
Actions and capabilities	p.12, p.13	Multi-functional devices, convergence	Matching appliances with qualities and capabilities	Understanding that different devices can perform a same action and one device can often perform many actions
Show and tell	p.14, p.15	Manipulating data	Investigation: how it happened	Encouraging critical thinking, making the distinction between what is real and what is virtual
Sharing	p.16*, p.17	Privacy – protecting data	Giving away and keeping safe	Learning about tangible and intangible, real and virtual; critical thinking about protecting information and/or objects
Learning	p.18	Online and offline skills	Measuring and identifying skills and capabilities	Self knowledge, metacognition (reflecting on own actions)
Technology today	p.19*	Evolution in technology	What did my parents and grandparents use?	Talking about past and future, evolution in technology
Values	p.20*	Cost of technology	Ordering and counting, discovering the values	The value of IT devices, critical thinking about cost of these devices, which children often taken for granted
Language	p.21	Computing symbols	Matching countries and objects	Understanding cultural differences
Keeping things safe	p.22, p.23, p.28, p.30	Protection of your computer	Constructing passwords, matching objects with their key, word and “find it” games	Problem solving, learning about new symbols, decoding
Keeping me safe	p.24*, p.29*	Help functions and Location Based Services (LBS)	Safety crossword puzzle, maze	Language development, metaphors; understanding anonymity and LBS
Emotions/ responsibility (action/reaction)	p.25, p.26	Online communication	Matching emoticons to incidents, responding to messages	Dealing with bullying online, learning to express/show (your) emotions and empathy
Bullying	p.27*	Online and offline communication	Story telling	Distinction between real and virtual, asking for help, talking about problems

* Exercises with extra level. Complementary explanation for parents and teachers to work with their children is available at www.saferinternet.org

Meet the family and their friends

Grandpa

Mum

Dad

Helen
the babysitter



Ben
a friend

Anna

Tom
a friend

Alex

Sarah
a friend



Back to school

Today Anna, Tom, Alex and Ben are starting school. Look at their backpacks, lunch boxes, mobile phones and computers.



Can you find the matching pairs?



Spot the 5 differences!





Connect the profile with the right person

I like to eat pizza
I like to play my guitar
I dream of becoming a fire fighter
I like to listen to music

1

I like to play on the computer
I would like to be a vet
I live with my mother and my two sisters
I like stickers

2

I love my mum and dad
I like to eat ice-cream
I like to go to the beach
I like to watch cartoons

3

I like to play football
I like to eat spaghetti
Blue is my favorite color
I have a dog, his name is Rocco

4



Ben



Alex



Sarah



Anna

My family, my friends and me!



I can tell everything to:



I can tell most things to:



I can tell some things to:

Fill in your profile

What's your **name**? _____

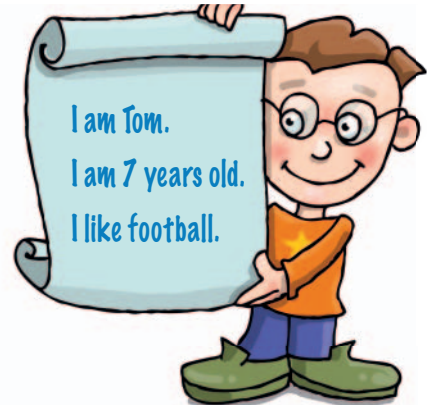
How **old** are you? _____

Where do you **live**? _____

What is your **phone number**? _____

Where do you go to **school**? _____

Who is your **friend**? _____



Circle the images

I like to eat



I like to go to



I like to



I have



Now tick off the to show us who you would tell this to.



My day:

What did you do today? Put the right stickers (A) in the time window



--	--



--	--



--	--



--	--



--	--



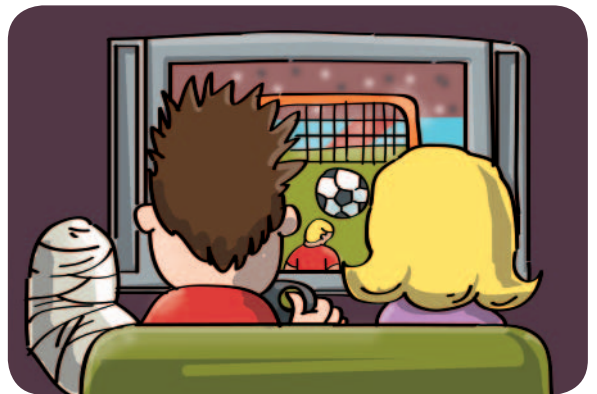
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	Choose a time. Draw what you did then.
--	---



