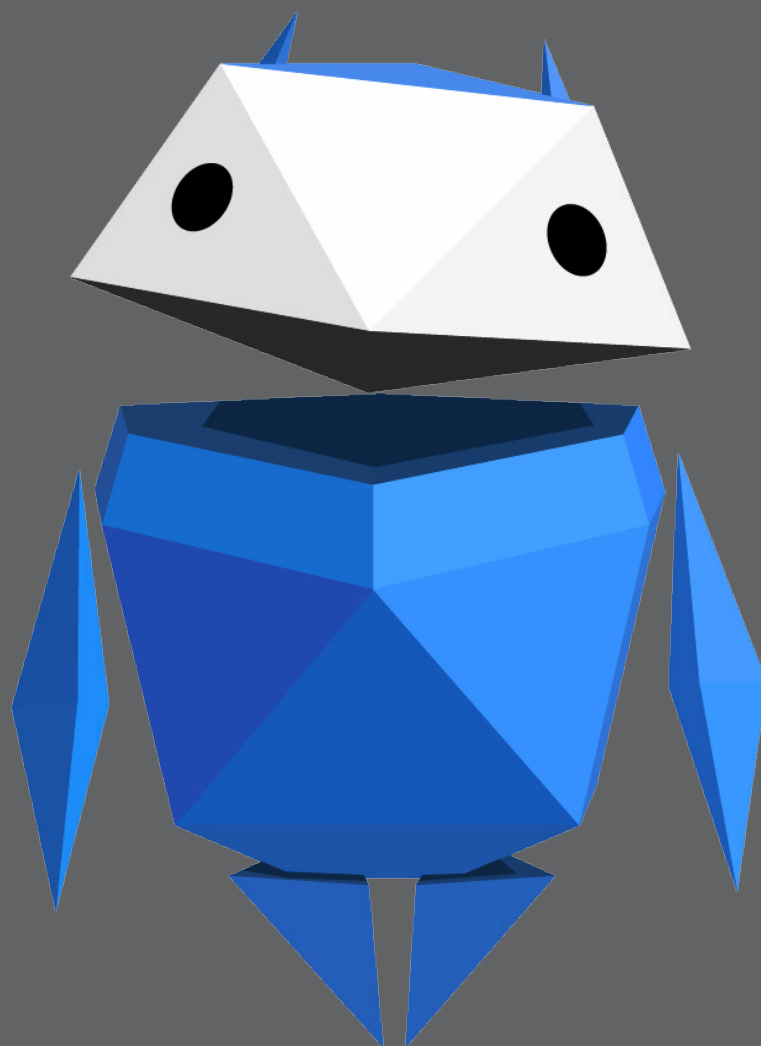# Educator Guide

Be Internet Legends.

Welcome

Welcome to the Be Internet Legends curriculum, developed in partnership with the educators and online safety experts at Parent Zone. This resource is part of Be Internet Legends, a multifaceted programme designed to help teach children the skills they need to be safer and more confident online.

In this updated curriculum, we've added 20 new activities – including social-emotional learning activities to help guide children on their digital journeys. Additionally, we've added new lessons on media literacy and updated our safety and security activities to meet the needs of today's digital world. You'll also find activities categorised for specific year groups to accommodate the wide spectrum of child development.

Notably, the Be Internet Legends programme has undergone a thorough evaluation and now has activities specifically targeted at staying safer online. This is the first internet safety programme proven to positively impact learning on topics of online safety and digital citizenship.

The Be Internet Legends curriculum is self-contained. All the activities are designed to be used with no prior professional development, minimal preparation and no special equipment or resources needed to teach them. Additionally, the activities are reinforced through gameplay with Interland, an adventure-packed online game that makes learning about digital safety and citizenship interactive and fun.

At the back of this pack, you'll find a full set of lesson plans. There are six for ages 7-9 and six for ages 9-11. These plans provide fun, age-appropriate learning experiences around the five Be Internet Legends pillars:

- **Think Before You Share:** Be Internet Sharp
- **Check it's For Real:** Be Internet Alert
- **Protect Your Stuff:** Be Internet Secure
- **Respect Each Other:** Be Internet Kind
- **When in Doubt, Discuss:** Be Internet Brave

This curriculum was created for ages 7-11. However, settings with both older and younger pupils have found value in the activities, particularly with key vocabulary, class discussions (they age up or down), and gameplay. We encourage you to experiment to find what works best for your learners, whether that means completing the curriculum from start to finish or going deeper on one or two lessons most needed by your pupils.

