CyGen Webapp resources
Notes for teachers and parents

Welcome to our CyGen Webapp exploring digital literacy and online safety. The DK CyGen online tool frames content and processes that can contribute to children and young people's digital literacy and reflections on online safety. This tool has been developed in cooperation with children in 5th and 6th grade. We have developed the tool for educational purpose in primary schools (age of children 12-13 years). But it can also be used with the age group in other contexts. The tool includes a dilemma game, which we recommend completing in groups, and a quiz to be complete in groups or individually.

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Contents

The Webapp an Introduction

This digital learning tool aims to support children's online safety and is built upon two parts, a dilemma task and a quiz.

Dilemma task

The dilemma tasks are based on real-life cases that the students in groups shall discuss and find solutions for. They are developed on the basis of Danish children's own stories, experiences and issues related to their own digital culture. The children's different perspectives are sorted into themes and reformulated into "Dilemma cards". The dilemmas challenge students both intellectually and emotionally and set out for a qualified discussion of their own attitudes and behaviours. They contribute to reflections on the influence of technology on their own play- and youth culture.

> A dilemma card is a description of a case that contains several possible solutions and action options that children and young people can experience in connection with their online life.

The dilemma cards are the point of departure for the dilemma task in the teaching material. Through questions and academic input, the digital learning tool facilitates the students through a process in which they together deal with a number of ethical and personal reflections.

There are no right and wrong answers, but the dilemma game contributes to a learning environment where students can unfold and innovate on each other's experiences and behaviour.

The dilemma part of the digital educational package also contains tasks where the students have to find solutions and share ethical rules for internet behaviour and safety for children and young people in general.

By bringing ethical and action-oriented issues into an open reflection process, an environment is created for conversations that can have an impact on the digital education of children and young people, where they can articulate their own values and translate them into common values and norms.
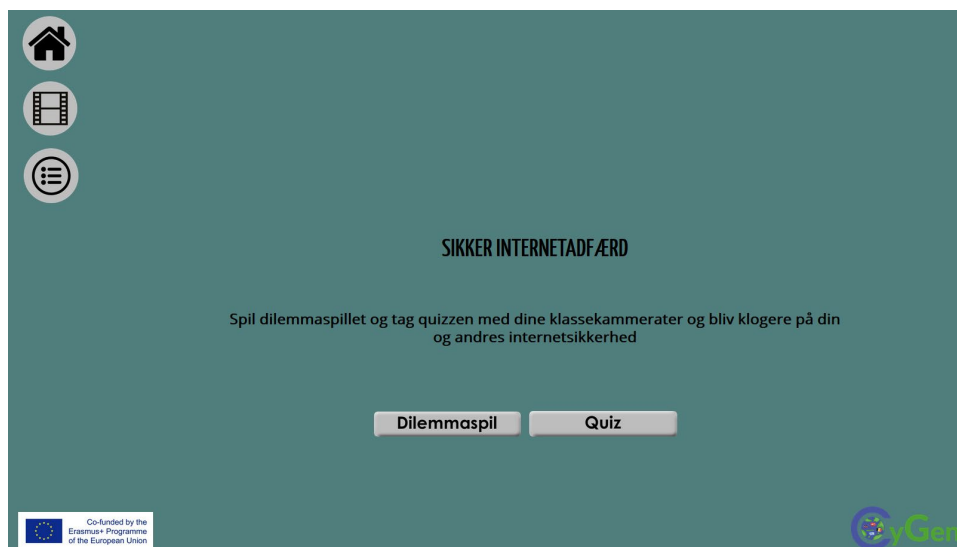
QUIZ

The educational package also contains a quiz. Quizzes can be an inspiring and motivating input, also based on real-life issues within three culturally specific themes:

- Profiles - Who is Online?
- Security in a digital world
- Text based communication online

The quiz offers students basic knowledge and gives good advice for general good and safe internet behaviour. The quiz is built upon a number of questions, with associated answers. The quiz is designed in an open form, where it is not just about answering a number of questions correctly, but where the different answer options gives the students new knowledge or perspectives for reflection on online behaviour.

