

# LESSON

# 2

## internet safety

### Objectives

Learners will . . .

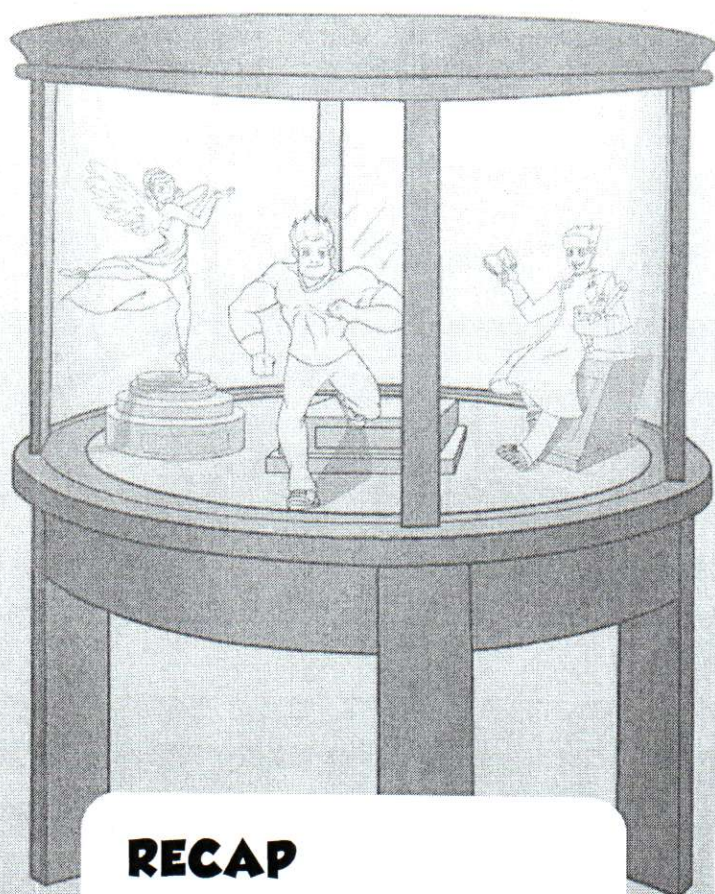
- review basic safety rules for using the Internet
- discuss student responsibility for safe Internet use
- apply basic safety rules for the Internet to scenarios

### Materials

- Game Cards: *Internet Safety Rules*

### Vocabulary

- **Internet**—a worldwide network that allows users to access and exchange information
- **Responsibility**—being trusted with an important task



### RECAP

Tell students last lesson they learned to reduce injuries by avoiding risks and thinking before acting.

### KEY MESSAGE

Write on board and tell students:

*Use the Internet responsibly.*



## INTRODUCTION

Ask students to raise their hands if they have used the Internet in the last month, the last week, that day. Point out to students that the Internet may be part of their social, recreational, academic and eventually their professional lives. Explain that as in other areas of their lives, the older they get the more responsibility their families, teachers, coaches, etc. will allow them. They will continue to have rules to follow that go along with their new responsibilities. Remind students that rules are meant to keep them safe not to limit them. Discuss with students how the Internet can be both helpful and harmful to their personal health, i.e. they can be approached by strangers on the Internet, but they can also locate information and resources from reliable sites.

## ACTIVITIES



### ONE

Explain that the rules for Internet safety are probably very similar to other safety rules they follow. For example, "Do not talk to strangers," and "Make sure your parents know where you are at all times." Ask students if they already have some safety rules for Internet use. Write their responses on the board. (In case students do not have home Internet rules, review Internet rules from your school). Ask students what do they think their responsibility is in using the Internet. Review the following guidelines for Internet safety and adjust or append the list generated by students:

- Do not send out your picture online
- Never make arrangements to meet someone in person that you met online
- Be aware of online friends that may be "fishing" for personal information
- Use a nickname when chatting online that is different from your username
- Only visit websites that have been agreed upon by you and your family
- Disconnect from the Internet if someone or something makes you uncomfortable and tell a trusted adult about what happened



### TWO

Divide students into small groups. Provide each group with a set of *Internet Safety Rules* game cards. There are two different kinds of game cards: scenario cards and rule cards. Have groups read each one of their scenario cards in turn and match it to the rule card that applies. When all groups have completed the task, review the correct pairs as a class. To add a level of competition to the game, set a timer for 5 minutes and challenge the groups to make as many correct matches as possible before the timer goes off. (Answers follow the game cards.)



