



Social Skill Focus – When the Internet lies

SuperCyberKids Lesson Plan

Lesson 1 Introduction

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1 Learning Context

Main tool: Video game “Spoofy”

- Ages 8-13
- 10-25 students
- 50 minutes
- Location: classroom with projector or screen visible to all students
- Resources:
 - Internet-connected computer for instructor
 - *SPOOFY* game with lesson materials
 - Whiteboard
 - Paper and writing instruments for students

2 Objectives



3 Lesson 1 Introduction

Activity	Time	Details	Learning Goal	Extras
Intro	5 min	<p>Announce to the class that the topic of discussion for the day will be Big Foot (Sasquatch, Yeti, Loch Ness Monster, Slender Man, or any cryptid will work). Picking something most students know about and know is fake will help.</p> <p>Show an image of the selected cryptid on the board and elicit “facts” about the creature.</p> <p>After some facts come out, ask Students where they learned this information. Is this source trustworthy?</p>	Introduce topic	
Real-life examples	5 min	Ask Students if they’ve heard of something fake on the Internet before. How did they know it was fake? Was it obvious from the source, or did they have to look elsewhere for answers?	Begin to personalize topic	
Think-pair-share activity	7 min	Place Students in pairs and ask them to think of examples of fake things they’ve seen on the Internet. Students should write down all examples they can come up with. After a few minutes, have Students change partners, and, with their new partners, discuss the “facts” behind the fake. Students should discuss what makes the fake things believable.	Comprehension	
Discussion	5 min	Discuss what Students uncovered in their pair work. Share insights with the class and encourage Students to think about ways they could recreate the things they’ve seen online.	Comprehension	
Activity	15 min	<p>Ask Students to produce paper and art supplies (pencil and paper will suffice, but more colour is always welcome).</p> <p>Instruct Students to think up a new cryptid of their own invention or a famous cryptid they know about.</p> <p>Once Students have thought up a cryptid, instruct them to come up with a way they could convince a family member that this creature exists.</p> <p>Methods could include puppetry, videos, collaborating with friends, fake internet posts, etc.</p> <p>Have the Students draw their plan. Some Students may not wish to draw. If so, instruct these Students to write their plan in complete sentences or paragraphs depending on age and</p>	Application	

		ability. Students who draw should include captions on their images to ensure clarity.		
Wrap-up and HW assignment	3 min	Assign Homework: complete activity if unfinished; ask parent or guardian about a time they believed something false online and how they discovered it was fake.	Application	
Review and final thoughts	5 min	Remind Students that not everything they see in movies or online is real, and that it’s important to treat information from certain sources with scepticism. Answer any questions Students may have with the time remaining.		