Tell the story





Which objects can...

make a picture:



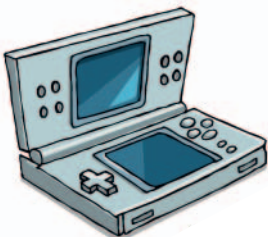
send a photo:



play music:

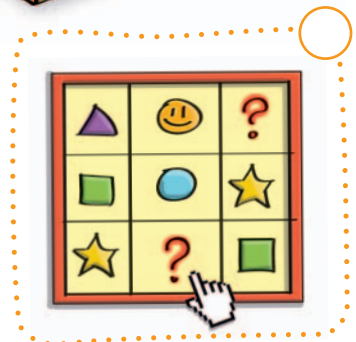
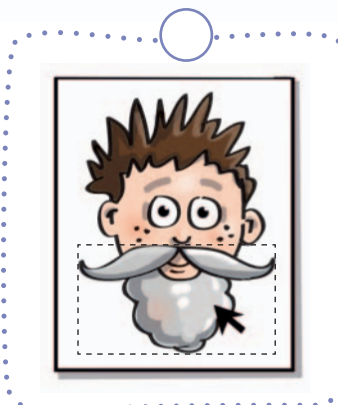
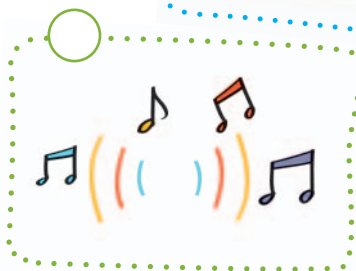


help you write a letter:



What can you do on the computer?

Tick the box to show what is possible.





SHOW and TELL

Connect the dots and see what the pictures look like when they are put together.

This section features a green-bordered box. On the left, there are two small illustrations: a dog's head and a house. On the right, a larger illustration shows a dog sitting on a path that leads to a house. The dog and house are composed of numbered dots (1-39) for a dot-marker activity.

This section features a blue-bordered box. On the left, there are two small illustrations: a man's face with glasses and a shark's head. On the right, a larger illustration shows a shark swimming in the water near a small boat. The shark and boat are composed of numbered dots (1-20) for a dot-marker activity.

This section features an orange-bordered box. On the left, there are two small illustrations: a boy and a UFO. On the right, a larger illustration shows a boy standing on a UFO. The boy and UFO are composed of numbered dots (1-19) for a dot-marker activity.



