

## How to use the Safer Internet Day 2022 resources

Ages 11-14

The Safer Internet Day 2022 educational resources for ages 11-14 are designed to be adaptable and accessible to support all learners in exploring this year's theme, **'All fun and games? Exploring respect and relationships online'**

### Learning Resources

**Activity Menu**  
Ages 11-14

A bank of activities developed to support this year's theme. Suitable to run with any number of learners, from pairs up to a large group. Activities vary in length, from 10 minutes, to as long as you have available.

**Assembly Slides**  
Ages 11-18

This 20 minute assembly introduces the theme for Safer Internet Day 2022 and looks specifically at examples from online gaming settings.

**Assembly Script**  
Ages 11-18

Supports the Assembly Slides.

**Learn more and get involved in Safer Internet Day 2022**

Explains the aims of Safer Internet Day and the theme for this year's campaign, as well as providing tips on how your school/organisation can spread the word about Safer Internet Day.

### Guidance for educators

**Establishing a safe learning environment and responding to disclosures**

Guidance on establishing a safe and supportive environment for learning activities, and advice on how to handle any disclosures that arise from discussions around online safety.

**Parents and carers' information letter**

Adapt this template letter to send to parents and carers to let them know how your school/organisation is celebrating Safer Internet Day.

## All learning materials are designed to:

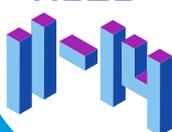
- Be visually accessible (clear fonts, sensitive colours, subtitles where necessary).
- Reflect everyday online experiences that learners recognise and understand.
- Revisit key concepts and vocabulary in different ways across each part of the pack.
- Encourage learners to demonstrate their understanding in a variety of different ways.

How to use guide

#SaferInternetDay

[www.saferinternetday.org.uk](http://www.saferinternetday.org.uk)

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This pack can be used in different ways. For example...

## An assembly

Why not deliver the assembly using the questions to prompt discussions with your learners?

### Using...

- Assembly Slides and Script

## Form time/registration time activity

Why not run a quick activity? You could choose a different activity to complete each day of the week.

### Using...

- Activity Menu

## A lesson

Why not choose a selection of activities from the Activity Menu? We would recommend the following activities in this order:

1. 'Gaming and Me' (Activity 4)
2. 'Up Your Game' (Activity 5)
3. 'Cool to be (un)kind' (Activity 9)
4. 'The Big Question' (Activity 11)

### Using...

- Activity Menu

## A whole day or week of activities

Why not deliver the assembly as an introduction, then have groups of learners complete different activities from the Activity Menu?

Consider involving parents and carers where possible too!

### Using...

- Assembly Slides and Script
- Activity Menu

Whilst Safer Internet Day is a fantastic opportunity to engage learners with key online safety messages, we also encourage all schools/organisations to discuss life online regularly with learners and embed key messages in your work throughout the year. To support schools in fitting Safer Internet Day activities into their online safety curriculum, we have provided learner outcomes where relevant. These have been taken from the free, non-statutory *Education for a Connected World* framework and can also be mapped against curricula or programmes of study that reflect your context.

- ▶ For more information on the framework visit: [gov.uk/government/publications/education-for-a-connected-world](http://gov.uk/government/publications/education-for-a-connected-world)
- ▶ For advice on embedding online safety messages in your practice visit: [childnet.com/embedding](http://childnet.com/embedding)
- ▶ For further free resources mapped against the framework visit: [projectevolve.co.uk](http://projectevolve.co.uk)

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