Safer Internet Day

Scratch lesson plan – Code Playground

BARCLAYS

Lesson overview

In this lesson, students will create an interactive quiz game in Scratch to support Safer Internet Day. The game will focus on educating players about online safety by asking key questions and providing opportunities for discussion. Students will learn how to use list variables to store questions and answers, design quiz logic, and customise their project. By the end of the lesson, students will have a working quiz game and a deeper understanding of how to stay safe online.

Time	Key learning outcomes	Resources
45 mins	Understand how to create and use list variables to store data dynamically Program quiz logic using Scratch's control and sensing blocks Explore storytelling and interactivity to raise awareness about online safety.	• Laptops or desktop computers • Access to Scratch website - https://scratch.mit.edu

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Activity introduction

Begin by explaining Safer Internet Day:

> "Today, we're supporting Safer Internet Day, a global event to promote safer and more responsible use of the internet. Together, we'll build a quiz game to test your knowledge of staying safe online."

Every year Safer Internet Day has a different theme, their latest theme and other resources can be found here https://saferinternet.org.uk/safer-internet-day/. The student work book will be updated each year with quiz questions relating to the topic so be sure to download the latest version.

Highlight why online safety matters:

> "Every day, we use the internet for school, games, and socialising. Knowing how to stay safe helps protect our personal information, avoid cyberbullying, and make smart decisions online."

Safer Internet Day 2025 will take place on 11 February 2025, with celebrations and learning based around the theme 'Too good to be true? Protecting yourself and others from scams online'

Scratch practical

Ask the children to log into Scratch and set up their workspace as described in the workbook.
Show the Safer Internet Day quiz video as a guided lesson pausing regularly when the pupils need to catch up.

- Children should be able to follow along with the workbook or the guided lesson video.
- By the end of the lesson children should be able to create a working program showcasing the Safer Internet Day quiz.

Activity – Safer Internet Day quiz

Guide students to find the "Code Playground Safer Internet Day Quiz" project:

> Search for it on Scratch and click "Remix" to start editing.

Familiarise students with the existing code:

> "Click 'See Inside' to explore the sprites and the code already in place. Notice that the dinosaur sprite will ask the questions."

> "The questions in this quiz will test your knowledge about staying safe online. Think about topics like creating strong passwords, recognising online scams, and knowing what's okay to share."

The quiz can be expanded with other questions and answers, perhaps taken from other Safer Internet Day activities which you have been running with the class.

Scratch practical

Using the video and workbooks support the children to follow the instructions and complete the coding project. Have them think of other ways to enhance the project if they have extra time.

Activity wrap up

- Prepare to share your project with the class

"What other advice would you include in your quiz?"

- Encourage customisation:

  - Add sound effects or animations to emphasise correct and incorrect answers

  - Include a scoring system to track how well players understand online safety

  - Create a multi-level quiz with increasing difficulty.

Quiz questions

1. What should you do if someone asks for the password for one of your accounts?

    A. Share the password with them
    B. Ignore the request and tell a parent, guardian or carer
    C. Give them a password you no longer use
    D. Ask them what they want the password for

2. What should you do if you receive an email telling you that you have won a prize from a competition you don't remember entering?

    A. Reply with your details
    B. Click on the link in the email
    C. Delete the email without opening any links or attachments
    D. Send the email to all your friends to show them what you've won

3. What information would be safe to share online?

    A. Your name and date of birth
    B. Your address and the school you go to
    C. Your email address and favourite team
    D. None of the above

4. You're online playing a game or talking on social media, and you receive a friend request from someone you don't recognise. What should you do?

    A. Decline the request
    B. Ask your friends if they've accepted a request from the person
    C. Accept the request
    D. Check the person's friends list to see if you have any mutual friends

Summary

The following information is an example of what a child at an expected level would be able to demonstrate when completing these activities with additional examples to demonstrate how this would vary for a child with emerging or exceeding achievements.

Assessment guidance

Differentiation – Lower ability/ASN	Differentiation – Higher ability/extension
Provide screenshots of the key blocks with colour-coded tabs. Focus on adding and testing one question before introducing lists. Allow paired work for additional support.	Challenge students to create different categories of questions using multiple lists. Add a countdown timer to make the quiz more dynamic. Explore how to randomise questions from the list.

Plenary

1. "What did you learn about using lists in Scratch?"

2. "How do you think this quiz could help people stay safe online?"

3. "What other features could you add to make the quiz more engaging?"

Assessment questions

- What is a list, and how does it help organise quiz questions?

- Why is it important to teach people about online safety?

- How can you add more questions to the quiz?

- What feature would you add to make the quiz more interactive and educational?