The curriculum pack was developed in partnership with Parent Zone – an expert organisation who sit at the heart of digital family life. Parent Zone supports families and schools by creating information and resources to help children thrive in the digital age.

How to teach the curriculum

The Be Internet Legends curriculum is flexibly designed so you can easily make it work in your classroom. Depending on timetables and pupil readiness/ability, we encourage you to tweak any lesson as needed. For example, we might recommend you facilitate an activity as a whole class, but – knowing your pupils – you might feel that the activity would work better if they completed it in small groups. Those are the kinds of tweaks we hope you feel empowered to make.

A few things about the curriculum:

1. Every unit has a list of vocabulary words that appear throughout the lessons. This list can be printed and provided as a resource. Be sure to check out the **Vocabulary Activities** we've provided in the following pages.

2. Each of the 5 units has a different number of activities. Every activity has the following structure:

✓ **Activity** — some activities may have a recommended modification adapted to specific year groups.
✓ **Let's talk** — background knowledge for teachers.
✓ **Summary** – summary of lesson content and opportunity for reflection.

3. Each lesson title will be marked with a symbol to indicate recommendations based on age of pupils. It will also have a symbol if it is a Media Literacy and/or Social-Emotional Learning lesson.

(7-11)	(7-9)	(9-11)	(ML)	(SEL)
Ages 7-11	**Ages 7-9**	**Ages 9-11**	**Media Literacy**	**Social-Emotional Learning**

4. This curriculum is designed for you to teach in a number of different ways: the order in which the activities appear, an order that matches the particular digital learning needs of your pupils, following the lesson plans at the back of this booklet, or creating a progression of skills as a school. The units are purposefully sequenced for classrooms starting from scratch, but many pupils aged 7-11 know parts of this knowledge base and can help you discover the specific skills they want or need to develop. Talking with them about what they do and don't know would be a great place to start. We hope you all enjoy being **Internet Legends** together!

Vocabulary Activities

The vocabulary used in these activities can be found at the beginning of each unit.

Tell Me More

You'll need:

• Board to display vocabulary words (e.g. flipchart paper)

Directions

1. Pupils find a partner.
2. Partner 1 turns his or her back to the board (pupils can be seated or standing).
3. Teacher displays 3-5 vocabulary words on the board.
4. Partner 2 faces the board and explains the first vocabulary word to Partner 1 **without saying the vocabulary word**.
5. Partner 1 tries guessing the vocabulary word.
6. Once Partner 1 correctly guesses the first vocabulary word, Partner 2 moves on to describe the next word.
7. Continue steps 3–6 until Partner 1 correctly guesses all the words on the board.
8. For the next round, Partners 1 and 2 switch roles. Repeat the activity with new vocab words.

Be Internet Legends Bingo

You'll need:

• Handout: Be Internet Legends bingo cards

• Game pieces (anything that can be used to mark a spot: small cubes, paper clips, beans, etc.)

Directions

1. Distribute **Be Internet Legends bingo cards** (choose between a 5 x 5 or 3 x 3 bingo card) and game pieces to each pupil.
2. Pupils fill in bingo cards with vocabulary words from a given unit.
3. Teacher reads the **definition** of a vocabulary word.
   Teacher can randomly pick definitions from the unit's vocabulary list.
4. Pupils search to see if the word that matches the definition is on their board and mark it with a game piece.
5. A pupil can call out "Bingo!" when every box in a row, column or diagonal has a game piece.
6. Continue playing with the current bingo cards, or have pupils remove all game pieces and play again.

Word Web

You'll need:

• Handout: Word Web

Directions

1. Each pupil finds a partner.
2. Distribute the **Word Web** handout to each group (pupils can also re-create the Word Web handout on paper/mini whiteboard).
3. Pupils write one vocab word in the circle on the handout. You can implement this step in three different ways:
   • Assign the same vocab word for all groups.
   • Assign a different word to each group.
   • Pupils choose their own vocabulary word from the unit list.
4. Pupils then work with their partners to complete the handout.
5. Once completed, here are some ways you can extend this activity:
   • Pupils complete another Word Web for a new vocabulary word.
   • Collect completed handouts and display them in the classroom on a word wall.
   • Host a gallery walk, where pupils see their classmates' Word Webs.

