

ONLINE SAFETY  
CONTENT  
INFUSED INTO  
**BASIC SCIENCE  
& TECHNOLOGY**

**PRIMARY 1-3**

# TABLE OF CONTENTS

1. Searching for Information Online (Pri. 1)	<b>3</b>
2. Uses of Computers: Visiting Sites (Pri. 1)	<b>6</b>
3. Uses of Computers: Playing Games (Pri. 1)	<b>9</b>
4. Sending and Receiving Messages (Pri. 1)	<b>12</b>
5. *Sending and Receiving Messages (Pri. 1)	<b>15</b>
6. Keep it Private (Pri. 1)	<b>18</b>
7. Showing Respect (Pri. 1)	<b>21</b>
8. Online Messages (Pri. 2)	<b>24</b>
9. Digital Citizenship Pledge (Pri. 2)	<b>27</b>
10. Key to Keywords (Pri. 2)	<b>30</b>
11. Using Keywords (Pri. 2)	<b>33</b>
12. Online Gaming (Pri. 2)	<b>36</b>
13. Showing Respect (Pri. 3)	<b>39</b>
14. Key to Keywords (Pri. 3)	<b>42</b>
15. Using Keywords (Pri. 3)	<b>45</b>
16. Online Threats (Pri. 3)	<b>48</b>
17. Online Gaming Threats (Pri. 3)	<b>51</b>

## Performance Objectives

Pupils should be able to:

- 1 use the mouse, keyboard to:
  - open a browser,
  - navigate and search for words, games, etc. on computer system;
- 2 identify common browsers by their icons;
- 3 name the search engines in their computer system;
- 4 state the uses of browsers and search engines.

## Content

1. Basic skills for searching for information online:
  - opening a browser
  - navigating a computer system using mouse and keyboard.
2. Internet browsers and search engines:
  - Common browsers/search engines and their icons e.g. internet explorer, Google chrome, Firefox, etc.
  - Common search engines e.g. yahoo, Bing, Kiddle, google, etc.
3. Uses of browsers and search engines.

# Activities

## Teacher

1. Demonstrates the use of mouse, keyboard to navigate a computer system.
2. Guides pupils to identify browsers, search engines and their icons on a computer system.
3. Leads pupils to:
  - open a browser,
  - navigate and search for words, games, etc., on a computer.
  - discuss the uses of browsers and search engines.

## Pupils

1. Watch teacher's demonstration.
2. Identify common browsers, search engines and their icons on a computer system.
3. Open a browser under the watch of the teacher.
4. Navigate and search for words, games, etc., on the computer system.
5. Discuss the uses of browsers and search engines.

## Teaching and Learning Resources

- Multimedia projector.
- Projector screen/white board.
- Computer Systems.
- Internet connectivity.

# Evaluation Guide

Pupils to:

1. name two browsers and search engines on their computers;
2. recognize browser icons;
3. open a browser;
4. demonstrate the use of mouse and keyboard to navigate a computer system;
5. mention three uses of browsers and search engines.



## Performance Objectives

Pupils should be able to:

- 1 use the mouse, keyboard to:
  - open a browser,
  - navigate and search for words, games, etc. on computer system;
- 2 identify common browsers by their icons;
- 3 name the search engines in their computer system;
- 4 state the uses of browsers and search engines.

## Content

1. The sites I go to:
  - shops
  - games (e.g. [funbrain.com](http://funbrain.com), [pbskids.org](http://pbskids.org), etc.);
  - educational books and videos (e.g. YouTube Kids, kidsites.com etc.).
2. Why I go to those sites:
  - shop things
  - Play games
  - learn, etc.

# Activities

## Teacher

1. Guides pupils to:
  - identify safe sites to visit;
  - explain what they do on the sites.
2. discuss steps to take to ensure their safety while online;
3. generate rules for going places safely online;
4. Leads pupils to shop, play games, learn, etc. as they navigate different websites.

## Pupils

1. Identify safe sites to visit.
2. Participate in discussion.
3. Ask and answer questions.
4. Participate in discussing the steps for ensuring safety while online.
5. Generate rules for going places safely online.
6. Recite the online safety rules.
7. Navigate gaming and educational websites to shop, play games and learn.

