

GENERAL ACTIVITY IDEAS AND GUIDELINES IN DISCUSSING OSAEC AND IN TEACHING CYBER SAFETY AND FOR CHILDREN AND TEENS

You are in the first line of defense in protecting children from online abuse and exploitation. As parents, guardians, teachers, or adults, it is important to be watchful and model safety online as you do in real life.

Cyber safety is important so that we are able to protect not only ourselves but also children who are online. As such, it is also important to teach cyber safety to children whether you are at the dinner table or in the classroom.

There are many activities that you can do to teach cyber safety to children and teens. Below are some ideas and guidelines to help you design these activities during workshops or classes in order to teach children about the issue of online sexual abuse and exploitation and how they can protect themselves online.

FOCUS GROUP DISCUSSIONS / ROUND TABLE DISCUSSIONS

Time Frame: 1-2 hours

How it works:

- Choose a topic on Cyber Safety that you wish to discuss. These topics may include a.) Online Grooming, b.) Online Privacy, c.) Cyber Bullying, d.) Harassment Online, etc.
- Prepare a discussion guide to help you facilitate the discussions.
- Gather a small group of teenagers to discuss about the current online trends and their online experiences. As the facilitator, you must remember to listen first without judgment and make the discussions comfortable for the participants. Do not forget to keep it conversational and establish that you are an adult that they can trust.
- You may also use resource materials such as short videos, photos, or a current online event that occurred as a jump off point of discussion.

Important Note/s:

- This activity is most effective in small group of people with similar interests, demographics, or background and with a specific topic for discussion.

INTERACTIVE GAMES

Time Frame: 1.5 - 2 hours

How it works:

- Think of a specific topic that you wish to teach your children or students. It is best to have one specific topic to ensure that your messages would get across to the children.
- You may conduct quick games before or after your workshop session or class to start or summarize discussions. Sample games may include: Charades, Role Playing or Simulation Games, Quiz Bees or Competition Games, Pass the Message (for spread of misinformation or privacy online) or Online Game Platform (but make sure it's secure!)

- Ask the participants to group themselves if necessary and decide on the number of members per group, depending on the number of participants that you have.
- Do not forget to have a quick discussion after the game to highlight the learning points that you want to teach the participants.

Important Note/s:

- GAMES are best to conduct during workshops or classes before or after each session or class to level off expectations and knowledge, introduce concepts or topic of discussions (if conducted during the start of a session), or to summarize and highlight important points of the discussion (if conducted during the end of a session).
- When doing interactive games, remember sensitivities involved especially that most participants are children. Refrain from thinking of simulation activities or games that would solicit harassment, insults, and other acts detrimental to the participants.
- Be as creative as possible!

FILM SCREENINGS

Time Frame: 2 - 3 hours

How it works:

- Select a film you want to screen in relation to child protection or online safety.
- Gather insights from the participants through a discussion or a question and answer session after the film screening.
- You may also invite a resource speaker to discuss issues that was seen in the film.

Important Note/s:

- Since one full length film usually run from 1-2 hours, full film screenings may be conducted during special activities in school or during workshop sessions.
- For regular class schedules, short films with total running time of 5-15 minutes are ideal.
- Make sure that the selected film is age-appropriate for the participants.

CREATIVE PRESENTATIONS

Time Frame: 1.5 - 2 hours

How it works:

- You may use several mediums of art in discussing cyber safety and the issue of online sexual abuse and exploitation. One example is the use of puppets for discussions of concepts and scenarios especially if the participants are children.
- Case studies can also be powerful tool in discussing the topic of Online Sexual Abuse and Exploitation of Children and Cyber Safety, and making it relevant and relatable to teenagers.

- You may also ask your students or participants to have creative presentations on things that they learn during your discussions. Some of the mediums that they can use are performances, visual art presentations such as a 1 minute video, posters, comics, or photography.
- Always have a discussion after each presentation -- whether the medium was used for teaching or for evaluating the participants' learnings.

Important Note/s:

- When using art in teaching, always choose the appropriate medium for the discussion and audiences. Example, productions or plays can be good tools when discussing with teenagers as long as the performances can hit the target audience. Puppet plays or storytelling can be more effective for children since children tend to have a short attention span when they are not engaged.
- Using art in evaluating the learnings of the participants is a supplementary way of ensuring that the participants understood the discussions conducted. This also allows them to process all information that they received during the session and what are the important points that struck with them during the discussion.