Frontpage
This page sets the scene for selection one of the two tools "dilemma task" or "Quiz"

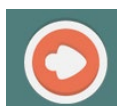In the upper left corner there is three icons:

Home (Frontpage)

Videos (also used in the quiz)

Teacher guide (pdf download)

The green and orange arrow-buttons will navigate back and forth in the tool

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Dilemma Task

The dilemma task is an online-facilitated workshop. Before starting the tasks, the pupils must be in groups (4-5). The game introduces and guides the children to the process.

Frontpage

This page introduce to the process, Use the green arrow to navigate in the tool.

Online dilemmaer

I denne øvelse skal du, sammen med din gruppe, arbejde med et online dilemma.

For at løse opgaven skal gruppen bruge: 2 computere Den ene computer skal bruges til at arbejde med opgaven her. Den anden computer skal bruges til at skrive i procesarket, som downloades på næste side.

Når gruppen er klar, går I til næste side for at vælge et dilemma.

Select a dilemma

The dilemma tasks contains 3 dilemmas. The group must pick one dilemma. During the tasks children should reflect upon the dilemma. The pupils must download a document "svar ark" to write down their reflections and possible solutions to the dilemma. We recommend that the pupils present their documents to the class after the workshop.

Dilemma 1 – Da Majas veninde deltog i en konkurrence på nettet

SVAR ARK TIL BOOKCREATOR

Dilemma 2 – Da Magnus fik et billede af Rasmus

SVAR ARK TIL BOOKCREATOR

Dilemma 3 – Da Peter kiggede med på Sofies profil

SVAR ARK TIL BOOKCREATOR

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Presentation of the dilemmas

The dilemma is introduced in a short text. Make sure pupils have time enough to read and understand the dilemma.

Dilemma 1 – Da Majas veninde deltog i en konkurrence på nettet

Maja har lige fået fri fra skolen, og er på vej ud af sin klasse 4B. På gangen møder hun sin veninde fra 4C. Veninden fortæller at hun lige har deltaget i en konkurrence på nettet, så de to kan vinde en rejse til en Justin Bieber koncert i London.

Veninden fortæller at hun også har tilmeldt Maja, så de har to chancer for at vinde. Veninden fortæller at hun har oplyst deres adresser og telefonnumre, så de kan få billetterne tilsendt. Veninden fortæller, at de måske har vundet, fordi hun har modtaget mange opkald fra en som ikke taler dansk. Det har Maja også.

Process document

The following three pages in the dilemma game contain questions that the pupils should discuss and reflect upon and write down their answers in the process document. There are no right or wrong answers, so it's important that the teacher encourages the pupils to discuss.

Svar på følgende spørgsmål i jeres procesark.

A) Hvad tror I Maja siger til veninden?

B) Har I forslag til, hvad de to piger kan gøre?

C) Har I selv, eller kender I nogen, der har prøvet en lignende situation?

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The Quiz

The quiz contains three chapters. The first is about "online profiles", the second is about "communication on social media" and the third is about "technical awareness". Each chapter starts with a short video with information and facts about online safety related to the topic in the chapter. In each chapter, there are three main questions. For each question, there are three possible answers. When the pupils select/clicks on one of the possible answers, they will get a notice – correct or incorrect. Besides thi feedback, they will get a more in depth feedback. The feedback will emphasize the right answer, so the pupils don't need to go back to the three optional answers and try to guess the right one.