## Teaching and Learning Resources

- Multimedia projector
- Projector screen/white board
- Computer systems
- Internet connectivity
- Posters
- Flashcards
- Marker

# Evaluation Guide

Pupils to:

1. identify two safe sites to visit online;
2. explain why they visit those sites;
3. visit one gaming and one educational website for children.
4. Pupils to state the rules for going places safely online.





## Performance Objectives

Pupils should be able to:

- 1 define online gaming; open a browser
- 2 mention examples of online games;
- 3 state the rules of playing games safely online.

## Content

1. Meaning of online gaming.
2. Examples of online games:
  - combat
  - temple run
  - fruit ninja, etc.
3. Rules of playing games safely online:
  - play with people you know;
  - do not share your personal information, etc.

# Activities

## Teacher

Leads pupils to:

1. define online gaming;
2. mention examples of online games;
3. state the rules of playing games safely online.

## Pupils

1. Ask and answer question on online gaming.
2. State example of online games.
3. Mention the rules for playing games safely online.

## Teaching and Learning Resources

- Multimedia projector
- Projector screen/white board
- Computer system
- Flashcards
- Marker

# Evaluation Guide

Pupils to:

1. define online gaming;
2. mention any two examples of online games;
3. state any two rules of playing games safely online.



## Performance Objectives

Pupils should be able to:

- 1 identify forms of messages that are sent using online devices;
- 2 differentiate between respectful and disrespectful messages;
- 3 mention words that can be used to communicate respectfully;
- 4 make statements that show respect;
- 5 identify words and statements that are disrespectful;
- 6 state the importance of respecting people we meet online;
- 7 write and send respectful messages.

## Content

1. Forms of online messages:
  - SMS
  - MMS
  - e-mail, etc.
2. Respectful messages: - please, -thank you, -I am grateful, -can I have your pencil please? etc.
3. Disrespectful words and statements: fool,
  - idiot
  - stupid,
  - ugly,
  - I hate you, etc.
  - fool
  - dumb
  - get lost

# Activities

## Teacher

1. Explains forms of messages that are sent using digital devices.
2. Guides pupils to:
  - identify words that can be used in communicating respectfully;
  - make statements that show respect;
  - distinguish between respectful and disrespectful statements and gestures;
  - discuss the importance of relating and communicating with people respectfully online.
3. Demonstrates and guide pupils to write and send messages using digital devices.

## Pupils

1. Identify forms of messages that are sent using digital devices.
2. Identify words and statements that show respect.
3. Identify disrespectful statements and words.
4. Practise making statements that show respect.
5. Participate in discussing the importance of relating and communicating respectfully with people.
6. Ask and answer questions.
7. Send messages using digital devices.

## Teaching and Learning Resources

- A smart phone/tablets.
- Internet connectivity.
- Board.
- Marker.
- Words chart.
- Animated images/video clips.
- Posters.
- Flashcards.

# Evaluation Guide

Pupils to:

1. list two forms of messages that are sent using digital devices;
2. explain one difference between respectful and disrespectful messages;
3. identify three words and statements that show respect;
4. mention three disrespectful words and statements that should not be used for communication online;
5. make two statements that show respect;
6. explain the importance of relating and communicating respectfully with people online;



## Performance Objectives

Pupils should be able to:

- 1 state the rules for relating and communicating safely online;
- 2 use the rules to compose a digital citizenship pledge.

## Content

1. Importance of showing respect when relating and communicating online;
2. Writing and sending online messages.
3. Digital citizenship pledge and rules for relating and communicating safely online.

# Activities

## Teacher

1. Reviews the rules for relating and communicating safely online.
2. Guides pupils to compose a digital citizenship pledge based on these rules.

## Pupils

1. Recite the rules for relating and communicating safely online.
2. Compose and recite a digital citizen pledge.

**AS A DIGITAL CITIZEN  
I PLEDGE TO:**

1. be respectful and kind to people online;
2. protect my private information and others while online;
3. always ask my parents first before going online;
4. only go to places that are safe for children while online.

**SO HELP ME GOD**

## Teaching and Learning Resources

- Cardboard paper.
- Markers.
- Flashcards.



