

## DISCOVER... INTERNET WONDERS



**AIM OF THIS SECTION:** Discover and use the positive aspects of the internet

### 1. WHAT IT MEANS FOR ME



**30 mins and more for preparation**



**OUTCOME:**

Explore different perspectives and experiences other people have in using the internet



**MATERIALS:**

Paper, pencil, other material depending on chosen display method

#### WHAT HAPPENS:

The World Wide Web became widely available just a few decades ago, during the 1990s. Since then it has become such an important part of our lives.

Make a list of the different things you use it for and try to come up with negatives and positives in each case. Some things include access to information, socializing, travelling, technology, music, movies etc.

For those who grew up with it, a world without the internet is inconceivable. But for people of previous generations, who maybe grew up without the internet, entering the digital era has been challenging. Not only that, but the way they use it

and the things they do with it can be different as well. Asking them about it can bring you closer but also help them learn something new.

Ask people you know from a different generation, such as parents and grandparents, how they use the internet in their daily lives. How are their answers different to yours?

Create a display of the answers using posters, leaflets, posts, videos or memes.

### TAKE IT FURTHER GO BIG!



**1 hour & more for preparation & presentation**



**MATERIALS:**

Digital device

#### Activity tip!

You can do an international survey about online habits, through U-Report. [Contact the U-Report Manager to learn how!](#)

#### WHAT HAPPENS:

Create a more extensive survey for students at your school. Try to explore if girls and boys use the internet differently. Then use an online chart maker tool to show the statistics of the answers per age, gender and/or per type of use.

For example: <https://www.canva.com/graphs/> or <https://live.amcharts.com/>. Present your findings to your Girl Guiding and Girl Scouting group or to the school.

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### 2. BEST OF THE WEB



**OUTCOME:**  
Share online experiences

**MATERIALS:**  
Paper, pencil, coloured pencils for all participants. Nice to have: device with internet access

#### WHAT HAPPENS:

There are so many great websites out there, you can't try them all. Instead, sharing knowledge with our friends about things that we do online is how we can promote the best of the web.

In groups, talk about your favourite sites, what they do and why you like them.

Think of those things that can make a website or an application great. Is it the easy-to-use design, the type of information you can get, the positive online community, the fun games you play, how safe it makes you feel? These criteria are possible to help you find more interesting and useful websites in the future as well.

When you have listed everything, try and create a visual map of the great websites your group recommends. Try to arrange your recommendations by use, for example social networking, listening to music, learning about an outdoor activity or playing games. Depending on the age of your group and your access to the internet you could create a mind map or a presentation either by hand or by using online tools.

**?** How do you think this list could help someone looking for new sites or going online for the first time?

**DID YOU KNOW?**

A mind map is a type of graphic organizer that uses a diagram to visually organize ideas and concepts.



#### SEARCH RESULTS!

There are online tools you can use for this activity. Some examples include: [Canva](#) & [MindMup](#) for mind mapping, [Google slides](#), [Prezi](#).

### TAKE IT FURTHER

#### SHARE THE KNOWLEDGE



**MATERIALS:**  
Digital device

#### WHAT HAPPENS:

Is there anything you know how to do online that someone from an older generation might not? Talk to an adult you trust and find out what they would most like to know how to do online, then teach them how to do it. You can also use the list of interesting websites you created in the above activity as a reference and for examples.