

Jack Changes the Game

Student activity pack

YEARS 1-3 (AGES 5-8)



SAFE FIVE

POLICE CAN HELP

SMART USERNAMES & AVATARS

IN-PERSON & ONLINE FRIENDS



ACTIVITY 1

INTRO, CLASS DISCUSSION & TOP TIPS

ALL AGES

Q1. What is a connected device? Circle the correct answers:



Q2. Where do you use your device? What do you do with your device? Do you share your device with anyone?

Blank area for student response.



Like Jack found out in, *'Jack Changes the Game'*, not everyone online is who they say they are. It is important to talk to a trusted adult when you start to feel unsure or unsafe online.

ACTIVITY 2

SAFE FIVE – ADULTS I TRUST

YEAR 1 & 2

In the story, Jack was using his tablet to play games online.

While he was playing his game, Jack started to message someone that he didn't know in-person.

After a while, Jack said he started to feel sick. He didn't like the questions that 'Footy Boy' was asking him.

When Jack started to feel this way, he told his sister Izzy, friend Aisha and his Mum and Dad.

Q1. When you are at school, who can you talk to if you are upset?

Q2. How might you ask your parents or carers if you need help?



Do you see the hand print on Izzy's fridge?

The hand helps us remember five trusted people who we can talk to whenever we feel upset or unsafe.

