

BAND



RUNNER

THE PLAY LIKE SHARE GAME

KEEPING 8-10 YEAR OLDS SAFE ONLINE



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1 Welcome to Band Runner

Band Runner is part of the *Play Like Share* package of resources, which aims to help 8-10 year old's learn how to stay safe from the risks they may face online.

Band Runner helps children:

- Distinguish between safe and unsafe behaviours online
- Feel confident to seek help from a trusted adult when they need it
- Gain familiarity with the Thinkuknow 8-10s website, and know how they could use it to seek advice and support

Featuring characters and safety messaging from the *Play Like Share* films, *Band Runner* is a fun, interactive game that puts children's knowledge about staying safe online to the test by asking them to help the characters make safe choices.

A trusty guitar which eliminates all obstacles in its path is our characters only tool to battle through school and make it to their next gig. If they miss a jump or take a tumble then players must get ready to help Alfie solve an online safety dilemma.



2

How to deliver Band Runner safely and effectively

Band Runner is designed to consolidate key learning points from the *Play Like Share* animated films and to encourage children to access advice and support on the Thinkuknow 8-10s website.

Section 3 (page 6) of this pack details a session plan based on the *Band Runner* game and 8-10s website which you can adapt and develop for the children you work with.

We strongly recommend that you deliver the *Band Runner* session in conjunction with the three sessions based on the *Play Like Share* animated films. Detailed guidance on these can be found in the *Play Like Share* Resource Pack at www.thinkuknow.co.uk/professionals/resources/play-like-share.

Before delivering the *Band Runner* session, please revisit the guidance on pages 6 - 9 of the *Play Like Share* Resource Pack, which gives advice on:

- Establishing a safe, positive learning environment
- Distancing the learning
- Managing children's questions and comments about online sexual abuse

Note that *Band Runner* and the Thinkuknow 8-10s website have been designed to be safely accessible by 8–10 year olds in a home environment. There is information on engaging with parents and carers in Section 5 (page 10), and you can download an accompanying helpsheet to encourage them to play and explore *Band Runner* and the Thinkuknow 8-10s website with their child following the session you deliver.

Safeguarding and disclosure

Be prepared for the possibility that playing *Band Runner* and accessing the Thinkuknow 8-10s website will help a child gain the understanding and confidence to disclose abuse.

Considerations before delivery:

- **Remind yourself of your setting's Safeguarding Policies and Procedures, and guidelines on how to respond in the event of a disclosure.**

- **Ensure that your setting's Designated Safeguarding Lead (DSL) or equivalent is aware that you are delivering this session.**
- **Ensure that at least two members of staff are present at all times during a session.** If a child initiates a disclosure while you are delivering the session, your colleague should take them into a safe space where they can continue the disclosure privately.
- **Adopt a strong non-victim blaming approach.** One of the greatest barriers to a child seeking help is the feeling that they have done something wrong. Make sure you do not appear to blame characters referenced in the 'Stay Safe' section of the 8-10s website for any risky activities they take part in – explain that it's normal to do something we wish we hadn't done sometimes and that the important thing is to learn from experience. If children make comments which criticise a character for taking a risk online, respond strongly with this point. Emphasise frequently that if something happens to a child which worries them, they should never be blamed for it, and they should always seek help.
- **Remind children at the start of the session that if anything worries them, the best thing to do is talk to you or another adult they trust.** Alternatively, if they do not feel ready to talk to someone they know, Childline can support them with any problem, at any time, at www.childline.org.uk or 0800 11 11.

In the event of a disclosure

If a child discloses a concern about sexual abuse, support them by following your setting's Safeguarding Policy and Procedures. As a minimum, these should direct you to:

- Guide the individual to a private space.
- Advise the young person that whilst you will respect their privacy, you cannot guarantee confidentiality. If you feel that they or somebody else is in danger, you will need to pass on the information to the appropriate authority.
- Listen to the child and allow them to describe their concerns. Do not ask probing questions or make judgements on what they are telling you.
- Inform the person responsible for safeguarding in your organisation.
- Further advice on best practice managing disclosures is available from the NSPCC (www.nspcc.org.uk).

