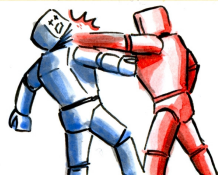


Cybersense

Cybersense is a fun, interactive online educational resource aimed at Primary School children. It will raise awareness of cyber-bullying, providing children with the skills to recognise, respond to and report cyber-bullying and promote staying safe online. The resource adopts a whole-class approach and is delivered by teachers, to provide children with the skills to tackle issues of cyber-bullying.

Selfie's



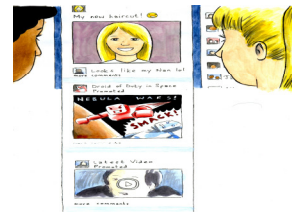
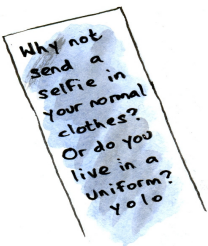
Staying Safe Online

Cybersense will contain eight engaging exercises, ranging from class debates to storyboarding and role-play activities. These activities are designed to stimulate awareness, discussion and analysis of Cyber-bullying, its causes and consequences. These exercises will cover important topics like self esteem, peer pressure, impact of gaming, staying safe online and sexting.

Impact of Gaming

Self Esteem

- Young people, aged 9-11, will have a greater awareness of issues relating to online safety and cyber-bullying
- Young people will feel more confident in identifying who to turn to if they feel unsafe online
- Young people will have developed and practiced the skills needed to ask for support in relation to online safety issues



This exciting, new learning resource will be launched in February, tell you're school, friends and family all about it!