

### Additional resources for the teacher

Description of educational activities - implementation of the scenario. The didactic scenario can only be implemented online in the school's and worksheet files will be classified in a file on the desktop. In addition, a video projector is suggested. The scenario requires students' familiarization with basic computer skills as well as active participation in activities (ClassPoint software and Quizizz and Wordwall platforms).

In the first phase, a word cloud is displayed on the class board which includes the words: Netiquette, digital citizen, personal data, respect, empathy, report, privacy. The aim is that the teacher, through questions, could check the degree of familiarity of the students with the concepts included in the word cloud. In the following presentation, ClassPoint should be installed. ClassPoint is a PowerPoint tool designed to enhance the traditional presentation experience for educators. It focuses on interactivity, incorporating dashboard tools, audience polls and AI-driven questions. In our scenario, using ClassPoint the teacher will work interactively with the students using word clouds, quizzes, and short answers to questions he has asked. ClassPoint registration is free and provides free selections from the menu. The teacher before the lesson must enter in the game, the students who will participate with their names (maximum number of students 25) and when asked to log in, they must enter those names. Regarding the questions, there is the possibility of some of them giving a higher or lower grade when the teacher had expected to. There is also an online exercise on the <https://wordwall.net/el/resource/65861304>, following the corresponding link. /Student visit Wordwall without registration. Teachers could create their own assignments for free (a limited number of assignments) but all assignments offered by the Wordwall community can be used for free.

In the second phase, a video will be shown and then a plenary discussion about the basic rules of good behavior, reports and the rights of the students will follow. Then, after possible misunderstandings have been explained, the teacher will work with the students using the free platform [www.quizizzplatform.com](http://www.quizizzplatform.com). The teacher could create a free account and he can either create his own work or use activities free shared from other teachers. When the teacher starts the quiz, he reveals the students the pin in order to connect with (which is common to everyone) and the students enter this password as well as their name. If a teacher does not wish to do the quiz live, he can simply assign the work to the students and each of them work on it without interacting with the others. However, the live quiz is more educational version. During the live quiz the teacher can supervise the work procedure from his

PC on the class board. He can also award students with star-points or remove them if he considers it necessary.

In the third and final phase of the scenario the teacher proposes Interland which is a free online game that helps children to become Internet Legends with Interland, an online adventure that teaches the key lessons of internet safety through four fun, challenging games. Internet Legends tackle intruders, eavesdroppers and negative behaviors such as cyberbullying and oversharing, gaining confidence in order to be safe online. Interland was developed in collaboration with digital security experts, receiving the Seal of Alignment from the International Society for Technology in Education. The four challenging games are: Reality River- Don't fall for Fake, Mindful mountain- Share with care, Kind kingdom – It's cool to be kind, Tower of Treasure - Secure your secrets.