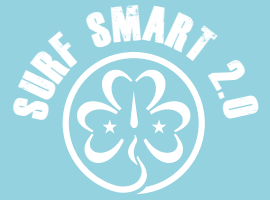


# GETTING STARTED ACTIVITIES



**AIM OF THIS SECTION:** Create a safe space for the group and reflect on the ways they use the internet and where they would like to deepen their knowledge and understanding.

## 1. WELCOME TO SURF SMART 2.0



10 mins



**OUTCOME:**

Introduce Surf Smart 2.0 to your group.



**MATERIALS:**

Large paper, pen



**EXPLAIN THAT:**

We all use the internet almost daily in different ways that make our life easier or fun.

### WHAT HAPPENS:

Bring everyone together into a circle, and introduce Surf Smart 2.0 to your group. Use the large paper and pen to write down the main points for participants to see.

For the next session(s) you're going to learn ways you can use the internet to have fun, learn and make a difference, while keeping yourselves and your friends safe.

You will also come up with your own ideas about how you can have a safer and more enjoyable online experience, and how to help others do the same.

You will become a member of Generation Digital, a generation of Digital Citizens. These are the people that use the internet not only to communicate, learn and play but also to get involved with society.

Responsible and active digital citizens:

- Treat others with kindness online and take into consideration their feelings and opinions
- Confront cyberbullying by reporting and blocking
- Do not share private information online
- Think carefully when being approached by strangers online

- Inform others about the benefits and the risks one may encounter online
- Use the internet safely to create, play, communicate, learn and share
- Speak out for equal digital rights and access for all
- Contribute positively to digital communities

By completing the activities and taking action to bring change online you'll earn the Surf Smart 2.0 badge.

