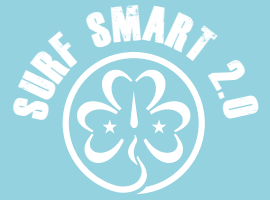


# GETTING STARTED ACTIVITIES



## 3. IS THERE SOMEONE WHO...




 10 mins

### **OUTCOME:**

Reflect on internet use and the subjects you want to work on during the Surf Smart 2.0 journey.

### **MATERIALS:**

List with questions, copy of the Activities Guide on pages 11-17

 **BE PREPARED:** Create a list of questions related to possible ways your group uses the internet, or problems they might encounter. The questions should start with the phrase 'Is there someone who...' and they should be possible to answer by yes or no. For example, 'Is there someone who uses the internet for homework research?' (See Suggested list of questions in Tool below)

## WHAT HAPPENS:

1. Let participants know that you will explore the ways each member of the group uses the internet and reflect on what they would be interested to learn from Surf Smart.
2. In a large space, designate a place in the room participants will run to if their answer is 'yes' and one more for 'no'. Depending on the space and your group you could find other ways for them to answer (eg. touch their heads, jump high, take a step forward)..
3. Explain to the group that you will ask some questions to which they should answer honestly with yes or no by running to the corresponding point (or any other action you have decided).
4. Play!

When finished, take a minute or two with your group to sum up what you have noticed to be the main internet safety interests or concerns of the group.

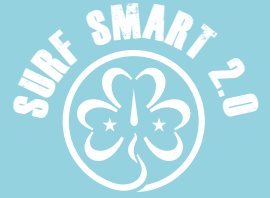
In small groups go through the Activities Guide and note down which activities you would be most interested to check out. Take a minute to explain to the group how the pack works and to come up with the path you are going to work on, based on the guidelines on page 7.

### Activity tip!

**Keep track of the answers.**

They will help you ask deeper questions and eventually get a better understanding of what your group and specific members might need to focus on when earning their badge. This is crucial for building your own sessions!

# GETTING STARTED ACTIVITIES



## 3. IS THERE SOMEONE WHO...

(CONTINUED)

### TOOL ★

#### Suggested list of questions for this activity

*[We recommend reviewing the questions and extending or adjusting them according to the age and experiences of your own group. We also encourage facilitators to make a note of the responses given by the group.]*



#### IS THERE SOMEONE WHO...

- Uses a computer?
- Likes to play video games online?
- Owns a mobile phone or a tablet?
- Texts messages on a mobile phone through an app?
- Has access online from their mobile or tablet?
- Has shared something about themselves online?
- Has shared news stories online without first checking if they are true?
- Plays massively multiplayer online (MMO) games, such as Minecraft or World of Warcraft, or other video games where they play with strangers?
- Uses the internet for homework?
- Has a profile on social media (Facebook, Instagram, TikTok or other)
- Has published someone else's photo on social media without asking for their permission?
- Has talked to someone privately online that they don't know IRL (in real life)?
- Likes to watch videos online?
- Likes to browse the internet?
- Uses the camera in applications or platforms to connect with someone?
- Has felt uncomfortable with something they saw online?
- Has questions about how to use the internet or applications (apps)?
- Can think of a grown-up they trust enough to turn to if they need help online?
- Uses screens more than 1 hour per day?
- Uploads content such as photos, posts or videos, more than twice a day?
- Has experienced bullying or harassment online?

