



Teachers Pack

Netiquette



Co-Owners of Bamboo Theatre
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Why Netiquette

Bamboo Theatre began with our high school show Cybershorts. We put that show together because we felt then, and still do, passionately about keeping students safe on the Internet. As we performed Cybershorts we were approached over and over for a Primary School version of it, hence Netiquette was born. We want to empower students by giving them information so that they are able to make the correct decisions for themselves. Bamboo Theatre prides itself on keeping our plays relevant and up to date. The issues we tackle can be difficult, but if we don't talk about them then we can't combat them.

Netiquette is in the format of 3 shorts plays. We have done this as research shows that students lose concentration after 20 minutes. To further engage the students we run 2 interactive workshops as well as discussions during the production. The final play is set out like a 'choose your own adventure book' where the students decide what will happen. After the play we discuss all of the choices that the students made so they can learn from every choice.

Netiquette- Planting the Seeds of Cyber Safety

Primary school students have more exposure to technology than any generation before them. With mobile phones, computer access and the World Wide Web, there are so many new things for a child to see and experience. Netiquette is a series of short plays that deal with the world of the net for an audience who are just starting to deal with cyberspace and technology.

Club Cool

Not only has Eliza dumped her best mate for the cool girl at school, but she has taunted her in the playground for not knowing what online game 'Club Penguin' is. So when Eliza logs on to find her avatar has been changed, her world's been messed up and horrible messages have been sent from her account, Eliza has to convince her teacher it wasn't her, and confess she has been a bad friend. This play looks at the perils of sharing passwords with your best friend and the consequences of being the bully.

Face to Facebook

Katie has been bugging her parents to get her own Facebook account. They think she's too young, but they submit. It seems like such a wonderful new world for Katie, but does she know what she's getting into with all these applications and all these offers from new friends? And most importantly, do you accept a friend request from a person you've never met? All the questions a kid would never ask their parent, and the answers they need to know.

Choose your own cyber adventure

Hayley needs the audience help her work her way through the world of the internet. She has just started live gaming and she loves to talk to her friends on live chat. She's even made a new friend who says they live close and even though they haven't met before, he wants them to meet at the park. Here the audience will help Hayley as she travels the new world of cyberspace. The Forum style workshop incorporated into the performance allows students to stop the play at 3 critical points and change the outcome.

What we get asked...and you need to know....

Have the performers had child safety/protection checks?

Yes all our actors have passed child protection checks and also carry Blue Cards for QLD Schools

What time will the actors arrive?

The actors will arrive 30minutes before the show is booked to start so that they can set up in the space.

What Space is needed for the performance?

If the show is in a school hall or gym we prefer that that students sit on the floor and the actors will perform on the floor on the same level as the students.

Our actors will stand out the front and help direct the students to where they want them to sit.

For schools that have a tiered theatre space, the actors will perform on the stage and the students can sit in the seating.

How long does the show go for?

The show goes for 1 hour. This includes the performance as well as the Q&A at the end. This does not include getting the students seated and settled.

What will the actors need on the day?

The actors will bring everything that they need for the performance.

They will to be able to get their vehicle as close to the performance space as possible as they will need to unpack the set.

You will need to provide the actors with the number of students who attended the performance so that they can provide you with an invoice. If whole year groups are attending we suggest that you ask the front office to minus your absentees from the whole year number.

Pre Show Chats...

We understand that time is precious in a school, however, if you have time we've found that a pre show chat can help students gain a greater understanding of the issues raised in the production.

Bamboo Theatre would prefer that you do not discuss the specific storylines of the shows with the students before they see the performance, this way the impact of each plot is not lost. However there are some topics you may wish to discuss.

We suggest that all discussions be done as either a whole group using a white board to mind map ideas or in smaller groups with butcher's paper that can be put up and shared.

Suggested chat topics

- The word "netiquette" is the combination of 2 words; Internet and Etiquette
 - A) Put the word Netiquette on the board
 - B) Tell the students that it is 2 words put together
 - C) Ask them what 2 words they think they might be
 - D) Put all the answers on the board.
 - E) Let them know which 2 words were the correct ones
- Explain to the students what the word etiquette means. Then ask them what they think the play is about now they know what it is called. Mind map all their answers on the board.
- Ask the students what games they play on the Internet and make a list on the board.

Follow up stuff for after the show

Netiquette tends to create a lot of questions and of course a lot of stories from the students. We have included some discussion topics, class exercises and drama activities.

Drama is essentially playing pretend and the best people at playing pretend are children. Because of this you will find that primary kids will be very good at the drama activities. We have found that if you give them the structure of the activity they will happily create a play for you.

