

Move in the moment

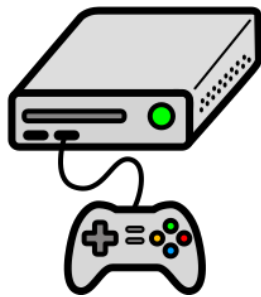
This activity has been designed for delivery with children aged 7-11 years old with special educational needs and disabilities (SEND) for Safer Internet Day.

This activity is adapted from '*In the Moment*' from the Safer Internet Day 2022 Activity Menu for 7-11 year olds.

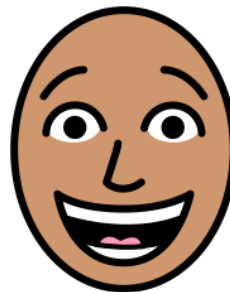
Getting Started

Talk to learners about using the internet and technology. Ask if they ever go on a tablet, laptop, phone or games console. What things make them feel happy, relaxed or excited? Do they like to play games? Discuss which games they like the best and why.

You may like to use the following Widgit symbols to support your discussion.



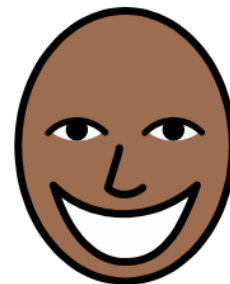
gaming



excited



relaxed



happy

Main Activity

This activity is best delivered in an open space like a school hall, playground or empty classroom.

Give learners each a copy of the *online response cards* (template provided). You could cut these out in advance and fasten together using a split pin or treasury tag.

You may like to go through the cards first to check all learners understand them.

Ask learners to line up along one end of the space. Move and stand at the opposite end.

Explain that in this situation learners have to decide how they would respond when something bad has happened on a game by choosing one of the cards.

Depending on their answers, they will get to take steps across the room towards (or away from) you. Their aim is to provide the best response and earn steps to move across the room to you.



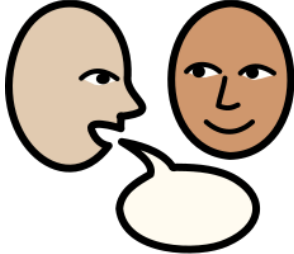

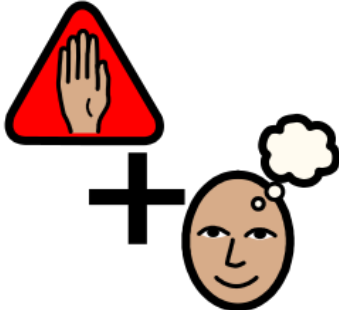

Read a scenario out from the table below and ask learners to pick one of their cards as a response in this situation. Learners could choose as a group, in pairs or individually.

Using the indicated answers below, tell learners how many steps they can move forward (or back).

Finish by talking about which responses are best and why. Discuss who learners can 'tell' if they are ever worried or upset when playing an online game.

Scenario	Responses and steps given
You are in a group chat with lots of friends. Someone sends an unkind photo of another person. They say it's a joke but nobody finds it funny. What do you do?	Retaliate (Back one step) Turn it off (Stay where you are) Say no (Forward one step) Stop and think OR Report (Forward two steps) Tell (Forward three steps)
You're watching a video online and some of the comments have made you feel upset and angry. What do you do?	Retaliate (Back one step) Say no (Stay where you are) Turn it off OR Stop and think (Forward one step) Report (Forward two steps) Tell (Forward three steps)
You've made a trade with another player but they've taken your item and left the game. You play with them again and they try to make another trade. What do you do?	Retaliate (Back one step) Turn it off (Stay where you are) Report OR Stop and think (Forward one step) Say no (Forward two steps) Tell (Forward three steps)
You've been chatting to a player online in your favourite game for a while now and feel like you know them really well. They want to add you as a friend and even ask for your telephone number. What do you do?	Retaliate (Back one step) Say no OR Turn it off OR Stop and think OR Report (Forward two steps) Tell (Forward three steps)

Online Response Cards

 <p>Say 'no'</p>	 <p>Retaliate</p>
 <p>Tell</p>	 <p>Turn it off</p>
 <p>Stop and think</p>	 <p>Report</p>