Circle
the pictures
you think are
not real



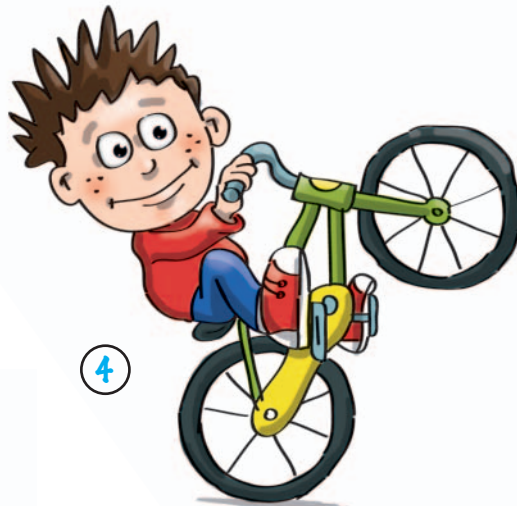
1



2



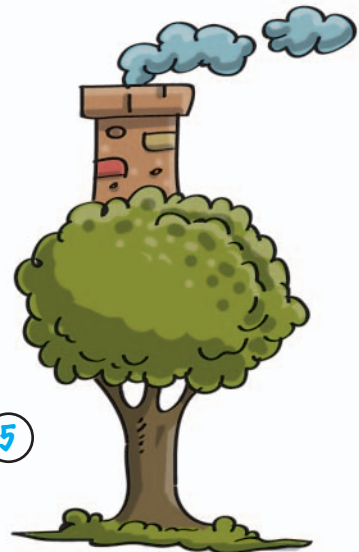
3



4



6



5



Protect your privacy

Colour the frame to show who you would give this to



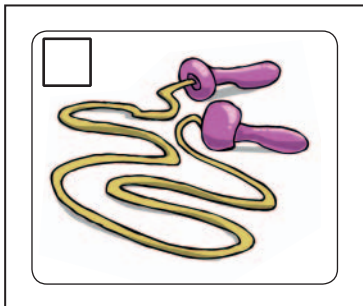
family



family and friends

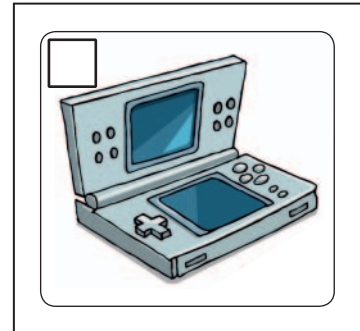


everybody



A secret

My name

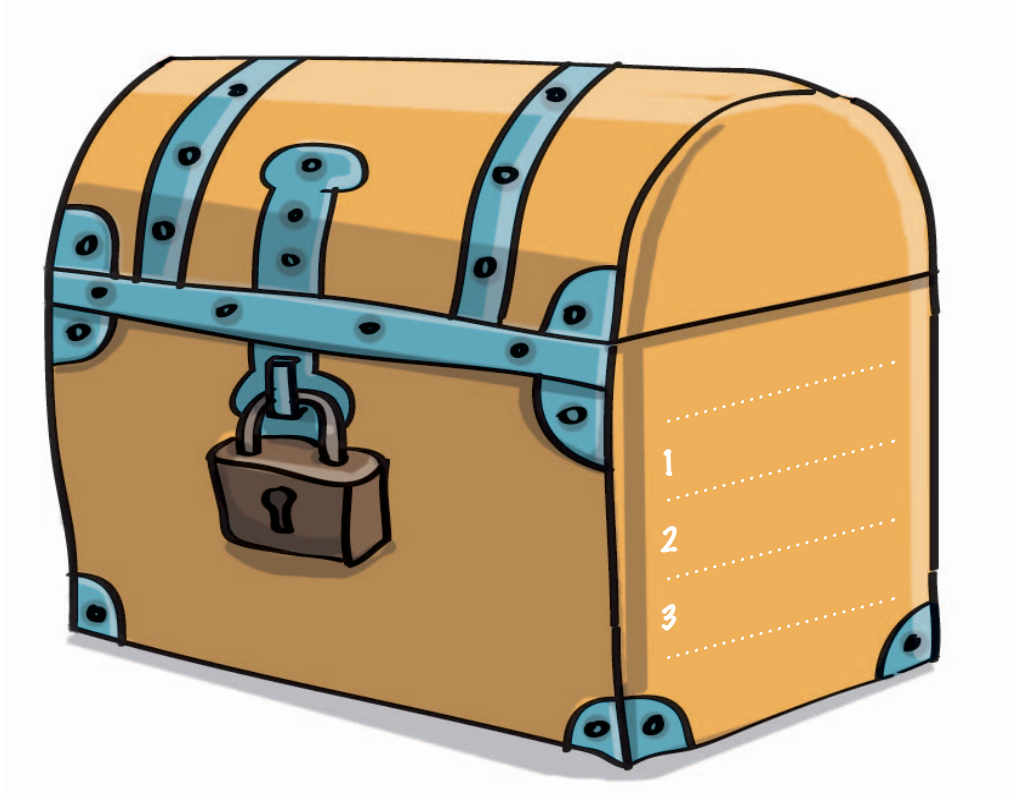


My password



Now, tick the to show which things you can always take back.

Write 3 things you would keep safe in a treasure chest



Write 3 things you would keep safe on your computer





What are you good at?

Tell us by putting the stickers  in the 3 sections

I am good at

I am quite good at

I'm less good at

Tick off the circles and show us if...