Frontpage

This page introduces the quiz: "In this quiz you will meet some questions. What are your answers? Click the button to start the quiz.
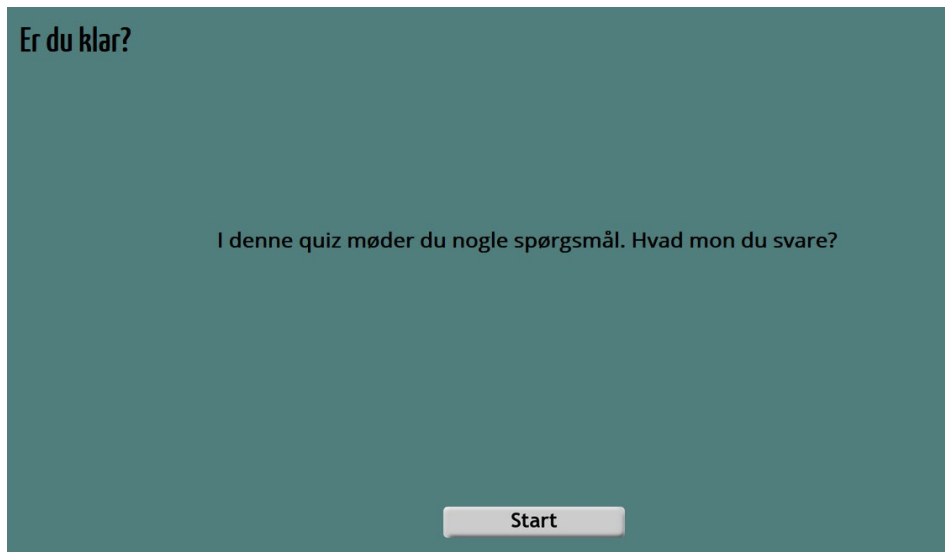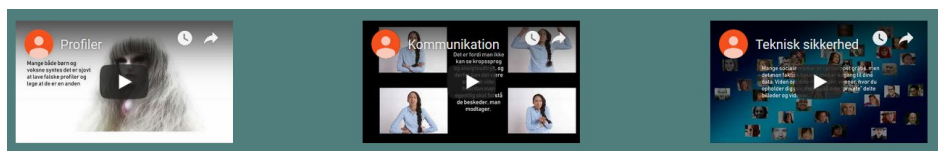

The video

As described above, each chapter/theme is introduced through a video. The three videos can also be found under the menu "video".

| Profiles | Communication | Technical awareness |

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Question page

Question page with three possible answers. Each answer links to a particular feedback page.

> **Du har takket ja til en venneanmodning af en, du tror, du kender fra fodbold.**
> **Nu er han begyndt at opføre sig underligt i chatten og vil mødes med dig efter skole bag fodboldbanerne. Hvad gør du?**
>
> Jeg kan godt tænke mig at blive bedre venner med min ven fra fodbold, så jeg cykler ned for at mødes med ham efter skole.
>
> Jeg bliver skeptisk og fortæller det til mine forældre.
>
> Jeg kontakter min ven fra fodbold, og spørger ham, om det er ham der har skrevet, eller om der er en der har lavet en snydeprofil i hans navn og måske med hans billede.

Feedback page

The feedback contains a notification correct or incorrect, and a more in depth feedback, that acknowledges the answer and contributes with more information for further consideration.

> **FORKERT**
>
> Man skal aldrig mødes med nogen, hvis man er i tvivl om, hvem de er. Der findes folk der laver falske profiler med det ene formål at skade andre.

> **KORREKT**
>
> Man skal aldrig mødes med nogen, hvis man er i tvivl om, hvem de er. Der findes folk der laver falske profiler med det ene formål at skade andre.

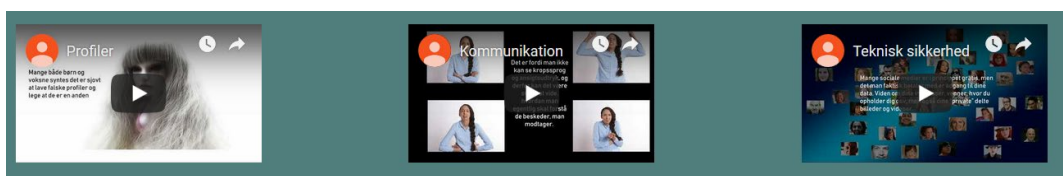# Videos

The three videos from the quiz can be found under the menu "video".