Be Internet Legends bingo card (5x5)

Be Internet Legends bingo card (3x3)

Word Web

Definition

Characteristics

Examples

Non-examples
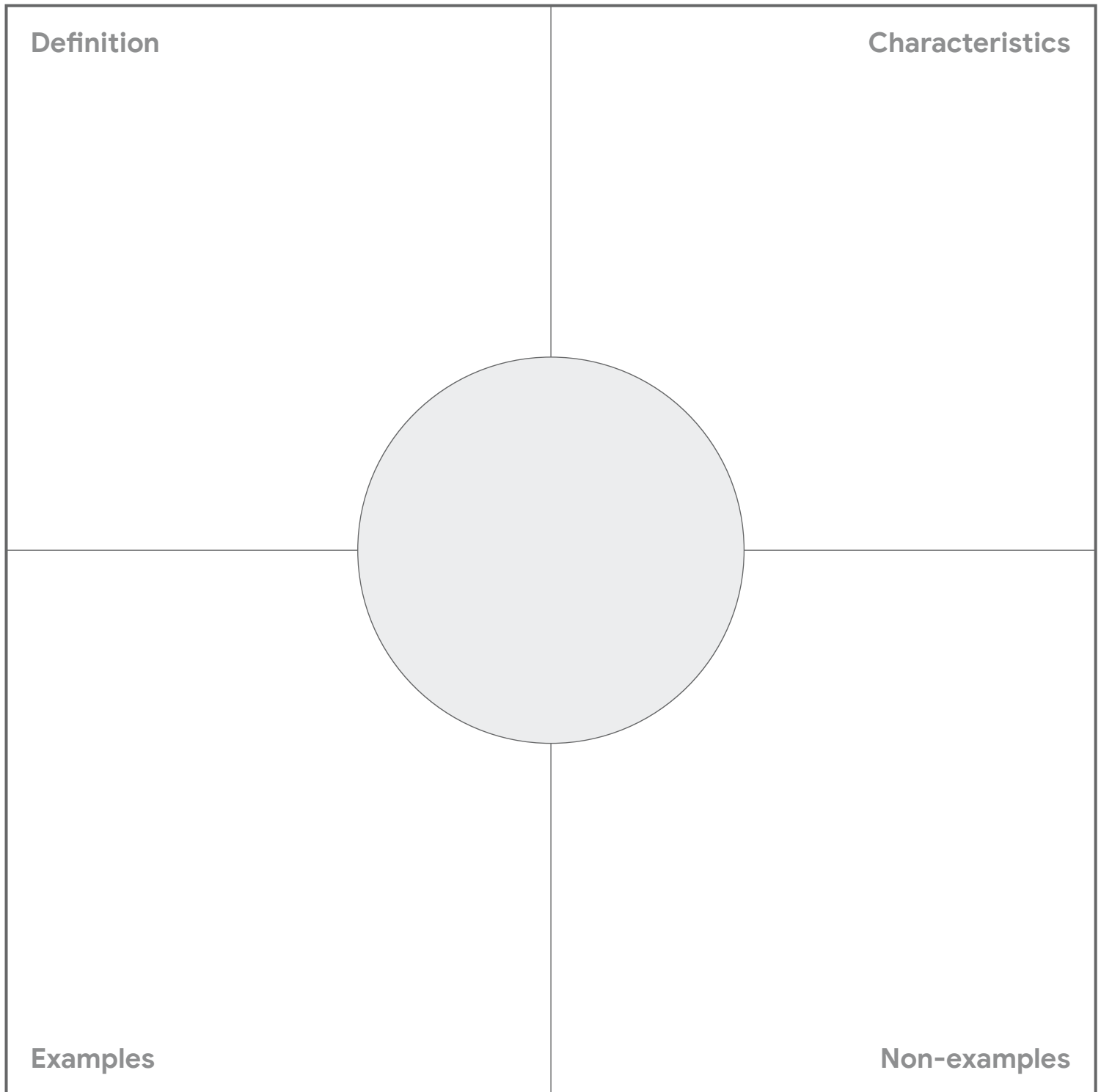
Be Internet Legends intro letter/email template

Here's a template for an email or letter that you could customise to tell parents you're using Be Internet Legends.

Dear Parents and Carers,

When our children are young, we do our best to help them get the most out of the internet while keeping them safer online. As children mature into teenagers, our role shifts to helping them learn to navigate the digital parts of their lives safely and thoughtfully.