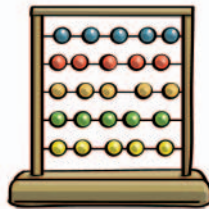
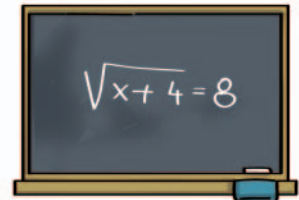
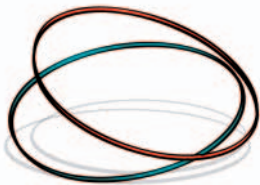
... your grandparents used it



... your parents used it

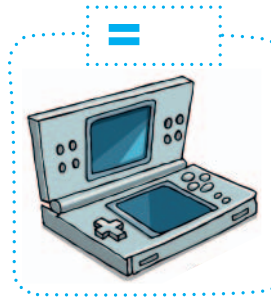
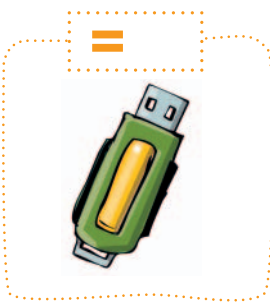
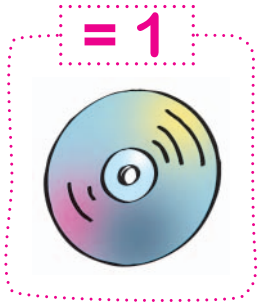


... you use it





A CD equals 1,
a mobile phone equals 3.
Can you find the other values?



Now, let's try some calculations

= + =

= + =

= + + + =

= + + =



the @ symbol



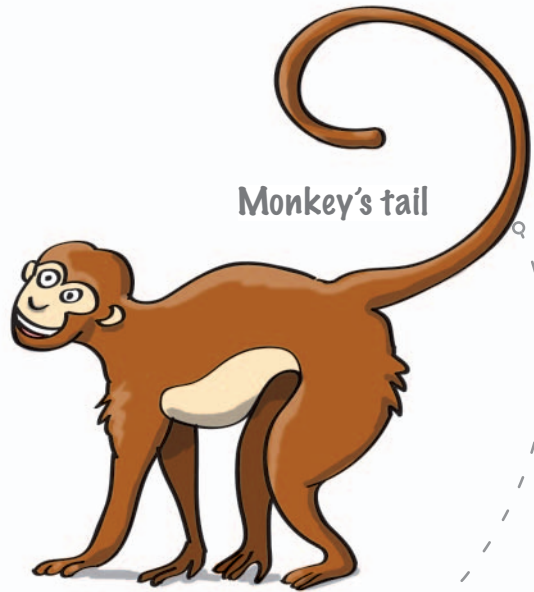
Follow the lines and find out what the @-symbol is called in these countries



