



CyGen Webapp resources

Notes for teachers and parents



Welcome to our CyGen Webapp exploring digital literacy and online safety. This app has been designed by Year 4 children (10 years old) around the online activities of five invented characters and their stories. It covers the online safety themes of online communication with strangers, personal data sharing, unknown web pages, dangerous online games, fake (phishing) messages.

Note: The Greek wrap around text is in English because we aim at using a cross-curricular approach to teaching English and digital literacy. If parents find difficulty in using it, we will provide a translated version.

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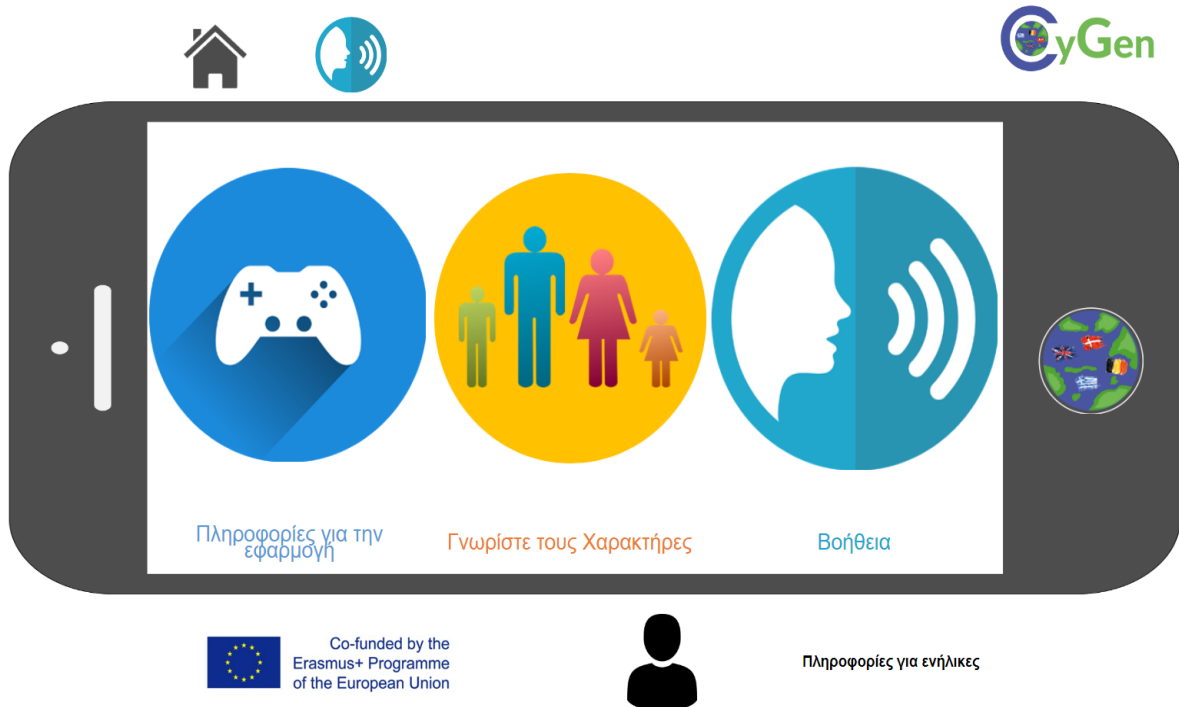
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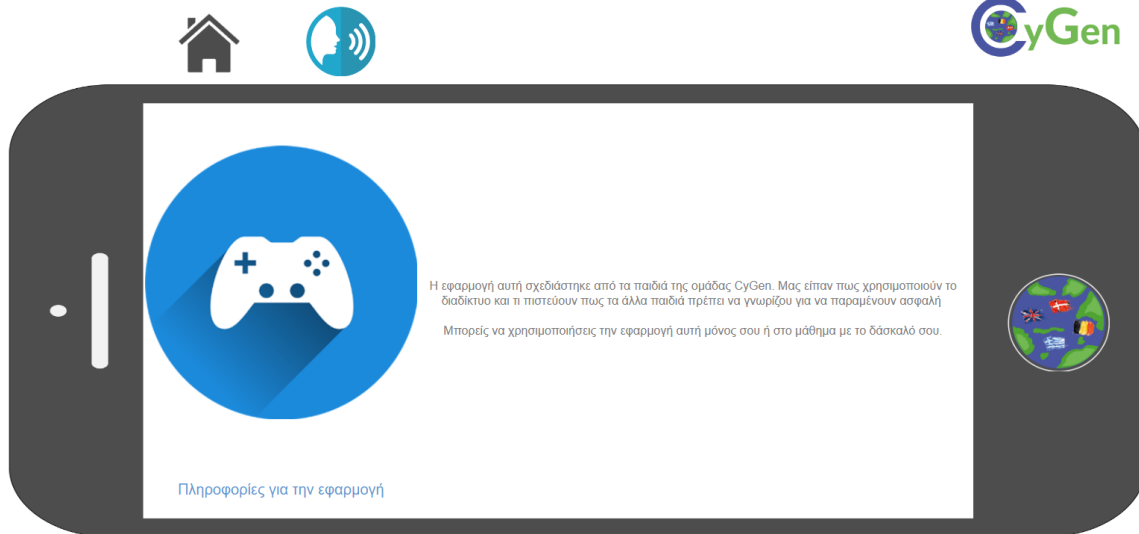
Home page and Introduction