Reporting a concern

Police

If you are concerned that a child is in immediate danger, you should call 999.

Your Safeguarding Policy and Procedures should set out clear guidelines on how to report sexual abuse or exploitation which has been disclosed in your setting and this should be taken forward by the DSL (or equivalent).

CEOP Safety Centre

Any member of the public – whether a child, parent or professional - can report a concern about child sexual abuse or exploitation to CEOP by visiting <http://www.ceop.police.uk>.

If you have already reported your concern to your local statutory service, including children's social care or the police, you do not need to make a report to CEOP. Professionals working with children and young people should follow their organisation's safeguarding policy and procedures before making a report.

All reports are assessed and responded to by CEOP's specialist Child Protection Advisors. If a police response is necessary, this will be conducted in partnership with your local police force.

The CEOP Safety Centre is designed to be as accessible as possible by children, but we strongly recommend that children aged 8-10 seek the support of an adult they trust to help them make a report.

3 Getting to know Band Runner

Game logic

Players choose to play as Sam or Ellie. The aim of the game is to run through the school, collecting gold stars. Players can use the 'guitar wave' to get rid of obstacles in their way.

Online safety questions

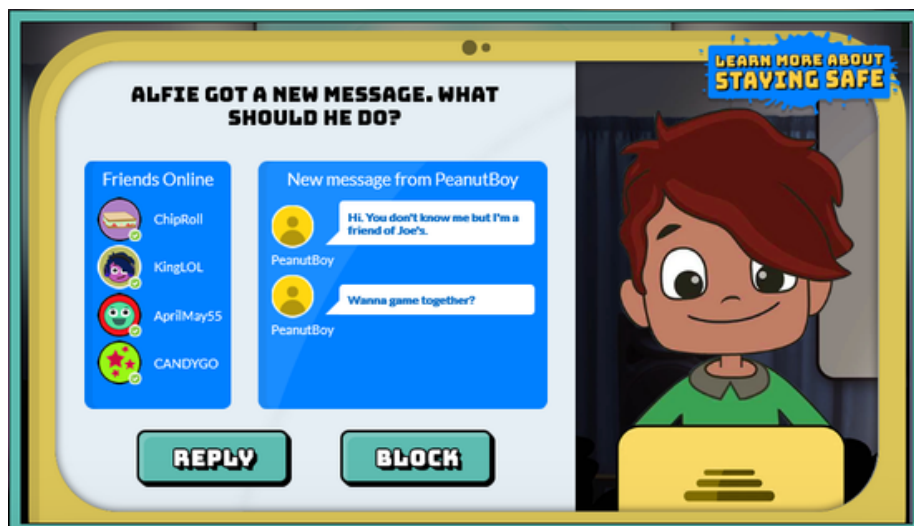
If a player hits an obstacle they must answer a multiple-choice question to continue gameplay.

The questions is posed by Alfie, a friend of Sam and Ellie, and a member of their band. Each question is based on a fictional scenario, and the player advises Alfie on the safest response by selecting from two options.

If the player answers correctly they can continue the 'running' part of the game.

If the player answers incorrectly they lose a chance and are given the opportunity to try again. The player's remaining number of chances is displayed in the image of a mobile phone in the top left hand corner. Players must answer a question correctly before they can continue playing.

Example question



Completing a level

On completion of a level, players can win an upgrade by answering another online safety question correctly. Upgrades help the player perform better in the next level. Examples include double points for gold stars, or a larger 'guitar wave'. An incorrect answer results in no upgrade being offered. Upgrades last for one level.

Controls

Up arrow key = Jump

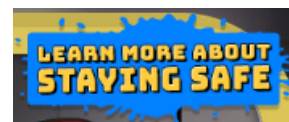
Space bar = Releases 'guitar wave' when fully charged (icon in bottom right hand corner displays charge amount). Press this button if using a mobile or tablet to release the guitar wave.

Technical requirements

Band Runner is compatible with desktop, tablet and mobile devices. Please note that the speed of the game is dependent on your internet connection.



'Learn more about staying safe' button



This button becomes visible when a player is required to answer a question. The subject matter of the questions may prompt children to consider something that has happened to them or a friend when they have been online.

