

SimSafety lesson plan:
“Making New Friends in SimSafety” Game Scenario

SimSafety scenario 4:

1. **Subject** (in which this activity could be taught): ICT, Foreign Language
2. **Title of activity:** Making New Friends in SimSafety
3. **Duration** : around 30 min.
4. **Objectives / purpose of the activity:** Meeting new people and making new friends in social networks in a safe way (e.g. minding the rules you have found out in the house of knowledge)
5. **Learner profile:** 9+ years old
6. **Material resources** : players’ roles and functions are explained in individual hints given to each player (also translated into native languages if need be)
7. **Methods** : individual game playing + plenum discussion
8. **Expected results (what the pupils will produce):** better awareness of emotions of others, learning about moral and ethical codes
9. **Communication Language:** native language or English
10. **Actual Content of the activity:**

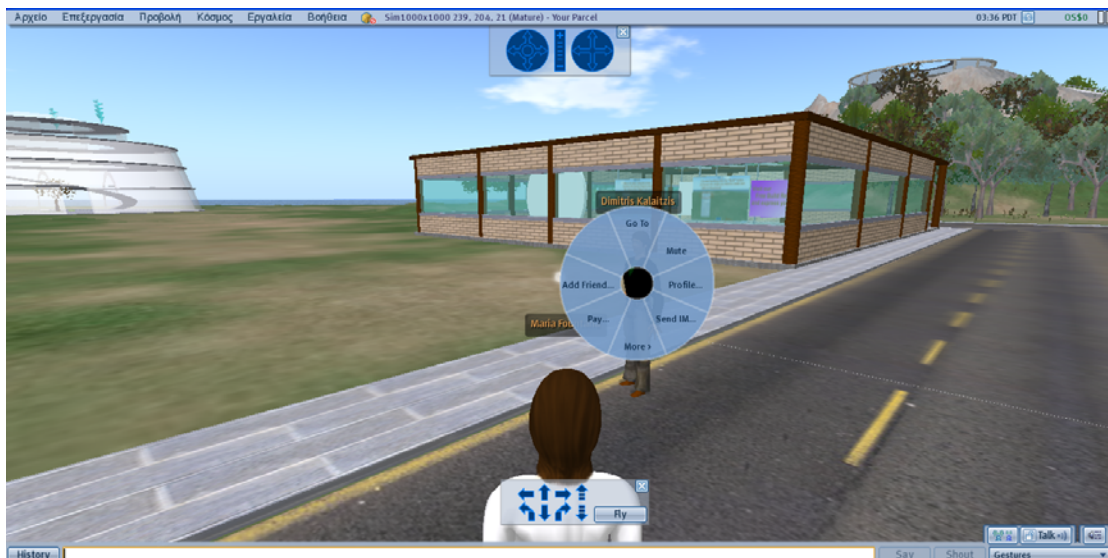
Stages of the activity	Teacher’s / Parent’s role	Pupil’s / Student’s role	Duration
1/pre-game discussion	Chaperon who informs players outside the game of the different stages of the activity and of their task in SimSafety	Player of the activity. Asks questions to the teacher/parent on the process of the activity	10 min
2/Instructive – Inside SimSafety	Guide your pupils/students/child into visiting the “Internet Dangers” sections in the Knowledge Centre and more specifically, the two slides under the title “What are the dangers?” and the 1 slide under the title “Social Networking Websites Dangers”. Invite them to also visit the upper floor of the “Internet Dangers” Section where the exhibition of information continues under the theme “Ways to protect yourself”.	Visit the Knowledge Centre and find out information about the dangers that might lie behind a friend invitation by somebody you do not know.	10 min

2/playing the game	Player who participates in the game. Monitors pupils'/ students' behavior.	<ul style="list-style-type: none"> ○Keep in mind what you have learned in the House of Knowledge and monitor the people around you. There are some people you know from real life and some people you do not know. Ask from some of these people to be your friends. Think of who would be the safest people to be added as your friends ○Make Friends in the Game by right clicking on an avatar and asking from it to be your friend 	10 - 15 min
3/after-game discussion	Chair lady/chairman of discussion	Participant of discussion	10 – 15 min