Denmark



Little duck

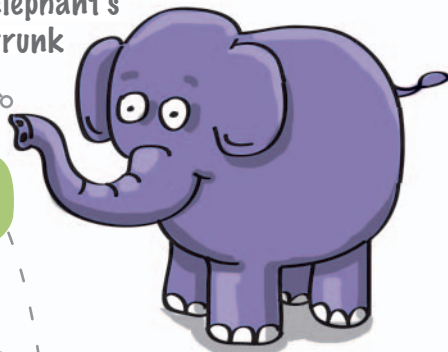


Monkey's tail



Norway

Elephant's trunk



Korea



The Netherlands

Pig's tail



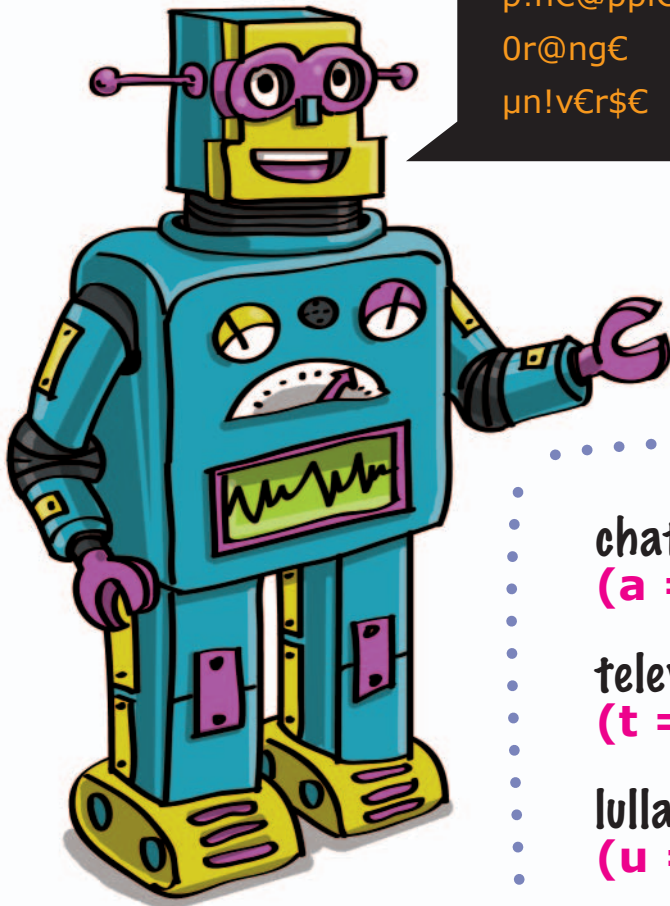
Snail



Greece



Can you help the robot to create **new passwords** ?



p!n€@ppl€ = pineapple

0r@ng€ = orange

µn!v€r\$€ = universe

chat

(a = @)

television

(t = +)

lullaby

(u = µ)

energy

(e = €)

Sarah

(s = \$)

zero

(z = 7, o = 0)

exit

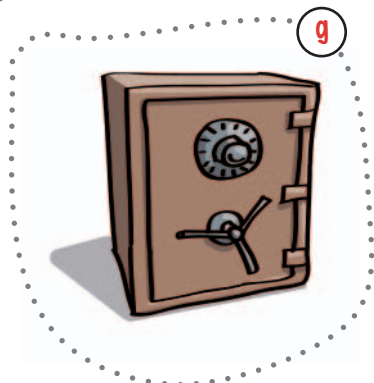
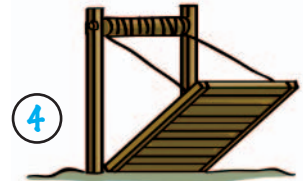
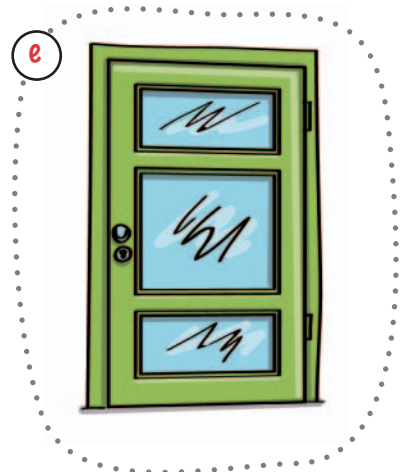
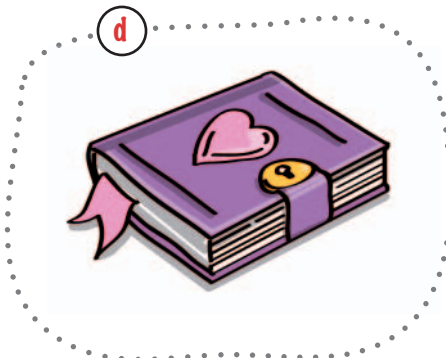
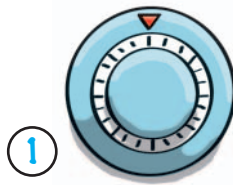
(i = !, t = +)



Lock up!



