

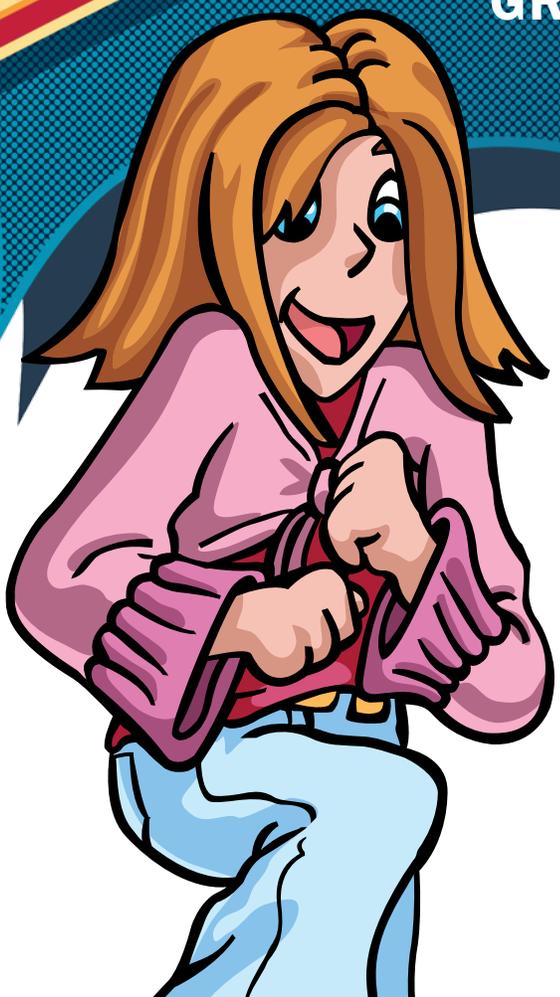
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MEETS PROVINCIAL CURRICULUM OUTCOMES



CANADIAN CENTRE for CHILD PROTECTION®
Helping families. Protecting children.

Zoe & Molly Online™

Your FREE Personal Safety Lesson
GRADE FOUR TEACHER KIT



Sponsored by **Shaw)**

ZOEANDMOLLY.CA



GRADE 4 LESSON PLAN: 45 minutes

CHILD PERSONAL SAFETY: ONLINE GAMES

Outcome

- Students will be able to identify the benefits and the risks of the Internet
- Students will be able to respond safely to situations that present risk online

Required Materials

- Online awareness pre-test and post-test (visit zoeandmolly.ca to download)
- Access to a computer lab
- Classroom poster (on reverse)
- Zoe and Molly Online comic book (optional)

Background

Children in Grade 4 are becoming more interested in online activities; however, they do not yet have the experience or knowledge to effectively manage some of the situations they may come across. It is important for children at this age to be aware of those risks and learn how to identify inappropriate behaviour and handle the difficult situations they can encounter online.

This lesson plan provides information for children that will increase their awareness about potential risks on the Internet and will help bridge essential conversations about online personal safety specific to chat components of games.

Introduction

Create a Class Mind Map

1. Write a topic in the middle of the page (you can use one of the questions below to generate a topic). Write it in bold letters. Circle or place a square around the topic. Questions that will help you generate a topic include:
 - a. What do people do on the Internet? What games do kids play?
 - b. What devices have Internet access? (show pictures available at www.zoeandmolly.ca of iPad, PlayStation, cell phone, laptop, computer)
 - c. Where can you talk to other people online? (through games, Facebook, emails, etc.)
 - d. What is good about the internet?
 - e. What do people need to be careful of on the Internet?
2. As students generate thoughts and ideas with regard to the main topic, draw a branch from the topic connecting to the idea. Keep the idea that is branching out from the main topic to as few words as possible. You can use pictures, symbols and colours to help illustrate meaning.
3. Begin branching out from each idea. Have students try to grow more and more ideas. Draw lines between ideas to create lateral thinking. Number the ideas to create organizations.
4. As new ideas come forth, draw a different branch from the topic.
5. Repeat branching until all of the students' ideas appear on the map.