# WRAP UP

1. Why do adults set or make rules for children?
2. Do you think using the Internet is a necessity or a privilege? Why?
3. What are some rules that you should follow for safe Internet use?



## LESSON BOOSTER

**Materials:** Paper/pencils, Markers/crayons

Divide students into pairs. Assign each pair one of the Internet safety rules from the lesson. Have pairs work together to write and illustrate their Internet safety rule. Display posters near a computer work station, in a computer lab or other appropriate place.



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## INTERNET SAFETY: RULES CARDS

A. Never give out personal information online	B. Get parents' permission before filling out any registration forms
C. Never make arrangements to meet someone in person that you met online	D. Do not send out your picture online
E. Only visit websites that have been agreed upon by you and your family	F. Disconnect from the Internet if someone or something makes you uncomfortable and tell a trusted adult about what happened
G. Be aware of online friends that may be "fishing" for personal information	H. Use a nickname when chatting online that is different from your username





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## INTERNET SITUATIONS: SCENARIOS CARDS

<p>A friend has given Lynette the name of a cool new website to check out. It is not one of the websites bookmarked by her parents for her to use, but Lynette figures it is okay since her friend's mom lets him visit it.</p>	<p>While searching the Internet for a school project Pedro sees a pop-up ad for an adult website.</p>
<p>A new online friend that Ann is chatting with complains about how late her parents get home from work. She asks if Ann is home alone in the afternoon too. Ann responds that she is alone at home until 6:30 p.m.</p>	<p>Jerry is registering to chat online and is asked to select a nickname. He decides to use his username so it will be easier to remember.</p>
<p>An online friend has been asking Beth to meet her at the park. When Beth lets her know that her dad said she could not meet her, the online friend suggests Beth lie to her dad and meet her anyway.</p>	<p>All of Jordan's friends from camp are chatting online and he would like to participate as well. When Jordan goes to register, he is presented with a form to complete.</p>
<p>When Marcus logs on to the computer after school he sees a pop-up window that says he has won a television. All Marcus has to do is give them his name, birth date and home address.</p>	<p>A new online friend has asked Nadia to send him a picture of herself in a bathing suit.</p>

## **INTERNET SAFETY: ANSWER KEY**

- A friend has given Lynette the name of a cool new website to check out. It is not one of the websites bookmarked by her parents for her to use, but Lynette figures it is okay since her friend's mom lets him visit it. (E)
- While searching the Internet for a school project Pedro sees a pop-up ad for an adult website. (F)
- A new online friend that Ann is chatting with complains about how late her parents get home from work. She asks if Ann is home alone in the afternoon too. Ann responds that she is alone at home until 6:30 p.m. (G)
- Jerry is registering to chat online and is asked to select a nickname. He decides to use his username so it will be easier to remember. (H)
- An online friend has been asking Beth to meet her at the park. When Beth lets her know that her dad said she could not meet her, the online friend suggests Beth lie to her dad and meet her anyway. (C)
- All of Jordan's friends from camp are chatting online and he would like to participate as well. When Jordan goes to register, he is presented with a form to complete. (B)
- When Marcus logs on to the computer after school he sees a pop-up window that says he has won a television. All Marcus has to do is give them his name, birth date and home address. (A)
- A new online friend has asked Nadia to send him a picture of herself in a bathing suit. (D)