Connect the right key to the object it locks





CROSSWORD puzzle

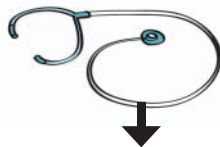
Fill in the words



F _ _ _ T _ _ _



_ _ _ O _ _ _
_ _ _ _ _ P _
_ P _ _ _
_ _ _ _ _



_ _ _ L _

_ A _ _ _ R



_ _ _ T _
_ _ _ _ _
_ _ _ _ _



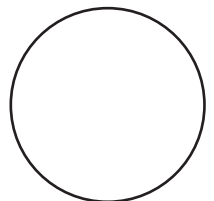
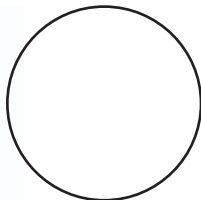
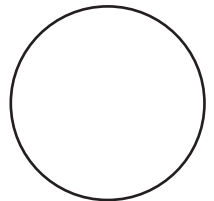
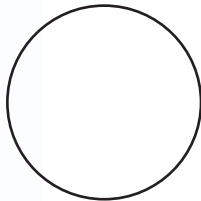
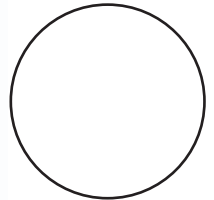
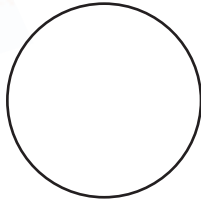
- policeman
- danger
- exit
- help
- sos
- fire
- stop
- doctor
- firstaid

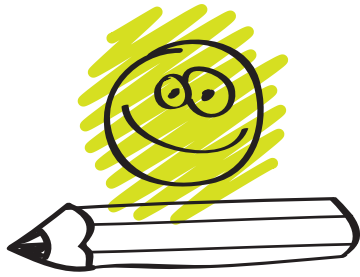


EMOTICONS

How would you feel?

Match the right emoticon stickers (c) with the images





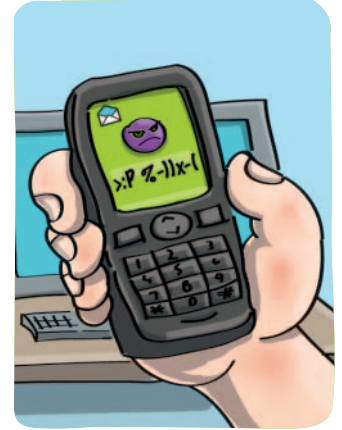
How would you feel?

Draw your own symbol!





Tell the story





Cross out the words 'SPAM' and 'VIRUS' and complete the message in the box by filling in the remaining letters

H	V	I	R	V	S	I	S	D	V
S	P	A	M	O	V	Y	P	O	I
U	P	W	A	V	I	S	A	N	R
T	T	A	I	V	R	P	M	S	U
O	S	R	M	I	U	A	C	P	S
O	U	S	M	R	S	M	E	A	O
S	R	P	V	U	E	S	R	M	V
U	I	A	A	S	N	P	M	S	I
R	V	M	P	D	P	A	A	P	R
I	L	A	S	P	A	M	P	A	U
V	M	A	Y	M	A	P	S	M	S