# Evaluation Guide

Pupils to:

1. state the rules for relating and communicating safely online;
2. recite the digital citizenship pledge.



## Performance Objectives

Pupils should be able to:

- 1 mention personal information that should not be shared while online;
- 2 discuss risks associated with sharing personal information online.

## Content

1. Personal information that should not be shared while online:
  - name;
  - age;
  - home and school addresses;
  - phone numbers;
  - photographs, etc.
2. Risks of sharing personal information online e.g. becoming a victim of:
  - bullying;
  - fraud;
  - kidnapping; etc

# Activities

## Teacher

1. Guides pupils to identify personal information that should not be shared while online.
2. Leads pupils to discuss risks of sharing personal information online.

## Pupils

1. Participate in class discussion on personal information that should not be shared online.
2. Ask and answer questions on the risks of sharing personal information online.

## Teaching and Learning Resources

- Computer System
- Words chart
- Animated images/video clips
- Posters
- Flashcards
- Marker

# Evaluation Guide

Pupils to:

1. identify two personal information that must not be shared online;
2. mention two risks of sharing personal information online.



## Performance Objectives

Pupils should be able to:

- 1 describe different ways of greeting people with respect;
- 2 explain the importance of greeting people with respect.

## Content

1. Greetings that show respect:
  - hello (mostly for peers),
  - good morning sir (for seniors)
  - good morning ma (for seniors), etc.
2. Importance of greeting people with respect.

# Activities

## Teacher

1. Guides pupils to describe different ways of greeting people with respect.
2. Initiates a class discussion on the importance of greeting people with respect.

## Pupils

1. Describe different ways of greeting people with respect.
2. Participate in class discussion and state the importance of greeting people with respect.
3. Ask and answer questions.

## Teaching and Learning Resources

- Words chart.
- Posters.
- Flashcards.
- Marker.

# Evaluation Guide

Pupils to:

1. describe different ways of greeting people with respect;
2. state the importance of greeting people with respect.



## Performance Objectives

Pupils should be able to:

- 1 identify the features of the messages that are sent using digital devices;
- 2 compose and send respectful messages online

## Content

1. Features of online messages:
  - text with emojis,
  - greetings (using emoticons),
  - pictures.
2. Composing and sending respectful messages (text, greetings, etc.) online.



# Activities

## Teacher

1. Uses flashcards to lead pupils to identify the features of messages sent on digital devices.
2. Guides pupils to identify respectful and disrespectful messages.
3. Supervises pupils as they compose and send respectful messages and greetings online.

## Pupils

1. Identify the features of online messages.
2. Identify respectful and disrespectful online messages.
3. Compose and send different types of messages and greetings.

## Teaching and Learning Resources

- A smart phone
- Internet connectivity
- Board
- Marker
- Samples of online messages
- Flashcards

# Evaluation Guide

Pupils to:

1. list three features of messages sent on digital devices;
2. compose and send respectful messages and greetings online.



# DIGITAL CITIZENSHIP PLEDGE

## Performance Objectives

Pupils should be able to:

- 1 recite the rules for playing online games safely.
- 2 use the rules to compose a digital citizenship pledge

## Content

1. Digital citizenship pledge and rules for playing games safely online.

# Activities

## Teacher

1. Reviews the rules for safe online gaming.
2. Guides pupils to compose a digital citizenship pledge based on the rules.

## Pupils

1. Recite the rules for safe online gaming.
2. Compose and recite a digital citizen pledge.

**AS A DIGITAL CITIZEN  
I PLEDGE TO:**

1. protect my private information and others while online.
2. always ask my parents first before going online.
3. play online games only with people I know.
4. play games that are suitable for my age.
5. avoid chatting when playing games online.

**SO HELP ME GOD**

## Teaching and Learning Resources

- Cardboard paper.
- Markers.
- Flashcards.

# Evaluation Guide

Pupils to:

1. state two rules for playing online gaming;
2. recite three digital citizenship pledge.



# KEY TO KEYWORDS

## Performance Objectives

Pupils should be able to:

- 1 explain the meaning of keys and keywords;
- 2 identify keys to:
  - words beginning with letter 'C',
  - letter 'F', etc.
  - 3 letter words.

