

KS1 Mini-Topic: **E-Safety & Digital Citizenship** Session 4

Real life Scenarios for 'Feels alright... feels all wrong'

A school friend approaches you in the local park and asks if you want to join in their game.	Some older children start saying mean things to you in the playground at school.
You are playing in the park with a friend while your dad is chatting. Someone you don't know tells you that they are a friend of your mum's and says how much you have grown, asking how old you are now and the name of the toy monkey you have with you.	Your teacher asks if you know your address and if so to write it down.
Your dad receives a phone call from your favourite magazine saying that you have won a competition that you entered three weeks ago. They need your address to send the prize to.	A group of secondary school age children chase you in the park.
While walking down your street you bump into a friendly neighbour who asks if you and your mum would like to come and meet their new kittens.	While you are at the beach you are approached by a neighbour who you vaguely recognise and asks if you would like to go and get a bucket and spade from the boot of their parked car.
One of your friends suggest you play a mean trick on one of the children in your class.	An adult you hardly know offers you some sweets as you walk home from school with your older brother.
At break time, one of the members of staff at school offers you and your friend a piece of fruit for snack.	You open a letter addressed to 'the resident' in the post saying you have won a brand new bike and to call a number to give them your details.

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Online scenarios for adult-led activity

You receive an email with an attachment from someone you don't know.	The CBeebies website asks for your personal details in order to send them a picture you have drawn.
You receive a message saying mean things to or about you.	Your friend clicks on a website during a computing lesson that is too old for her.
You receive an email from your mum with a family photo at the beach attached.	You accidentally click on something and it won't go away - you are worried about getting into trouble.
You request a password reset on your National Geographic Kids account and receive an email with a link to click on a few seconds later.	You are playing a game online and another player that you don't know asks you which school you go to and what your name and age is.
A pop-up appears telling you that you have won a prize.	When doing some homework for a topic you come across a website that has some unlikely facts on it.
A friend of yours has drawn on a photo of someone in your class, making it look funny. They want to send it to everyone.	A box appears on your screen asking if you want to save your work.