Hint: look for the words left to right, right to left, up and down and diagonal

Alex

H_,

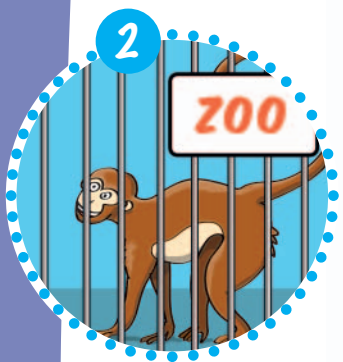
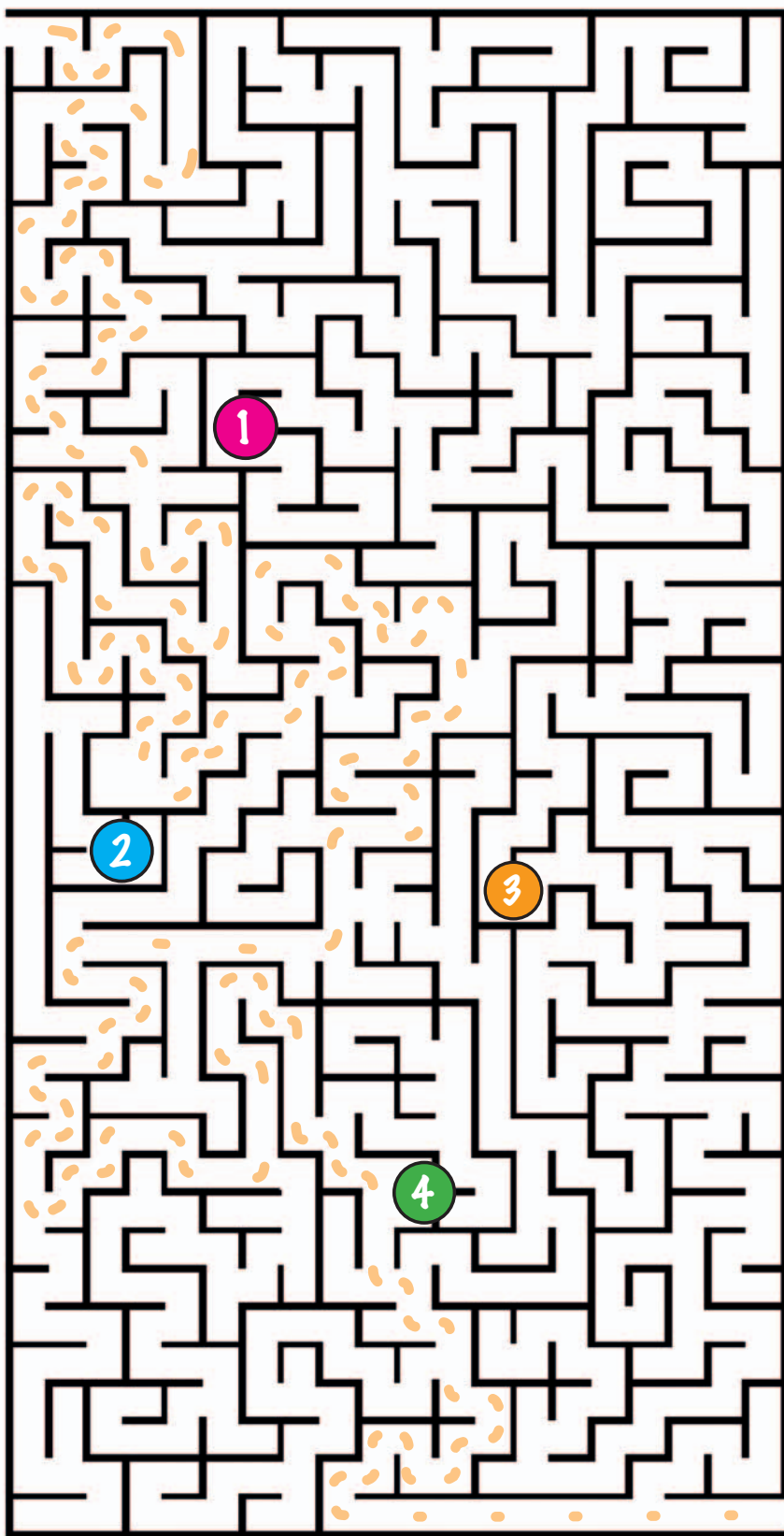
_ _ Y _ _ _ _ _ O _

_ _ _ _ D _ _ _ Y ?

STAY SAFE!



Find where Anna is going. Follow her footsteps





PROTECT

YOUR COMPUTER!

Viruses are invading your computer. Can you find all 10?



Insafe in your country

Austria	www.saferinternet.at
Belgium	www.clicksafe.be
Bulgaria	www.safenet.bg
Cyprus	www.cyberethics.info
Czech Republic	www.saferinternet.cz
Estonia	www.targaltinternetis.ee
Denmark	www.medieraadet.dk
Finland	www.ficora.fi
France	www.internetsanscrainte.fr
Germany	www.klicksafe.de
Greece	www.saferinternet.gr
Hungary	www.saferinternet.hu
Iceland	www.saft.is
Ireland	www.webwise.ie
Italy	www.easy4.it

Latvia	www.drossinternets.lv
Lithuania	www.draugiskasinternetas.lt
Luxembourg	www.bee-secure.lu
Malta	www.mca.org.mt
Netherlands	www.mijndigitalewereld.nl
Norway	www.medietilsynet.no
Poland	www.saferinternet.pl
Portugal	www.internetsegura.pt
Romania	www.sigur.info
Russia	www.saferunet.ru
Slovakia	www.zodpovedne.sk
Slovenia	www.safe.si
Spain	www.protegeles.com
Sweden	www.medieradet.se
United Kingdom	www.saferinternet.org.uk

PEGI

PEGI, also supported by the European Commission's Safer Internet Programme, informs parents on age suitability of videogames using a set of icons that provide information about the content as well. The system is available in 30 European countries. Further information is available at www.pegi.info



CREDITS

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Jacqueline M. Jomain
Iddifix

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