## Content

1. Meaning of keys and keywords.
2. Examples of Keys and Keywords:
  - words starting with letter 'C'; letter 'F', etc.
  - letter words.

# Activities

## Teacher

1. Explains the meanings of keys and keywords.
2. Displays a word chart and guides learners to identify the keys in the words on the chart.

## Pupils

1. Listen to teacher's explanation.
2. Ask and answer questions.
3. Identify the keys in the words displayed on the chart.

### AS A DIGITAL CITIZEN I PLEDGE TO:

1. protect my private information and others while online.
2. always ask my parents first before going online.
3. play online games only with people I know.
4. play games that are suitable for my age.
5. avoid chatting when playing games online.

**SO HELP ME GOD**

## Teaching and Learning Resources

- Word charts.
- Board.
- Markers.
- Flashcards.

# Evaluation Guide

Pupils to:

1. state the meaning of keys and keywords;
2. recognize the keys to keywords on flash cards and word chart.





## Performance Objectives

Pupils should be able to:

- 1 identify keywords;
- 2 search for information online using keywords.

## Content

1. Identification of Keywords e.g. 'C' letter words, 'F' letter words, 3 letter words, etc.
2. Using keywords to search for information online.

# Activities

## Teacher

Guides pupils to:

1. identify keywords on word charts and cards, etc.;
2. use keywords to search for information online;
3. build charts and posters of 'C' letter words, 'F' letter words, 3 letter words, etc.

## Pupils

1. Identify keywords in word charts.
2. Use keywords to search for information online.
3. Build charts and posters of 'C' letter words, 'F' letter words, and 3 letter words.

## Teaching and Learning Resources

- Multimedia projector.
- Projector screen/white board.
- Computer systems.
- Internet connectivity.
- Word charts.

# Evaluation Guide

Pupils to:

1. recognize keywords in word charts and cards;
2. use keywords to search for information online.



## Performance Objectives

Pupils should be able to:

- 1 identify games children can play safely online;
- 2 discuss the features of online games that are safe for children;
- 3 mention rules for safe online gaming;
- 4 mention personal information that should not be shared while playing online games.

## Content

1. Safe Games for Children - Special features:
  - easy to play,
  - colourful,
  - fun to play,
  - state the age of players.
2. Safety rules for online gaming:
  - do not give your personal information,
  - avoid chatting,
  - report any inappropriate content to an adult e.g. teacher or parent,
  - play with people you know.

# Activities

## Teacher

1. Guides pupils to:
  - search for online games that are safe for children;
  - discuss the features of games children can play safely online;
  - state the rules of safe online gaming;
  - mention personal information that should not be shared while playing online games;
2. puts pupils in small groups to play games safely online.

## Pupils

1. Search for games children can play safely online.
2. Participate in discussing the features of safe children's online games.
3. List safe rules of online gaming.
4. Ask and answer questions on the personal information that should not be shared while playing online games.
5. Play online games under the supervision of the teacher.

## Teaching and Learning Resources

- Multimedia projector.
- Projector screen/white board.
- Computer system.
- Words chart.
- Animated images/video clips.
- Posters.
- Flashcards.
- Marker.

# Evaluation Guide

Pupils to:

1. name three games children can play safely online;
2. describe the features of online games that are safe for children;
3. state two safe rules of online gaming;
4. mention three personal information that should not be shared while playing online games.



## Performance Objectives

Pupils should be able to:

- 1 identify different parts of a message;
- 2 mention respectful words that can be used at the beginning, in the body and at the end of a message;
- 3 compose respectful messages to send online to their friends or teacher.

## Content

1. Parts of online messages:
  - greetings (at the beginning of messages),
  - body of message,
  - end of message.
2. How to compose respectful online messages:
  - start the message with greetings that show respect;
  - use kind words like, may I, etc. in the body of the message;
  - end the message with kind words like, thank you (to a friend), or thank you ma or sir (if writing to a senior ).

# Activities

## Teacher

1. Displays a message and guides pupils to identify parts of the message and the words used to show respect at the beginning, in the body and at the end of the message.
2. Supervises the pupils to compose respectful messages to their friends or teacher.

## Pupils

1. Identify words that show respect in different parts of a message.
2. Ask and answer questions.
3. Write respectful message to friends and their teacher.