Profiles	Communication	Technical awareness

General online safety advice for parents and teachers

There are lots of useful resources on what to do:

AWEL vzw: Aa free service for young people between 6 and 25 years old. Contacting Awel is anonymous (Flemish)

Kidscape – help with bullying: Advice for parents, carers and young people

CEOP: The Child Exploitation and Online Protection Command, or CEOP Command, is a command of the UK's National Crime Agency (NCA)

Childnet information and resources for teachers, parents and children of all ages

Childfocus: To illustrate the importance of sharing missing children's posts online (Dutch)

Cybersimpel: an initiative of Google and Test-Aankoop, with the support of the Center for Cyber Security Belgium, Federal Public Service for Home Affairs, Child Focus, Digital Belgium, Belgium Police, Bibliotheek zonder Grenzen (Dutch)

Education for a Connected World: A framework from UKCCIS (UK Council for Child Internet Safety): to equip children and young people for digital life

Hoax-Wijzer: The term "hoax" is a fairly broad term, but it has different degrees, which we also try to deal with through this website (Flemish)

Internet Matters: e-safety resources for pre-teens

Kids@safety: Internet, Mobile and Child" is an awareness campaign of WIND Hellas on the need for children and adolescents to familiarize themselves with new technologies and ways to address the challenges of the digital world (Greek)

Mediawijs: Is the Flemish Knowledge Centre for Media Literacy of the Flemish Government and IMEC – poster with the 10 questions you must ask yourself to check whether a message is true or false

NSPCC: The National Society for the Prevention of Cruelty to Children is a charity campaigning and working in child protection in the United Kingdom and the Channel Islands

Net Aware: interactive guide to social networks from O2

PSHE Association: Online safety and digital resilience advice

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SafeChat: Developed in a collaboration between Save the Children and the Crime Prevention Council. A resource for teachers, educators, SSPs and other professionals (Danish)

Safer Internet for Kids: Greek Safer Internet Center Awareness for a better and safer Internet. Official member of INHOPE-INSAFE (Greek)

The Center for Digital Pedagogy: One of Denmark's leading organizations in online counseling and digital well-being for young people (Flemish)

UNICEF Denmark: 10 great tips from the kids: How to get online

UKCCIS (UK Council for Child Internet Safety): a group of more than 200 organisations drawn from across government, industry, law, academia and charity sectors that work in partnership to help keep children safe online

WiFive: A Project to strengthen the digital community among middle school students in developing a common code of positive behaviour on social media and other digital communication channels

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Useful apps and tools for digital literacy

Apps and tools	What they do
Shadow Puppets Edu (iOS) Adobe Spark (web) Andromedia Video Editor (Android) Explain Everything Puppet Pals (iOS) Powtoon (online)	Make slideshows with narration, sound or text. https://youtu.be/GJcgDlph_Q8
Keezy iOS Beatbox (Android)	Make soundboards by recording sound loops into playable tiles that can then be played in any order. https://mypad.northampton.ac.uk/jedwar/2018/04/11/keezy/
Padlet (all platforms)	Upload, share and respond to collections of links, videos, interviews, images. Supports a wide range of files and organises the content in different ways. https://youtu.be/uZk4jwEen_o?t=1
Chatterpix Kids (iOS) Morfo (iOS)	Makes any image talk by adding a mouth and sound recording and saves as a video. https://www.thinglink.com/scene/884421250686910465
Book Creator (all platforms)	Make media-rich shareable eBooks. https://youtu.be/TE5DTD87-IE
ThingLink (all platforms)	Make interactive images by adding hotspots linking to other files, videos or images. https://padlet.com/dlaberasmus/English160418
iMovie (iOS) iMovie trailers (iOS) Magisto (Android) Clips (iOS)	Make movie trailers in a range of genres. Make 6 shot stories or films. Good for news reports. https://support.apple.com/en-gb/HT207849
Greenscreen by DoInk (iOS)	Make green screen news reports and films. https://youtu.be/Ij68HJ2bH-Q
Puppet Pals HD Directors Pass (iOS and Android) Tellagami (iOS and Android)	Screen recording of animated characters with narration. This would be good for animating the app characters. https://youtu.be/le-y2WKuaGc?t=17
Powtoon (web)	Web-based animation
PicCollage (iOS and Android) BeFunky (web)	Create photo collages http://bit.ly/2IDQU7e

Project Partners

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