Post show activities are broken down into general discussions and discussions specific to each of the 3 plays (the seeds).

General Discussion

- Ask the students if they can remember the 5 Netiquette rules. (They are attached at the back of this pack.
- Using the white board or smart board, mind map the things that the students learnt from the show.
- Have them identify which issues most affect people their age
- Using the new things they have learnt have the class create a set of class rights and responsibilities for when they are using the internet and interacting with each other on it.

Discussion specific to each play (seed)

Club Cool

Online games are becoming more and more popular with younger students, and although they can be a lot of fun they can also create a whole new set of problems. This play looks at two of these problems, online bullying and sharing passwords.

Characters

STACY- Eliza's ex best friend, she is annoyed at Eliza and breaks into her 'Club Penguin' account.

ELIZA- Stacy's ex best friend, she has dumped Stacy for Pippa and has been nasty to Stacy.

MRS JOHNSON- Stacy and Eliza's teacher.

Character talked about

PIPPA- the cool girl at school who is now friends with Eliza.

DISCUSSION/CLASS ACTIVITIES

- Ask the students if any of them have any type of online account?
- Ask them which online games/accounts they have and mind map them on the board.
- Which Netiquette rule went with this play?
 - ALWAYS TELL AN ADULT
- Why was it important to tell an adult about what has happened?
- Ask the students the reasons why they must always tell an adult?

DRAMA ACTIVITY

- CREATING A PLAY- In the play Eliza teases Stacy about not having a 'Club Penguin' account; in retaliation Stacy breaks into her account and sends horrible messages to Eliza's new friend Pippa.
 1. Ask the students why they think Eliza was nasty to Stacy?
 2. Ask the students why they think Stacy broke into Eliza's account and sent nasty messages to Pippa.
 3. Ask the students what Stacy should have done?
 - She should have talked to Eliza about why she was being mean rather than break into her account. Eliza should have apologised for teasing Stacy.
 4. In pairs have the students recreate this story.
 - In their version Stacy has to confront Eliza about why she is being so mean and Eliza has to apologise for the way she has been acting.
 5. Groups who want to can then perform their play for the class.

★ If you have a co-ed school or an all boys school remember that you can easily make both the characters male so that the boys don't have to play girls.

Face to Facebook

This play looks at Facebook (as well as other social networking sites) and ways to keep us safe while using them. Facebook states that you must be 13 years and over to have an account. Despite this we have found that in every show at least 70% of Year 4-Year 6 students admit to having Facebook.

Characters

KATIE- the young girl who has been allowed to get a Facebook account even though she isn't 13 yet.

ALEX- Katie's older sister who teases her about being on Facebook but really wants to make sure her sister is safe while using it.

DISCUSSION/CLASS WORK

- Ask the students to put their hand up if they have Facebook
- Ask them if their parents know they have it.
- We talked to the students about the 3 questions they should ask themselves when they are talking to people online. Ask the students if they can remember what they were. They are below.
 1. Do I know this person?
 2. Have I met this person?
 3. Is this someone I can safely be friends with?
- ★ Remind them- if they answer NO to any of these questions the answer is NO.
- Ask the students what other online sites they use and why they use them?
- Remind them that all of the rules about chatting to people online go for every site not just Facebook.
- Alex wanted to make sure Katie didn't add anyone on Facebook that she didn't know. The 2nd Netiquette rule is not to talk to someone online you don't know. Discuss why this is so important.

DRAMA ACTIVITIES

- **CREATING A CHARACTER-** In the workshop 10 volunteers pretended to be people asking Katie if they could be her friend on Facebook. In this drama activity each of the students will create a character that they will pretend to be and that character must try and convince Katie to let them be her friend on Facebook

★In this exercise the teacher will be Katie.

- 1) Have the students each create a character who will ask Katie to be her friend on Facebook. Explain that they are going to be this character i.e. bring this character to life.
- 2) They need to decide
 - Does their character know Katie?
 - How old are they?
 - If they know Katie, how do they know her?
 - What do they do?
 - How many friends do they have in common?
- 3) Then ask them to think of
 - How will their character talk?
 - How will they walk?
 - What will they say to Katie to try and convince her to add them on Facebook.
- 4) Each student will come forward as their character and try and convince Katie to add them as her friend on Facebook.
- 5) The rest of the class will decide if they are in the YES or NO pile.
- 6) Discuss the choices the students made and if all the characters ended up in the 'right' pile or not.

Choose your own Cyber Adventure

This play had three cyber adventures. The students helped the character of Hayley make some choices while she was online. You will have watched 1 of the outcomes for each adventure. Below are all the outcomes that were possible

Characters

HAYLEY- The young girls who is going on a cyber adventure and needs some help from the audience to make some choices

COURTNEY- Young girl asking Hayley to send her money to help her family.