11. Activity Description and Scoring criteria:

Here follows an analysis of the process of making friends in SimSafety. The questions which game players are invited to answer when adding a new friend in their friend list, guide them into realizing – especially with the support of teacher/parent guidance and discussion into the classroom – that the meaning of “friendship” in Online Virtual Environments is significantly different to the one we are used to in real life. Certain rules should prevail the process of making new friends, rules that are being taught indirectly through a scoring process in a game like activity. More precisely:

- To add somebody to your “Friend List” right click on his/her avatar and click on the option “Add Friend” as shown in Picture 1.



Picture 1: Right click on the avatar to “add” him/her as a friend

- As soon as you do that, you can see the “Friend” request that the other avatar is going to receive from you, as shown in Picture 2. This is a question asking: “**Would you be my Friend?**”



Picture 2: “Would you be my friend?” request

- As soon as you post this “Friend Request”, you have to answer a short questionnaire answering the question **“Where do you know him/her from?”**

Here follow the possible answers as well as the scoring for each answer:

- a) We know each other in real life “+ 10”
- b) One common friend of ours from real life has introduced us virtually “+5”
- c) I have met this avatar online before and we have spoke to each other “0”
- d) I have met this avatar online before but we have not been introduced “-5”
- e) I have no idea who this avatar is. In fact I cannot see him right now “-10”

- Upon answering this question, the avatar being offered your friendship has two choices: either to “accept” or “decline” your offer as shown in Picture 3:



Picture 3: You may “accept” or “decline” a friends request

- It is now the turn of the avatar being offered friendship to answer to either the **“Why have you accepted this friend request?”** or the **“Why have you declined this friend request?”**

Here follow the possible answers as well as the scoring for each answer:



<p>Possible Answer : Accept You accepted this friend request:</p>	<p>Possible Answer: Decline You declined this friend request:</p>
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a. Because you know each other in real life "+ 10"	a. Although you know each other in real life "0"
b. Because one common friend of yours from real life has introduced you virtually "+5"	b. Although one common friend of yours from real life has introduced you virtually "0"
c. Because you have met this avatar online before and you have spoken to each other "0"	c. Because you have met this avatar online before and you have only spoken to each other for a while "+5"
d. Because you have met this avatar online before although you have not been introduced "-5"	d. Because you have met this avatar online before and you have not even been you been introduced "+5"
e. Although you have no idea who this avatar is. In fact you may not even be able to see him/her right now "-10"	e. Because you have no idea who this avatar is. In fact you may not even be able to see him/her right now "+10"

- **If your answer is Accept c. or d. or e. you receive the following follow up question:**

To get to know this avatar better would you ask him/her to:

- accompany you to the Knowledge Center to collaborate with him in an activity "+10"
- Accompany you to the report centre to make a Report Online? "+10"
- Play a mini game together to get to know each other better? "+10"
- To check each others' profiles and get to know each other better? "+10"
- Do nothing. You are not interested in getting to know these avatars any better than you already do "0"

- **If answer is Decline a. or b. or c. or d. or e. you receive the following follow up question:**

In order to add this person as a friend would you ask him/her to:

- f) accompany you to the Knowledge Center to collaborate with him in an activity "+10"
- g) Accompany you to the report centre to make a Report Online? "+10"
- h) Play a mini game together to get to know each other better? "+10"
- i) To check each others' profiles and get to know each other better? "+10"
- j) Do nothing. You are not interested in making him/her your friend"0"

12. Extra school work / extra tasks: Extra school work / extra tasks: This task is to be discussed in the classroom at the end of the session.

13. Some additional comments: The teacher should see that every pupil of the group has an opportunity to express his or her opinion. The teacher also informs the group that it is always possible to argue about the scoring criteria and that one player can claim higher scoring if he thinks he has been appointed unfair score, by stating their argument at the end of the round (either in written through the chat in SimSafety or orally by discussing it with their classmates).