Zoe and Molly Online Activities

- 1.** Before going to the computer lab or handing out the comic book to students, explain that they are going to read a comic book about two friends who like to play games online. The two girls end up in an unsafe situation. Explain that they are going to complete some activities and make suggestions about what the girls can do to be safer.
- 2.** Have students launch the Zoe and Molly Online game and start by reading the interactive comic book. Students can flip through pages by clicking and dragging the lower right hand corner.
- 3.** Ask students to carefully read the story and pay attention to behaviours that are safe and those that are not safe.

Option

- Read the *Zoe and Molly Online* story using the paper copy of the comic book that was sent along with this kit. Assign characters to students and have them read the story aloud to the class. (You may also want to use Readers' Theatre to engage students.)

Guided Practice

- After you have finished reading the story, have students click continue to enter Part 2, the comprehension and critical thinking activities. Students can answer as many times as it takes to get the answer right. When they get a green checkmark, they know they have answered correctly.
- Next, have students click continue again to arrive at Part 3. This is their chance to create their own avatar.
- Ask students to give Zoe and Molly some advice on what they should do in this situation. Students can name their avatar, and then have them enter the last panel of the comic, where they can enter their advice to Zoe and Molly.
- Student(s) can then print out a copy of their completed panel to share with their friends. Share responses together as a class.

Closure

- Ask students to create their own ending for the comic. Have students generate a new scenario for a situation Zoe and Molly may face while online and create a safe ending.
- Students can then either print out the Zoe and Molly template to draw their own scene, or bring it into MS Paint and get creative. They can create their own situation and discuss the outcome with the class.

Home Activities

Photocopy the Letter to Parent(s)/Guardian(s) and the instructional parent page. Hand out copies to students to take home and complete with their parents(s)/guardian(s).

Follow-up

Hang up the poster in your classroom and refer to the Zoe and Molly Online program throughout the year. Personal safety strategies are effective when they are reinforced on a regular basis.

Remember to enter our contest to win a \$75 Scholastic gift certificate for your classroom by completing the online teacher evaluation at zoeandmolly.ca between October 4, 2012 and April 26, 2013. Contest rules are available at zoeandmolly.ca.





Overview

The *Zoe and Molly Online* comic book has been distributed to schools free-of-charge since 2006, and this is the second year we are providing educators with this Grade Four teacher kit. Developed by the Canadian Centre for Child Protection and sponsored by Shaw Communications, the *Zoe and Molly Online* program has been designed to promote both in-class and at-home discussions about the risks associated with children sharing personal information and sending photos online.

The *Zoe and Molly Online* story is about a young girl being manipulated by an individual she meets online who asks her to send increasingly personal information and photos. The comic book reinforces the safety strategy from the Kids in the Know program called “If asked to share and your parents aren’t aware, say NO”. This strategy promotes adult involvement and supervision by encouraging children to always check with their guardian first before sharing personal information with anyone. The comic is intended for Grade Four students as data shows that by Grades Five and Six, children are building online relationships and sending photos. Children at this age become more interested in online activities; however, do not yet have the capacity to effectively manage some of the situations they may encounter.

Testimonials

This is what we heard from teachers last year who used the *Zoe and Molly Online* teacher kit, comic book and interactive website with their classes:

- “Students all responded positively and their post-tests showed that they understood how important it was to tell their parents what they were doing on the Internet.”
- “The online story scenarios generated lots of good discussions with my grade 4-5 class.”
- “I thought it was well done and had lots of good, useable ideas.”
- “We read it together online, and then I sent the printed copy home and asked the students to read this at home with their parents!”
- “I thought it was very well prepared and a very useful resource.”
- “The safety of the students is important and we do a lot of research online at school and at home. It’s a great lesson as kids spend many hours online unsupervised.”
- “Parents were pleased to see Internet safety addressed at school. The website was shared with parents.”
- “I feel that the conversation we had as a class as we read through the comics together was very beneficial.”

About our Partner

Shaw Communications is a proud supporter of the Canadian Centre for Child Protection and our *Zoe and Molly Online* program. With Shaw’s support, we are able to distribute child protection materials to schools across Canada free-of-charge. More information on their commitment to children and the community can be found at shaw.ca.