## Teaching and Learning Resources

- Word charts
- Board
- Markers
- Flashcards



# Evaluation Guide

Pupils to:

1. state any two parts of a message;
2. list three words that show respect in a message;
3. compose a respectful message to either a friend or teacher.



## Performance Objectives

Pupils should be able to:

- 1 identify keywords in children stories, poems and games;
- 2 discuss the importance of keywords in searching for information online.

## Content

1. Keywords in poems, children's stories and games.
2. Importance of keywords.

# Activities

## Teacher

Guides pupils to:

1. identify keywords in stories;
2. make a list of keywords that could be used in searching for children's poems, stories and games online;
3. discuss the importance of keywords when searching for information online.

## Pupils

1. Identify keywords in children stories, poems and games.
2. Make a list of keywords for children's stories, poems and games.
3. Participate in class discussion.

## Teaching and Learning Resources

- Word charts.
- Board.
- Markers.
- Flashcards.
- Children story books, poems and rhymes.
- Cardboard.

# Evaluation Guide

Pupils to:

1. identify keywords in children's stories, poems and games;
2. state three importance of keywords in searching online.



## Performance Objectives

Pupils should be able to:

Pupils should be able to use keywords to search for videos, poems and games online.

## Content

Using keywords to search for:

1. poems, children's stories, games, etc.;
2. information online.

# Activities

## Teacher

Guides pupils to:

1. identify keywords in children's stories, poems, games, etc.
2. use the keywords to search for children's stories, poems and games online.

## Pupils

1. Identify keywords in children's stories, poems, games, etc.
2. Use keywords to search for stories, poems and games online.

## Teaching and Learning Resources

- Multimedia projector.
- Projector screen/white board.
- Computer systems
- Internet connectivity.

# Evaluation Guide

Pupils to:

Pupils to use keywords to search for videos, poems and games online.



## Performance Objectives

Pupils should be able to:

- 1 define online threat;
- 2 identify types of online threats;
- 3 describe methods of avoiding online threats.

## Content

1. Meaning of online threat.
2. Types of online threats:
  - viruses,
  - fraud,
  - hacking, etc.
3. How to avoid online threats:
  - not replying strange messages;
  - blocking and reporting strange online messages received;
  - use of Antivirus, etc.



# Activities

## Teacher

1. Defines online threat.
2. Explains types of online threats.
3. Guides pupils to discuss methods of avoiding online threats.
4. Shows how to block and report strange online messages received.

## Pupils

1. List and explain the types of online threats.
2. Discuss and list ways of avoiding online threats.
3. Demonstrate how to block and report strange online messages received.

## Teaching and Learning Resources

- Smart phones/tablets.
- Internet connectivity.
- Board.
- Marker.
- Flipchart.

# Evaluation Guide

Pupils to:

1. define online threat;
2. mention three types of online threats;
3. state two ways of avoiding online threats.



# ONLINE GAMING THREATS

## Performance Objectives

Pupils should be able to:

- 1 identify types of online gaming threats;
- 2 describe ways to avoid online gaming threats;
- 3 take necessary precautions while playing games online.

## Content

1. Examples of online gaming threats:
  - password stealing,
  - fake game,
  - phishing,
  - cyber predator, etc.
2. How to avoid online gaming threats:
  - ask your parents what games to download,
  - don't share your real information,
  - use an avatar.

# Activities

## Teacher

Guides pupils to:

1. list different types of safe online games for children;
2. explain types of online gaming threats;
3. discuss ways to avoid online gaming threats;
4. identify and select cartoon characters to use as averter;
5. play online games safely following necessary precautions.

## Pupils

1. Name different types of children's online games.
2. Participate in discussing:
  - types of online gaming threats;
  - ways to avoid online gaming threats.
3. Choose and use cartoon characters as averter for playing games online.
4. Play online games safely under the supervision of the Teacher.

## Teaching and Learning Resources

- Words chart
- Animated images/video clips
- Posters
- Flashcards
- Marker

# Evaluation Guide

Pupils to:

1. name three types of online gaming threats;
2. state two ways to avoid online gaming threats;
3. use cartoon characters as averters.





[www.disinigeria.org](http://www.disinigeria.org)

