



Safer
Internet
Day 2022



Delivery notes

In the notes section under these slides there are some suggested script notes to help delivery.

You can view these in full by going to 'View', then selecting 'Notes Page' or using the Assembly Script included with the Safer Internet Day 2022 Educational Resources for Ages 11-14 and Ages 14-18.

Before delivering the assembly, you could skip or hide this slide.



ALL FUN AND GAMES



Exploring respect and relationships online

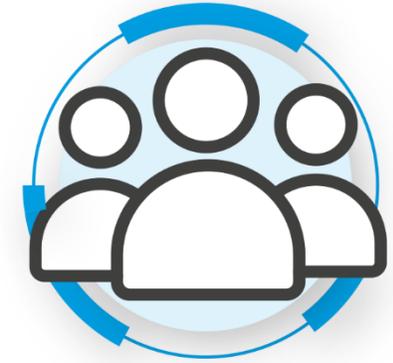
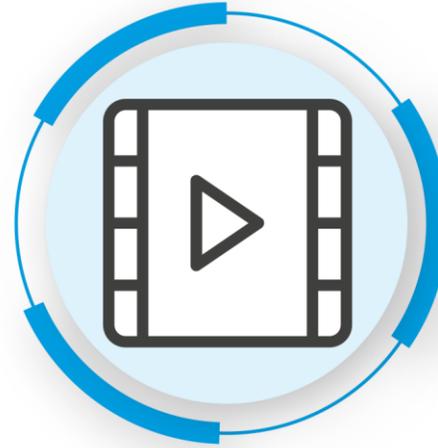
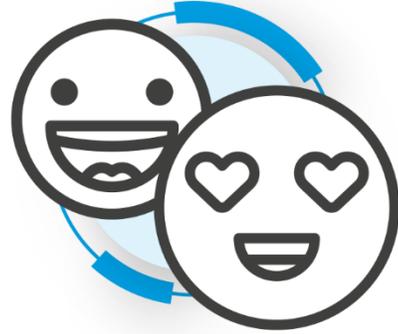
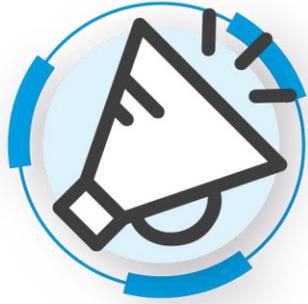


Assembly Slides - Ages 11-18



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What do you enjoy most about going online?



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ACTIVISM
PROBLEM SOLVING
CHANGE
INSPIRATION
CREATIVITY CONNECTION
GAMES FAMILY TEAMWORK
ESCAPISM CHALLENGE
ACHIEVEMENT SOCIAL LAUGHTER
FRIENDSHIP SUPPORT SHARING
EDUCATIONAL COMMITMENT
COMPETITION
SOCIAL MEDIA
COMMUNITY
FUN

Respect and relationships online

74%

chat with other people when playing games



22%

chat to people they only know through the game

67%

chat to people they know outside of the game

Source: 8-15 year olds, Ofcom's Online Nation 2021



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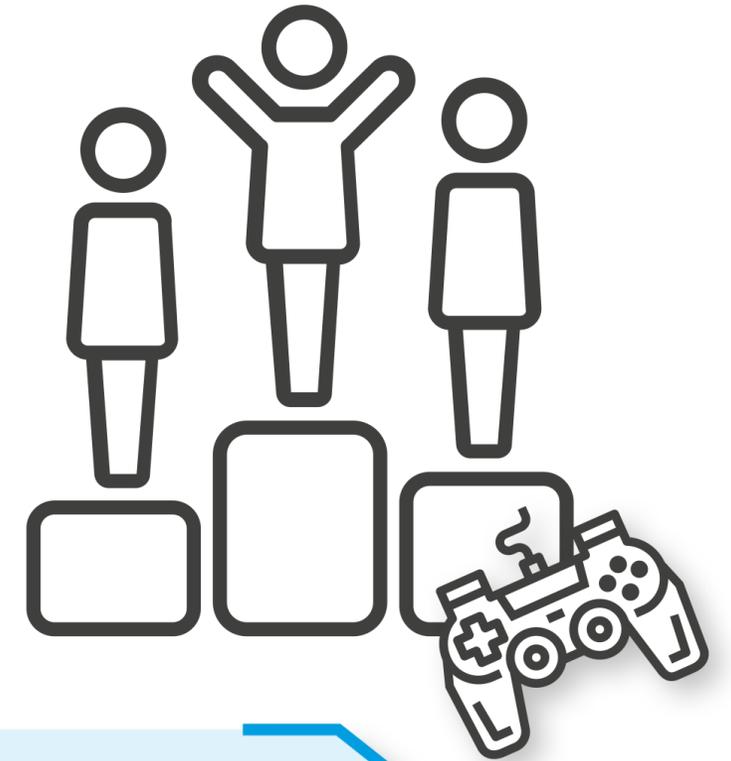
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How do you think people gain respect in gaming?



Do you think that gaming is an equal playing field?



Are games a space where it does not matter who you are?

47%

have worried about people being mean to them when they are playing

65%

say people are meaner to each other online than in real life



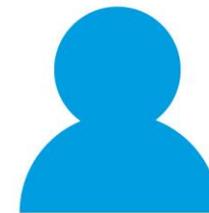
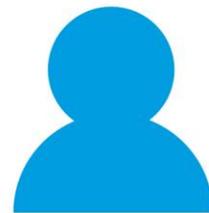
Where are you even from?

You don't belong here

I wish we could get rid of them in real life too

That's why girls shouldn't play games

Why did you have to be on my team?





Are you more likely to accept a friend request from someone you don't know on a game or on social media?



74%
of 8-15s chat with other people when playing games

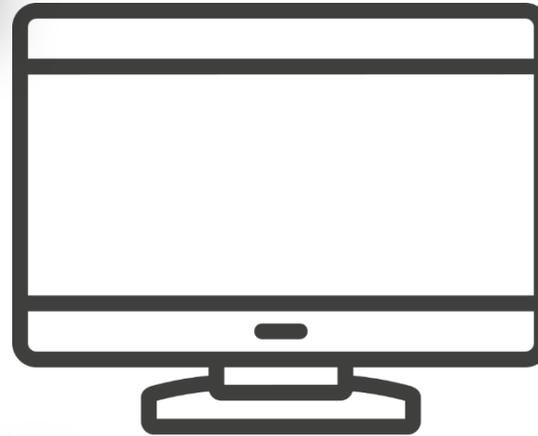
Online Nation 2021 Ofcom

Don't trust anything you see on the news

I know a great hack for this game

We should meet up

Have you seen this?



Where do you live?

Want to chat somewhere else?

When chatting with players you only know online, always consider the following:



Be wary of how much personal information you share, particularly any details that allow them to contact you away from the game or locate you offline.



Remember that, regardless of how well you might feel you know someone, not everyone online is who they say they are. It is very risky to agree to meet up offline with them.



If another player says anything or asks you to do anything that makes you feel uncomfortable or worried, then that is not okay.



Pushing people's buttons



**It's only
a game**

**I've had
enough**

**I didn't want to
be on your team**

Next

Online disinhibition

Die!

**You're
rubbish**

**What are
you doing?**

**Do you look like
your character?
I hope so**

**Shut up!
Loser**

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How can we make gaming and being online a positive experience for all?





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Exploring respect and relationships online



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