The button links to the a page which provides children with access to safety advice and guidance on how to get help from Childline or the CEOP Safety Centre should they need it. We strongly recommend that children aged 8-10 seek the support of an adult they trust to help them make a report to CEOP.

4

Band Runner session plan

Objectives

By the end of the session children will be able to:

- Distinguish between safe and unsafe behaviours online.
- Articulate advice on how children can stay safe online.
- Find the Thinkuknow 8-10s website and locate advice and support pages.

Resources

- Enough devices for children to work independently or in pairs.
- Access the game here: www.thinkuknow.co.uk/8_10.

Before playing

- Familiarise children with game instructions (instructions can be found at the start of the game).
- Tell the children at the end of the session they will be given time to explore the safety advice on the Thinkuknow 8-10s website.
- Emphasise that if they are worried about anything during the session they should speak to you or another member of staff.

Play game: scoreboard and rewards

- An engaging activity can be to use *Band Runner* as a class competition. Tell the children that they are competing to get one of the top five scores. If appropriate, use your class reward system for this.
- Children play game for 20 minutes (this is a suggested game play time but you may decide a shorter time period is more appropriate).
- Ask children to pause game. Their best score in this session will be displayed on the pause screen. Identify the five best scores in the class and provide rewards if applicable.

After playing

- Ask children what they learned from giving Alfie advice in the game. Where necessary correct misunderstandings, or clarify and explain.
- Review the 'Worried about something' page. Reinforce the advice on this page. If they are ever worried about something they should speak to an adult they trust e.g. parent, carer, teaching staff, family member, support worker.
- Give children 10 minutes to explore the 'Stay Safe' pages of the Thinkuknow 8-10s website, at www.thinkuknow.co.uk/8_10/stay-safe.
- Next, give the group a structured task to help them engage with the content of the 'Stay Safe' section. Choose from the following suggestions or create your own:
- Split the group into six small groups and allocate each a page (Play, Like, Share, Chat, Lock, Explore). Using the advice and case study on each page, each group prepares a brief presentation – potentially using a poster - to the whole class.
- Devise a quick quiz based on key safety messages in the 'Stay Safe' section, for children to answer in pairs.
- Ask children to devise a quiz for you, based on advice on the 'Stay Safe' pages... then let them put you to the test!

Plenary

Ask each child/pair/group to report back on one thing they have learned during the session, correct any misunderstandings and reinforce key messages.

Remind children that if they are ever worried about something they should speak to an adult they trust e.g. a parent, carer, teacher or support worker.

Remind them that if they want to, they can find the Thinkuknow website again by searching for 'Thinkuknow' and clicking on the '8-10s' button.

Let them know that you have sent the *Band Runner: Information for Parents and Carers* home, so their parents and carers will be familiar with the site too. You may decide to set this as homework and task the children with showing and playing *Band Runner* to their parents and carers.

S Engaging parents and carers

The *Band Runner* game and Thinkuknow 8-10s website provides a useful opportunity to engage and support parents and carers in keeping their child safe online.

The downloadable *Band Runner: Information for Parents and Carers* resource is designed to be emailed or printed, and encourages and supports parents and carers to access the game and website with their child to consolidate learning and create opportunities for positive conversations about staying safe online. We recommend that you share this with parents and carers before or after running a *Band Runner* session with children.

Do consider running an online safety learning event for parents and carers linked to *Play Like Share* and the *Band Runner* game.

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Frequently Asked Questions

How many levels are there?

There are an infinite number of levels.

How many chances does a player have?

A player starts the game with two chances.

How can a player tell how many chances they have left?

The mobile phone in the top left hand corner displays the number of chances left.

How does a player lose a chance?

By answering a question incorrectly.

How does a player view their best score?

Press Pause on the home screen.

How does a player win an upgrade?

By completing a level and answering the final question correctly.

How does a player put up a poster?

Press the space button to release the 'guitar wave' at a poster. The 'guitar wave' must be charged before it can be used.

To access *Band Runner* visit:

www.thinkuknow.co.uk/8_10

www.thinkuknow.co.uk/professionals/resources/band-runner