At [school name], we believe in partnering with parents and preparing our [year group or key stage] pupils to:

- **Think critically** and evaluate apps, websites and other digital content.
- **Protect themselves** from online threats, including bullying and scams.
- **Get sharp about sharing:** what, when, how, and with whom.
- **Be kind and respectful** toward other people online, including respecting their privacy.
- **Ask for help** with tricky situations from a parent or other trusted adult.

This year, these efforts will include Be Internet Legends, a multifaceted programme designed to teach children the skills they need to be safer and more confident online. One of the resources, Interland, is a browser-based game that makes learning about digital safety interactive and fun. It can be played at home too (your child might love to show you how it's done). Developed by Google in partnership with the online safety experts at Parent Zone, Be Internet Legends provides fun, age-appropriate learning experiences built around five foundational lessons:

- **Think Before You Share**   • **Check it's For Real**   • **Protect Your Stuff**
- **Respect Each Other**   • **When in Doubt, Discuss**

Smart, safe technology use can enable pupils to drive their own learning and help our school function better. We believe this programme will mark an important step toward our goal of ensuring that all our pupils at [school name] are learning, exploring and staying safer online, both inside and outside the school walls.

We'll be happy to share more information about this new programme, including introductions to some of the resources your child will start using in class, but we also invite you to check out the resources that go with it at **g.co/BeInternetLegends**

We encourage you to ask your child about what they're learning and continue the conversation at home – and who knows, you just might pick up a few privacy and security tricks yourself!

Yours faithfully,

Frequently asked questions

Is it necessary to complete the lessons before having pupils play Interland?
No, but it can be helpful. The game is best when it reinforces what's learned with the curriculum and it's more fun when pupils have had a chance to engage with you in discussions and brainstorms prior to the gameplay experience.

Do pupils need Google Accounts for Be Internet Legends?
No. Be Internet Legends is available to anyone who visits the site. Because Google does not gather any pupil data, Be Internet Legends does not have or require any logins, passwords or emails.

What devices are compatible with Interland?
Interland works on any device that has an internet connection and a web browser. That means almost any desktop or laptop computer, tablet, or mobile phone is ready to help pupils play Interland.

What are all the URLs?
  • For the Be Internet Legends homepage, visit **g.co/BeInternetLegends**
  • For the Interland game, visit **g.co/Interland**
  • For family resources, visit **g.co/BeInternetLegends/Parents**

Do I need special training or to be a special kind of teacher to teach this curriculum?
Any qualified teacher can teach this curriculum to their pupils. The lessons are optimised for fun, relaxed discussions between teacher and pupils, ideally with judgment-free active listening on the educator's part.

What age is Be Internet Legends best suited for?
The full programme – including the curriculum, the game, and the resources on the website – has been designed for ages 7–11. However, depending on how teachers tailor the curriculum, the topics can be helpful for any age.

How do children learn from the Interland game?
Interland reinforces curriculum concepts by allowing children the freedom to explore healthy digital practices through play and to understand digital interactions (and their consequences) in a safe, educational space.

Can each lesson be used in Google Classroom?
Yes. You can assign Interland to specific classes or groups or make the resource available to all your pupils in the form of a class announcement.

Is the Be Internet Legends curriculum aligned with national standards?
Glad you asked. Yes it is. The curriculum is aligned with statutory learning objectives from all four UK nations, including the RSE (Relationships and Sex Education) and Health Education documents.

Can my pupils save their progress on Interland?
Not in the current version, and that's not likely to change. Be Internet Legends does not generate or store any personal identifiable information whatsoever – including saved files. The reasons for this were purposeful – we do not collect pupil data and we wanted the experience to be accessible to everyone, meaning it is not necessary to have an account, a login or a password.

That's good, but a lot of my pupils are proud they finished the game and of what they learned.
We have created a customisable certificate template so that you can enter a pupil's name and create a printable, personalised certificate when they have completed Interland and are an Internet Legend.

Where can I find the other educator resources?
All Be Internet Legends educator materials can be found on our resources page at **g.co/BeInternetLegends**

Is there an online community of Be Internet Legends users to share ideas or get help?
Yes! We frequently share ideas and engage with teachers on Twitter. Please follow us to learn more about Be Internet Legends and other topics at **@GoogleForEdu** and you can also keep up to date with the latest news and activities on social with the hashtag **#BeInternetLegends**