



Social Skill Focus – Understanding Abusive Content

SuperCyberKids Lesson Plan

Lesson 2 Game Based Learning

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1 Target info

Main tool: Video game “Nabbovaldo and the blackmail from cyberspace” and Card game “Think before sharing”

Learning Context:



- Ages 10-13
- 20-25 students
- 1 hour
- Location: classroom with projector or screen visible to all students
- Resources:
 - Internet-connected computer for instructor
 - NABBOVALDO game with lesson materials
 - Whiteboard
 - Paper and writing instruments for students


Objectives:

- The game introduces children to detecting and acting against suspicious emails.
- The game introduces children to what personal data is.
- The game introduces children to phishing attacks.
- The game introduces children to classifying abusive content.
- The game introduces children to the threats associated with personal data.
- The game introduces children to identifying and protecting against untrue or untrustworthy information sources found online.
- The game introduces children to online etiquette and behavior.
- The game introduces children to classifying abusive content.

2 Lesson 2 – Game Based Learning

Methodological premise: For educational use of the Nabbovaldo videogame in the classroom, it is recommended to assign the task of playing the videogame (a single player) independently at home. This allows pupils to focus on specific characters and scenes during the lesson in class, even simply by referring to their pictures. The lesson will then take place according to a flipped classroom approach.

Activity	Time	Details	Learning Goal	Extras
Introduction	3 min	<p>Indicate to the class that the topic for the day is going to be about cyber hygiene practices</p> <p>Elicit one example of hygiene practices on the board, e.g. trust all information you find online</p> <p>Introduce vocabulary: hater, fake news, bot, troll</p>	Introduction of the lesson focus	
Nabbovaldo – Chapter 1, 3	15 min	<p>Introduce the videogame Nabbovaldo by presenting the story and main characters.</p> <p>Character Throll, Flint Flame (both Throll) and Heather Hater (hater): introduction to the concept of abusive content.</p>  <p>The teacher introduces the notions of haters and trolls, mostly related to social networks.</p>	Recognize abusive content	
Card game	15 min	<p>Group card game "Think before sharing!"</p>  <p>Each card represents an object, data, or information. The class has to identify which ones can be shared, which ones MUST not be shared, and which ones are context-dependent.</p>	Data privacy	
Nabbovaldo – Chapter 4	15 min	<p>Introduction to the character of Carla Cospira to discuss fake news, as the girl believes in every type of conspiracy.</p> <p>Introduction to the character of Kitty Kathy who turns out to be a bot, not a real person.</p>	Internet lies	

		 <p>The teacher explains the concept of fake news by sampling non-official information sources that can badly influence common thinking.</p>		
Review	5 min	<p>Teacher: “Today we learned about abusive content, how we can recognize it?”</p> <p>“What are fake news items and how can we recognize them?”</p> <p>“What cyber hygiene practices can we use to protect ourselves?”</p>	Reinforcing the learning objectives	