"Digital Explorers: Online Safety Quest"

Objective: The goal of this game is to introduce primary aged children (7-10yr olds) to the basics of online safety in a fun and interactive way. Through scenario-based discussions, children will learn essential concepts like online kindness, safe sharing, and recognising trusted adults.

Materials Needed:

1. Game board with key (download from **digitalexplorers.lgfl.net**)
2. Online Safety Scenario cards (download from **digitalexplorers.lgfl.net**)
3. Online Safety Pledge cards (download from **digitalexplorers.lgfl.net**)
4. Dice – not provided.
5. Counters of choice – not provided.
6. A small prize or sticker sheets for winners/ completion – not provided.

Setup:

1. This game should be played in groups of 4-6.
2. Print out the game board, the Online Safety Scenario cards and the Online Safety Pledge cards on A3 paper in colour if possible.
3. Cut out the individual Online Safety Scenario cards and the Online Safety Pledge cards.
4. Place the game board in the centre of the play area.
5. Each player chooses a counter and puts this on the "Start" space.
6. Shuffle the Online Safety Scenario cards and place them face-down in a stack.
7. Shuffle the Online Safety Pledge cards and place them face-down in a stack.

Gameplay:

1. Players take turns rolling the dice and moving their counters along the game board.
2. When a player lands on a 'Scenario' space, they pick an Online Safety Scenario card and read the scenario aloud.
3. The player then tells the group what they think the safe and right decision is in that scenario.
4. If the player gives a correct response (as decided by the group/teacher), they stay where they are. If they do not give a correct response, they move back 1 space, and the play moves on to the next player.
5. Players may land on 'Pledge' spaces. The player chooses a card from the Online Safety Pledge card stack, reads it aloud and discusses the pledge with the group. For example, the player may choose to explain what the pledge means in their own words, give an example of it or talk about whether they agree with it.
6. If a player lands on a 'Helping Hand' space, they can take a Scenario card and choose a friend to help them to answer it. Both players move ahead 1 space if they answer the scenario correctly or back 1 space if they don't.
7. There are a couple of other spaces that you will come across, that allow you to move forward, or if you're unlucky you'll miss a go. Take a look at the key to help you understand what each space is.
8. Players should ask a teacher if they are unsure about a scenario.
9. The first player to reach the 'Finish' space wins!
10. We have left some blank Pledge and Scenario cards. Why not come up with your own to add to the game?

Please let us know what you and your pupils think of the game by tagging us on social media (**X** or **Facebook**) or **email** us. We can't wait to see you playing the game!

For more support with keeping children safe online, please visit **safeguarding.lgfl.net**

Key

Pledge space - Take an Online Safety Pledge card

Scenario space - Take an Online Safety Scenario card

Helping Hand space - Take a Scenario card and choose a friend to help answer it. Both players move ahead 1 space if they answer the scenario correctly or back 1 space if not.

No Wi-Fi – Miss a go

Stayed up late - Miss a go

Helped a friend online – move forward 2 spaces

Reported bullying - move forward 2 spaces