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Teacher _____

School _____

Date _____

Dear Parent(s)/Guardian(s),

The **Canadian Centre for Child Protection** has partnered with **Shaw Communications** to create an exciting new educational tool to help Grade Four teachers and parents teach their kids how to stay safe online. The *Zoe and Molly Online* safety kit, part of the Canadian Centre's Kids in the Know safety education program, includes a full-colour comic book, lessons and online activities. For the second year in a row, we have distributed this kit to schools free-of-charge across Western Canada.

Today in school, your child was introduced to this program, and we encourage you to also visit our website (zoeandmolly.ca) to read the story with your child and complete the online activities. By completing these activities at home, you will help reinforce important safety strategies and ensure your child is better prepared to properly deal with difficult situations s/he may encounter online.

The Internet has changed the nature of games, and the interactive components of online games make them appealing to children of all ages. While it's easy for parents to believe that their child is safe while playing a game online, there are risks. Precautions need to be taken as most of these games have a chat component where kids can interact with others in real time, and relationships can be quickly established. The *Zoe and Molly Online* activities will help parents and educators teach kids how to stay safe while playing games online and will help educate them about the risks associated with sharing their information and sending pictures online.

The *Zoe and Molly Online* comic book is based on a true case submitted to **Cybertip.ca** — Canada's national tipline to report the online sexual exploitation of children. It tells the story of a young girl who is being manipulated by an individual she meets online while playing a game. This person asks her to send increasingly personal information and pictures, leaving Zoe and Molly unsure how to respond. The activities have been designed to help teachers and parents broach this important issue with kids in a fun and interactive way.

We hope that you and your child enjoy the *Zoe and Molly Online* comic and activities. Together we will help ensure our children's online adventures are safer ones!

Sincerely,

Lianna McDonald, Executive Director
Canadian Centre for Child Protection Inc.

Brad Shaw, Senior V.P. Operations
Shaw Communications Inc.



ZOE AND MOLLY ONLINE

At-home activities to help parents teach their Grade 4 children about online safety

What can you do?

1. Visit zoeandmolly.ca with your child to complete a number of fun activities, including:
 - COMIC BOOK: Parents can read the story together with their child to help teach them about the risks associated with sharing their personal information and photos online.
 - QUIZ: This 20-question quiz will test your child's online safety knowledge gained through reading the comic book.
 - WHAT'S WEIRD ACTIVITY: While *Zoe and Molly Online* teaches children the importance of not sharing personal information online, it also helps them identify what constitutes weird behaviour — where boundaries are being broken by individuals who could be looking to exploit a child. This activity allows the kids to play detective and determine the “weird” behaviour exhibited in the comic book.
 - CREATE A CHARACTER AND WRITE YOUR OWN ENDING: Children get to create their own graphical avatar and choose a setting where the conclusion of the *Zoe and Molly Online* story will take place. Their character is then introduced into the story and the kids are asked to write the ending.
2. Discuss with your child the importance of asking a parent or guardian's permission before sharing any personal information online. Discussion topics can include:
 - Explain that it is important to protect personal and private information as the Internet is a public place.
 - Explain that sharing information online is, for example, like posting it on a bulletin board at the grocery store for anyone to see.
 - Explain that pictures are also personal information and that they need to have permission before sharing them online.
3. Visit the parent section of our Internet safety website (thedoorthatsnotlocked.ca) to learn more about online risks and safety strategies.
4. Suggestions for online safe practices:
 - Set the expectation that you will monitor your child's online activities, as the Internet is a public place.
 - Assist with the creation of online profiles. When signing up for games, provide a family or parental email account rather than your child's email address.
 - Monitor your child's online communications closely, and discuss the qualities of healthy and unhealthy friendships.
 - Know your child's login information. What username or character names has your child given him/herself? Does it provide identifying characteristics about him/her or his/her hobbies (shygirl, bookworm, etc.)?
 - When initially setting up any gaming console for the first time, be sure you are present to set up any parental controls and create passwords for the parental control features.



You can also visit the **Canadian Centre for Child Protection's Kids in the Know** website kidsintheknow.ca to access other age-specific, developmentally-appropriate prevention materials and educational programs.

If asked to share,
and your parents
aren't aware —

SAY NO!



**Zoe &
Molly Online**™



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Helping families. Protecting children.

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