

Requirements for Scouts

In order to achieve the award a Scout will need to complete the following;

- Demonstrate their knowledge of how to report concerns on line
- Watch 'Consequences' film

AND TWO OF THE FOLLOWING

- Take part in the 'Be a good digital citizen' game
- Make a poster about what it takes to be a good online citizen
- Take part in a planned discussion with peers and Leaders on 'Sexting'/'cyberbullying'/healthy relationships

Leader's notes:

If you would prefer to have help delivering this badge, contact your Safeguarding Awareness Co-ordinator who will be happy to help.

Before running this award you should send out the parent's letter beforehand.

How do young people today live without the internet? That's how most of them keep in touch with friends, find homework support, research places to visit or find out the latest news. But as well as millions of sites to visit and things to do, the Internet offers lots of ways to waste time and even get into trouble.

As adults it is important for us to be aware of what young people see, hear and do on the internet, who they meet and what they share about themselves online. The aim of this badge is to help young people of Scout age navigate risks on the internet with confidence and enjoy their time online safely.

'Consequences'

Before introducing the film, it is always good practice to issue a health warning first. e.g "If you feel uncomfortable about the film and want to talk to someone, that is OK, just get up from where you are sitting and go to a leader"

The film is aimed at 11-16 year olds which addresses many issues that young people face online.

This film also demonstrates common offender behaviour, therefore the Scout Association request that only adults that have been through the vetting process be present when playing it.

Resources needed

- Projector
- Screen
- Laptop
- Speakers

'Digital Citizen' game

You have the opportunity to experience a day at school with Joe (the main character), and it allows you to make decisions about how to help him as he experiences cyberbullying. You are challenged to be a responsible digital citizen and find out more about keeping safe online.

If you do not have internet access in your Scout hall. This activity can be done at home with the Scouts bringing in evidence to show you that they have played the game.

Resources needed (Adobe Flash Player)

- Access to individual laptops/etc - or alternative single laptop for a group with a projector
- Speakers if using projector

There are links to websites to help you with the discussions on cyberbullying' and healthy relationships and a booklet about 'sexting'.

To lighten the mood following the discussion, you could play the film 'Can I be Your Friend' – it shows how ridiculous our online worlds can be.