Home

This page shows three (3) circles with the following information: on the left side, the blue circle gives **Information about the Webapp**, in the middle the yellow circle with the human figures suggests that the visitor **Meets the characters** while on the right-hand side, the light blue circle with a face on it is a **Help** section. Specifically:



Information about the Webapp: If you click this button, you are directed to the following information: "This Webapp has been designed by CyGen kids in Greece. They told us how they use the internet and what they think other kids should know in order to keep safe online". You can use this Webapp on your own, with your parents or during the lesson with your teacher.



Meet the characters: With this button, you will meet the characters of the Webapp namely Helen, Fofo, Joseph, Stephania and George. You have to click on each of them in order to read their story...



Help: In this section, the visitor reads some useful information concerning how to use this Webapp as well as some feedback provided by children themselves. Specifically: Surfing the App: To learn to use this Webapp, click the *Home page* button on top of the page (blue button with a face) and then click the button *Information about the Webapp Help and Advice:* We asked the Greek CyGen children who they would refer other children facing online problems to. They answered that the best thing one could do is to ask for



help from people they trust (e.g. parents, siblings, teachers). They also named organizations which could help as for example [SaferInternet4kids](#) & [SaferInternet](#)





Let's Meet the Webapp Characters!

There are pages to accompany each app episode, focusing on each character in turn. First, we look at Helen:

Helen's Story

Overview

Theme: Online communication with strangers (who pretend to be friends)

Content: Using critical thinking skills to evaluate online communication

Activity 1: Use a cloud App (e.g. Tagul) to have students brainstorm Apps that communicate online. Discuss the use of these Apps. Alternatively, ask students know of Apps which help them communicate online (possible answers may include Viber) and whether they use them and how.



Activity 2: Play Helen's dilemma: How to check that online communication is real and not 'phishing'

Helen's dilemma: Online communication with strangers

"Hi, I'm Helen. When I am at home, I like talking online with my friends from school. We have discovered an amazing App and we are having fun! Yesterday, though, I received the following message: 'Hi, how are you? I'm Mario and I'm 13 years old. Would you like to be my friend?' What should I do? Can you help me?"

Do an Activity with Helen:

What would you do?

Options:

- a) Become Mario's friend
- b) Don't answer, delete the message
- c) Ask for help from your parents or teachers

More ideas: Visit <http://saferinternet.gr> to learn more about online dangers

Activity 3: Discuss the answers given by Helen above on the Webapp and share ideas. If you are in class, you can simulate what you would do. If you are not in class but with your family (parents, siblings, friends), surf <http://saferinternet.gr> to explore internet dangers and discuss them with relatives/friends online (e.g. through email, Messenger/Viber Apps)



Fofo's Story

Overview

Theme: Personal Data sharing online

Content: Discriminating between positive and harmful online communication



Activity 1: If you are in class, your teacher can use Canva, <https://www.canva.com/>, to help you design a mind map on which you distinguish between online opportunities and challenges. Discuss the results with the rest of the class. If you are with your family, enter the following site <https://saferinternet.gr> and surf <http://www.saferinternet.gr/index.php?parentobjId=Page4>

Activity 2: Play Fofo's dilemma: How to distinguish between positive and harmful online communication

Fofo's dilemma: Sharing your personal data online

"Hi, I'm Fofo. I'm a very good student and when I have homework, many times I surf the internet looking for information. While surfing yesterday, without realizing it, a pop up message from an unknown web site appeared. I could read: 'Congratulations, you won an iPhone XS. To get the phone, please fill in your name, phone number, address, date of birth'. What should I do? Can you help me?"

Do an Activity with Fofo:

What would you do?

Options:

- a) Give your data to get your present
- b) Shut down the page immediately
- c) Consult (Take advice from) an adult

More ideas:

Visit <http://saferinternet.gr> to learn more about online dangers especially <http://www.esafetykit.net/index2.html>

Activity 3: Either in class or at home, visit the e-safety kit on <http://www.esafetykit.net/index2.html> and discuss the four (4) sections on the left hand side namely: Safety, Communication, Cyber bullying, Fun.



