



Facilitator  
Guide

ADVENTURE

4

# Soc!@! kids

Internet Savvy Kids  
South Africa

Together we will teach children  
to navigate through the digital  
world they play and learn in.

**think**   
before you **click**





## What's in adventure 4?

In adventure four, we are showing our young surfers the following:

**WE TAKE CHILDREN ON A QUICK LOOK INTO HOW THE INTERNET STARTED AND THE HISTORY OF HOW IT HAS CHANGED THE WORLD.**

**WE DEMONSTRATE HOW TO BEHAVE ONLINE AND WHAT CERTAIN SYMBOLS MEANS WHEN YOU'RE ONLINE. CHILDREN WILL UNDERSTAND CERTAIN TERMS THAT THEY MAY COME ACROSS.**

**THE RULES OF GAMING ONLINE, AND CODEY REITERATES THAT FRIENDS ON THE PLAYGROUND ARE MORE IMPORTANT THAN ONLINE FRIENDS.**

**CODEY SHOWS CHILDREN HOW TO BE SELF-AWARE ON HOW MUCH TIME THEY SPEND ONLINE AND THAT THEIR CIRCLE OF TRUST IS THERE FOR THEM WHEN THEY FEEL UNEASY.**

**WE EXPLAIN THAT SOCIAL MEDIA IS A CHOICE AND ONLY TO BE PLAYED WITH WHEN YOU ARE OLD ENOUGH TO SHARE.**

## Speaking Digitally

Teachers, in this lesson, we'll take our students on a journey through the history of the internet, exploring how it started and evolved to shape the world as we know it today.

We'll delve into the significance of online behavior and help students understand the meanings behind certain symbols they may encounter while navigating the digital landscape. Additionally, we'll discuss important concepts related to online gaming, emphasizing that while gaming can be fun, friendships forged on the playground hold greater value than those formed online.

As we guide students through this exploration, Codey will serve as a trusted companion, reinforcing the importance of self-awareness in managing their online activities. We'll discuss the importance of being mindful of the time spent online and encourage students to rely on their circle of trust - family, friends, and teachers - for support when they encounter unfamiliar or uncomfortable situations.

By imparting these essential lessons, we aim to equip our adventurers with the knowledge and skills they need to navigate the digital world safely and responsibly.

**Thank you for helping us empower children with digital literacy!**

# Pre-adventure discussion

## Helpful terms to know

Here are some computing terms you may already be familiar with, but could discuss:

**ALGORITHM:** A set of instructions that a computer follows to solve a problem or perform a task.

**BYTE:** A unit of digital information that represents eight bits of data. The megabyte is smaller than a gigabyte. (GB) The gigabyte is almost one billion bytes. One Terabyte (TB) equals 1,000 Gigabytes.

**FIREWALL:** A software or hardware system that blocks unauthorized access to a network.

**IP ADDRESS:** Internet Protocol address. It is a unique numerical identifier assigned to every device connected to the internet.

**LAN:** Local Area Network. It is a network that connects computers and devices within a limited area, such as a home or office.

**RAM:** Random Access Memory. It is a type of computer memory that is used to temporarily store data and program instructions that the CPU is currently processing.

**URL:** Uniform Resource Locator. It is a web address that specifies the location of a web page or other online resource.

**VIRUS:** A type of malicious software that can replicate itself and spread to other computers or devices, often causing damage, or stealing sensitive information.

**Wi-Fi:** A wireless networking technology that allows devices to connect to the internet without the need for physical cables.

**Internet:** A network of connected computers that exchange digital information.

**The World Wide Web:** The system built on top of the internet that enables the sharing of picture websites. Transferring files between computers and email is part of the internet but websites on the World Wide Web make it easier to perform these activities.



The world wide web is new to us all and it changes all the time, with new ideas, devices, and platforms. Let's make sure we know the most of it!