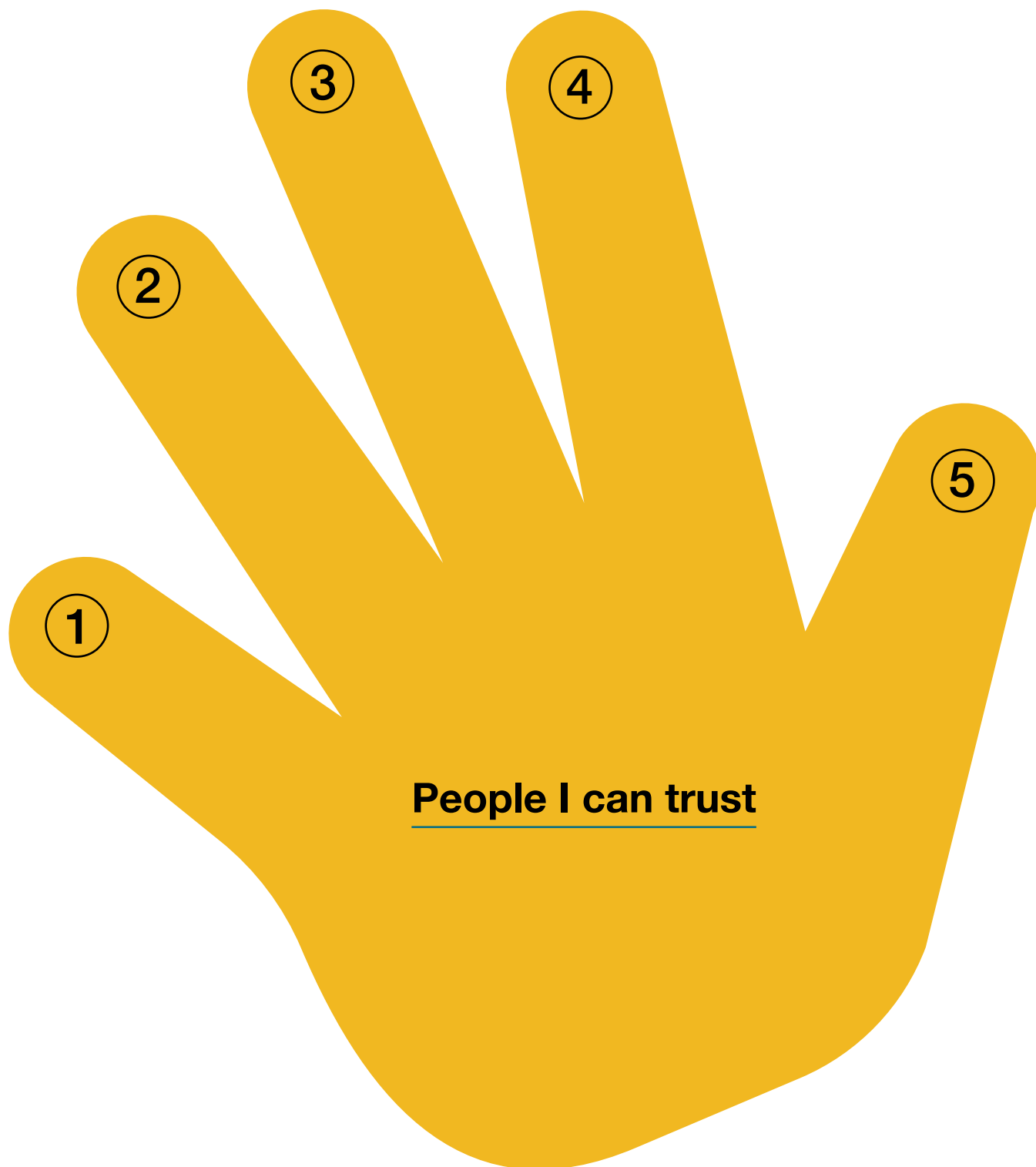
SAFE FIVE

YEAR 1 & 2

Name: _____

Class: _____

Write down the names of your five trusted adults:



POLICE CAN HELP

YEAR 1 & 2

Q1. What does a police officer do? What is their job?

Blank area for student response.



Did you know that if you start to feel scared or unsafe, the police are also able to help you?
Like our safe five adults we trust, the police can help us in-person and online.

ACTIVITY 2b

POLICE CAN HELP

Name: _____

Class: _____

When do you think you would talk to a police officer?

If you could ask any question to a police officer, what would it be?

What is a police officer's job?

Why do you think we need police officers?

Draw what you think a police officer looks like:





WHAT IS A SMART USERNAME AND AVATAR?

YEAR 2 AND 3

Sometimes when we sign up to online apps or create a gaming profile, you might need to enter in your age or upload a photo of yourself.

Remember, we need to practice online safety. So, when asked to create an online profile, we need to use a smart username and avatar.

1. Write down your favourite thing
2. Combine three of your favourite things
3. Create your smart username



Do not include your real age or name.

My favourite colour is:

My favourite animal is:

My favourite season is:

My favourite number is:

This is my smart username:

I use my smart username and avatar on:

My avatar looks like this:

ACTIVITY 4

IN-PERSON AND ONLINE FRIENDS

YEAR 3

Q1. Who are some of your in-person friends?

Q2. If someone new joins your online game, and you don't know their username or avatar, are they an in-person friend?

Q3. Why do you think it is important to know who our friends in-person and online are?

Q4. What kind of things do we share with in-person friends that you should never share with an online friend?



ACTIVITY 4

IN-PERSON FRIENDS AND SMART USERNAMES WORKSHEET

Name: _____

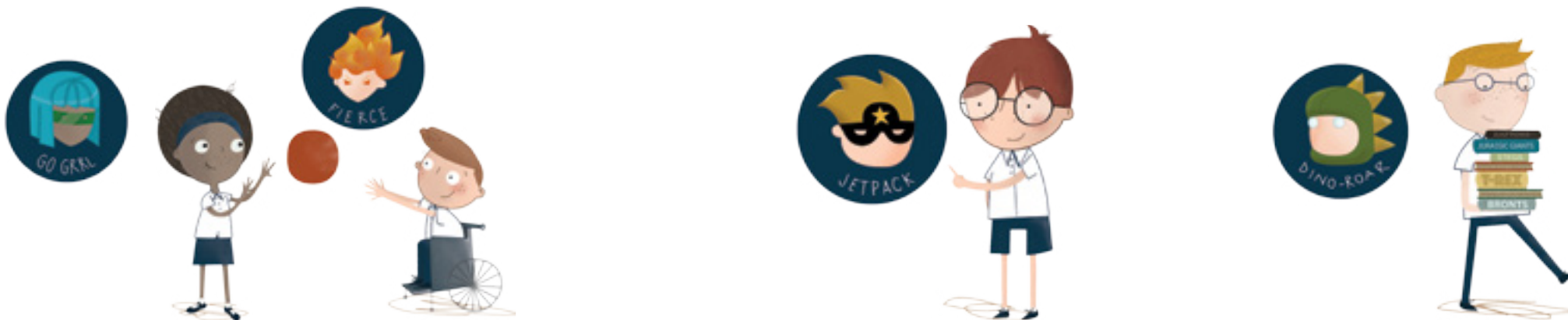
Class: _____

Walk around the classroom with your worksheet and make a list of your classmates' names, and find out their username.

You can take this list home so that you have a record of your in-person friends and their smart usernames.

In-person friends name:

Online smart username:



ACTIVITY 5

THINK, PAIR, SHARE

ALL AGES

Think about something new you have learnt and something you would like to know more about.

Pair with another student to talk about your answers.

Share your answer with the rest of the class.

Q1. What is something new I learnt today?

Q2. What is something I want to learn more about?

HELP & SUPPORT

If you need help with these activities or have questions about being safe online, speak to your teacher or a trusted adult so that they can help you.