Joseph's Story

Overview

Theme: Unknown Web pages

Content: Responding or not responding online



Activity 1: If you are in class, your teacher has created a digital board, e.g. on padlet, <https://padlet.com/create?back=1>, and has written the following question for you and your classmates:

'What should you do if you receive a threatening email/message on Messenger/Viber?'

Write your views in pairs.

If you are at home with your family, discuss the question with your parents/siblings/friends.

Activity 2: Play Joseph's dilemma: Unknown Web pages

Joseph's dilemma: A message popping up from an unknown web page

"Hi, I'm Joseph. Yesterday I lost the last episode of my favourite serial because we were visiting with my family in the village. So, I decided to search for it on the internet and watch it there. As I was looking, a strange message popped up, showing an unknown web page, which was saying: 'I have access to your images on your computer. If you don't want me to show them to everyone, do as I say...' what should I do? Can you help me?"

Do an Activity with Joseph:

What would you do?

Options:

- a) Do as the message says
- b) Shut down the message and the page
- c) Ask for help from your parents or teachers

More Ideas:

Ask a computer specialist about how you can protect your computer

Visit <http://saferinternet.gr> to learn more about online dangers and do the quiz:

http://www.saferinternet.gr/games/quiz1_GenikesGnoseis.html

Activity 3: Do the quiz from safe internet page above,

http://www.saferinternet.gr/games/quiz1_GenikesGnoseis.html

and choose some of the answers you gave to create a story about general internet knowledge on Powtoon. There is a two-minute video introduction to Powtoon,

<https://www.youtube.com/watch?v=uhUJWAQ0aig&feature=youtu.be> You will need to create some logins for the class to use.



Stephania's Story

Overview

Theme: Inappropriate games

Content: Deciding to play an online game



Activity 1: If you are in class/computer lab, your teacher has created a mind map on bubbl.us, <https://bubbl.us/>, and tells you to fill in the map with online games you play in groups of 3-4 students. Then, you enter the PEGI (Pan European Gaming Information) system web site, <https://pegi.info/>, and your teacher helps you choose online games in line with your age. If you are with your family, you can just enter the PEGI page.

Activity 2: Play Stephania's dilemma

Stephania's dilemma: Inappropriate games

"Hi, I'm Stephania. My friends are crazy for a new game which has just been launched; they keep talking about it at school. So, I decided to download it. However, as soon as I started playing, something was not right. The game was scary and violent..." What should I do? Can you help me?

Do an Activity with Stephania:

What would you do?

Options:

- a) Keep playing
- b) Exit the game immediately
- c) Ask your parents if the game is appropriate

More ideas:

- a) Make sure that an App is age appropriate before you download it
- b) Visit <http://saferinternet.gr> to learn more about online dangers

Activity 3: Play some games on the safe internet web site here:

<http://www.saferinternet.gr/index.php?objId=Category171&parentobjId=Page15>



George's Story

Overview

Theme: Fake (phishing) Messages

Content: Online profiles/identities



Activity 1: Either in class or at home, you can do the quiz on the safe internet web page about netiquette here,

http://www.saferinternet.gr/games/quiz1_etiquetteRANSWpages.html, and discuss with your classmates how you should react during online communication. Use ThingLink, https://www.thinglink.com/?gclid=CjwKCAjw0ZfoBRB4EiwASUMdYa2zYyMYK0ICpou4h9KSxOx2_S3_yeIXiOmMzJn1PMRaEX9zZEKoCBoCggwQAvD_BwE, to depict some of your answers to the above quiz.

Activity 2: Play George's dilemma

George's dilemma: Fake (phishing) Messages

"Hi, I'm George. My friend Fanis and I talk on the net all the time. We joke or arrange to play PlayStation together. However, a few minutes ago I received the following message from a rather strange account: 'Hi, I'm your friend Fanis; Would you like to meet me at the square at 10:00 tomorrow?' What should I do? Can you help me?"

Do an Activity with George:

What would you do?

Options:

- a) Go to the appointment
- b) Call Fanis to confirm he sent the message
- c) Delete the message and do not go to the appointment

Other ideas:

Visit <http://saferinternet.gr> to learn more about online dangers

Activity 3: Do the quiz about chat rooms on the safe internet web page,

http://www.saferinternet.gr/games/quiz1_chat_RANSWpages.html, and discuss what kind of chat rooms you enter if you do so and if you have ever received fake (phishing) messages while online. Your teacher has created a mind map in Mindomo, <https://www.mindomo.com/dashboard>, on which you have to recognize fake messages. Share your views with the rest of the class.



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



[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



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/dlberasmus/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/lj68HJ2bH-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



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