# Pre-adventure discussion

## Codey's Gaming Tips

- Stick to well-known and reputable gaming platforms that have strong security measures in place to protect adventurer's **personal information**.
- Always look at the **age restrictions**. Ask your wise old croc to help you make sure that the game is right for your age.
- Set the **privacy settings**. Every gaming console will have a setting. These were shared in the second adventure you had.
- Set the boundaries of play right at the start. Play for **20 minutes** and then take a break to do physical activity, schoolwork or chores. No child should just be able to play games all day long.
- **Disable any chats in games**. You can don't need to chat online, in person is better. If you want to play a multi player game with a friend make sure you have a secret question or word that only you and your circle of trust knows.
- **Think Before you click**. Remind adventurers to never share personal information or meet up with strangers they've met online.

## Activity - Do you like to play games?

Teachers, consider asking your students what kind of games they like to play online. Discuss the safety of these games and whether or not they have privacy settings in place.



# Miss Nadie's Suggestions

It's great to pause throughout the lesson to make sure the adventurers are understanding concepts and to encourage conversations. If this causes a disruption or makes the adventurers distracted then rather ask these questions after the adventure.

Time into adventure	Pause to understand topic / theme
04:08	Make sure your adventurers understand the difference between the Internet and The World Wide Web.
11:24	Pause to make sure your adventurers understand the importance of privacy settings when gaming online. Encourage them to ask their parents to help them with these settings.
17:00 - 22:05	If the adventurers do not answer the symbol quiz in time, pause after each symbol and before codey gives the answer, to give adventurers the time to tell you what each symbol means.

## After the adventure:

1. What is a pop-up message?
2. What is a mobile app?
3. What can GPS help you with?
4. How long should you play your online game for?
5. Remember: Think! Before you click,



DIGITAL  
FOOTPRINT



CYBER  
BULLYING



GAMING  
PRO



DIGITAL  
LANGUAGES



ALGORITHM  
ACTION



FAKE NEWS



GLOBAL  
SURFER

# Adventure 4 - Activity Answer Key



## Quiz Time




Codey has taught us to game safely and with games that are right for our age. Here is a quiz to see how much you remembered from the lesson.


- 1 **Should you use your real name in an online game?**  
 N Yes, you should.  M No, use a fake name.
- 2 **Real friends are better than online friends.**  
 A Yes! I agree.  B No, I disagree.
- 3 **There are privacy settings for games.**  
 P No privacy settings are needed.  
 R Privacy settings are important.
- 4 **Games have age restrictions**  
 G Play the game that is right for your age.  
 X I can play any game I like. Age restrictions don't matter.
- 5 **How long should you game for?**  
 A About 20-30 minutes.  
 D You can game for as long as you want to.
- 6 **Chatting with people online**  
 A You can chat to anyone.  
 E If you don't know them, do not chat to them.

Use your answers to fill in the gaps and complete the words.

Codey says: **Be a** S M A R T G A M E R



## Quiz Time



**Colour in the arrow to either the right or left side to show the correct meaning of the online icon.**

I have spikes in my bicycle wheel.	←		→	Settings. This is where you can find your privacy settings.
Used for tagging people and in email addresses.	←	@	→	A cursive letter 'a'
I owe you R404	←	ERROR 404	→	Can't find the website page.
Laugh out loud.	←		→	I am crying.
Search for information.	←		→	Magnifying glass to see small bugs.
Don't forget to lock your door.	←		→	You need a password, or the site is safe to surf.
Someone can record your screen.	←		→	Put your camera in a box.
Write in between the lines.	←		→	Download a document or file.

## Let's Chat!

Teachers, remember that you're not alone in teaching your students about digital literacy and online safety.

If you have any questions, need more information, or have suggestions for additions to our adventures, don't hesitate to reach out to Codey Crawler and the Social Kids team.

We're here to support you every step of the way in empowering your students to navigate the digital world confidently and responsibly.

Your feedback is invaluable to us, and we're committed to continuously improving our resources to meet your needs and the needs of your students.

Together, we can ensure that our students develop the skills they need to thrive in the digital age.



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