Responding to Cyberbullying

Childnet International

Lesson Aim
Pupils will apply knowledge of internet and mobile phone safety to support positive online experiences.

Learning Objectives
- Pupils will gather information regarding internet and mobile phone safety from online resources.
- Pupils will develop supportive responses to peers facing negative online experiences.
- Pupils will make responsible decisions relating to online experiences

National Curriculum Links

Curriculum Area	Strands: Pupils should be taught…
Citizenship	3c: to reflect on the process of participating
PSHEE	2g: to recognise when pressure from others threatens their personal safety and wellbeing, and to develop effective ways of resisting pressures, including knowing when and where to get help. 3a: about the effects of all types of stereotyping, prejudice, bullying, racism and discrimination, and how to challenge them assertively. 3j: to resist pressure to do wrong, to recognise when others need help and how to support them.

Timing 60 minutes	**Key Vocabulary** cyberbullying, accessory, bystander, digizen
Preparation pupils should view Let's Fight it Together prior to the lesson	**Organisation** Individual or in pairs, in ICT suite
Resources Let's Fight it Together DVD, ICT suite with internet capability to access game	

Lesson Outline   60 Minutes

Starter	View character interviews with Joe and Kim	10 minutes
Activity 1	Discuss bystanders, accessory	10 minutes
Activity 2	Play the online cyberbullying game	30 minutes
Plenary	Pupils create a widget on Digizen	10 minutes
Extension	Pupils create a comic strip of a cyberbullying scenario or develop a dramatic presentation of a scenario	--

Lesson

Starter Have students recall what happened to Joe in the cyberbullying film and the different opportunities the other pupils had to react and respond to the situation. View character interviews from Joe and Kim—analyze as a class the different characters' reactions/emotions. What opportunities did the characters have to stop the situation or report it?	**Activity 2** Students introduced to the cyberbullying game online. Students play the game and print out the correct quiz answers at the end of the game.
Activity 1 Have groups create a mind map for *accessory* and *bystander* (see sample). Discuss the meaning of the words and the response a responsible digital citizen would have to a cyberbullying situation. Discuss ways to report cyberbullying (teacher, head teacher, parent, police, service providers).	**Plenary** Discuss the game and how it relates to being a responsible digizen. Pupils create their own widget on digizen to post on a social networking site or other online service.