EMMA- Young girl who has spent too much time online gaming and can't see the difference the real world and the online world.

PAIGE- The person who is pretending to be a young girl and wants Hayley to meet 'her' in the park.

★ Below are all the adventures that Hayley went on and all the options that Hayley had.

Adventure 1 – the credit card.

Hayley has received an email from Courtney. Courtney says she really needs some money to help her struggling family. She asks Hayley to send Hayley's parents credit card number to her so she can borrow \$200 and in return she will give Hayley back \$2000

CHOICE A – Give out Credit Card

If the students choose this option Hayley gives out the credit card details and we discover that Courtney isn't real. She spends thousands of dollars on the credit card. Hayley has to tell her parents it was her fault and she gets in lots of trouble for stealing from them. They take away her computer and she has to work to win back their trust

CHOICE B – Don't give out credit card

If the students choose this option Hayley decides that she shouldn't give out the details. She realises that she doesn't know Courtney and so she should not send the credit card details. She tells Courtney that she won't be sending the details through and Courtney stops talking to her.

Adventure 2 -the online game

Hayley is playing an online game where she meets a young girl called Emma. Emma has been playing this game for so long that she thinks the game is real.

CHOICE A – Hayley stops playing and goes outside

Hayley decides to log off and go and play outside, she tells Emma this and Emma gets really angry at her. When Hayley tells her mum about Emma, her mum tells her that she has been playing that game for hours. Hayley didn't even realise she'd been on there for so long, so her mum makes her talk to the school counselor who tells her what can happen when you spend too much time online. This includes the blurring of the real world and the fantasy world, not getting enough sleep and losing your friendships with your real life friends.

CHOICE B – Hayley stays online and plays the game.

Hayley plays the game for so long that she forgets to do her chores and her homework. At home she gets in trouble and misses out on getting her pocket money. At school she has to finish her homework in detention and she learns about another boy who also spent too much time online and in the end he couldn't tell the difference between the online world and the real world.

Adventure 3 - Making a friend online

Hayley makes a friend in an online chat room, she has been talking to her for weeks and has to decide if she should go and meet her in the park or not.

CHOICE A – Hayley decides not to go to the park

Hayley decides that she doesn't really know Paige so she shouldn't go to the park. We discover this was the right choice because a week later another girl from her school went to the park to meet Paige. It turned out that Paige was not a young girl but instead an older man pretending to be Paige. He tries to get Hayley's friend into his car but very luckily some neighbours saw the whole thing and rescued her

CHOICE B – Hayley decides to go to the park but decides to ask her mum first.

Hayley's mum says that she can't go to the park because she has not met Paige or her parents. Mum says that if she can call Paige's mum then they can meet up safely. Hayley tells Paige this and Paige snaps and says she doesn't trust her and calls Hayley all sorts of names. We discover that mum made the right choice because a week later another girl from her school went to the park to meet Paige. It turned out that Paige was not a young girl but instead an older man pretending to be Paige. He tries to get Hayley's friend into his car but very luckily some neighbours saw the whole thing and rescued her

CHOICE C – Hayley goes to the park without asking her mum

Hayley goes to the park, however, it turns out Paige is not a young girl but instead an older man pretending to be Paige. He tries to get Hayley into his car but very luckily some neighbours see the whole thing and rescue her. She realises how silly she was to meet up with 'Paige'. She ends up grounded and her parents take her computer away.

- Mind map what they learnt from the play.
- What were the 3 Netiquette rules that went with this play?
- Choose your own Cyber Adventure has 3 short plays, mind map on the board what happened in each of the 3 adventure and what choices the students made.

DRAMA ACTIVITY

- Have the students create their own adventure:
 1. Ask students to look at the mind map that they made of what happened in each play.
 2. Ask them what they think might have happened in the other options and write them on the board.
 3. Get them into small groups
 4. In groups have them choose one of the options that could have happened that they would like to turn into a play.
 5. Have the students create a little play to present to the class. Have them practice it and let them know that in Drama practicing their play is called rehearsals.
 6. If the students are old enough have them write out their play like a script.
 7. Have the group perform their script for the class
- ★ Creating a play is just like playing pretend. Make sure to remind them of some basic rules
 1. Every character needs to have a name
 2. Only 1 person speaks at a time
 3. Use a big loud voice
 4. There has to be a beginning, middle and an end.



Netiquette Rules

- 1. Always tell an adult**
- 2. Don't talk to someone online you don't know**
- 3. Keep your personal details private**
- 4. Limit your time online gaming**
- 5. NEVER meet up with someone you don't know**