

Zoe & Molly Online™

GRADE 3

**CAUGHT
IN THE
NET**

**IF ASKED TO SHARE,
AND YOUR PARENTS
AREN'T AWARE, SAY NO!**



CANADIAN CENTRE for CHILD PROTECTION®
Helping families. Protecting children.

GRADE 3 LESSON PLAN

OUTCOME

- Students will distinguish between appropriate vs. inappropriate information available online
- Students will understand they may be exposed to inappropriate content online
- Students will know what to do if they come across inappropriate content online

Activate Prior Knowledge

BRAINSTORM

- Ask students what they like to do online. Record on chart paper.
- Give each student a star sticker to put by the activities they enjoy the most.

DIRECT INSTRUCTION

Explain to students that the Internet is a wonderful place that allows people to do many things. People can find information, connect with people, play games, shop, etc. There is a lot of great information online, but there is also information that is not okay because it isn't appropriate.

Ask students what type of information online might not be okay to see or read. For example, there is information that isn't true, that is hurtful towards people, that is scary and that is not okay for kids. Ask if they have seen anything online that isn't okay.

GUIDED PRACTICE

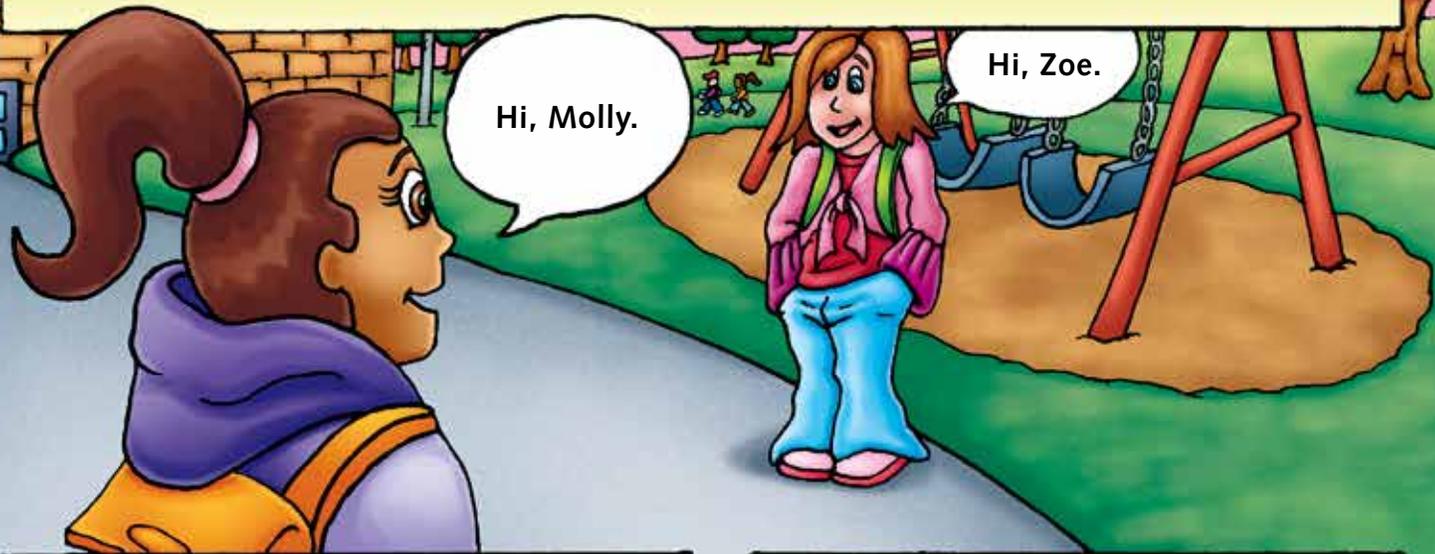
Hand out the comic to students. Explain to students that the comic *Zoe and Molly Online: Caught in the Net* is about two friends who like playing games together on the computer. One day when they are playing online they came across a website that isn't appropriate. Ask students to read the comic individually. Then read the comic together as a class.

* Lesson Plan is continued on p. 6

About this comic

The "*Zoe and Molly Online: Caught in the Net*" comic book is a creation of the Canadian Centre for Child Protection Inc., a non-profit organization dedicated to the protection of all children. This comic is designed to reinforce one of the seven root safety strategies that form an integral part of the Canadian Centre's "**Kids in the Know**" safety program, a program designed to empower children and reduce their risk of victimization.

Zoe and Molly are best friends. They love to play games online. Their favourite game is House Pets. It's super fun!



Hi, Molly.

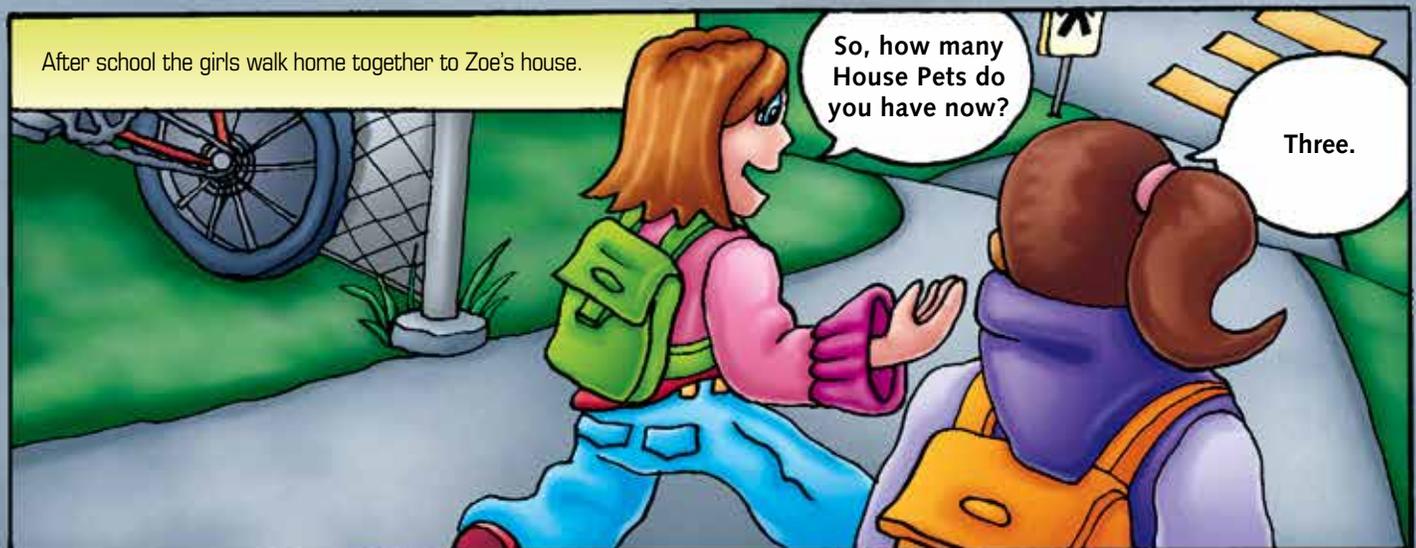
Hi, Zoe.



Do you want to come over after school today and play House Pets?

Okay. I just have to check with my mom first.

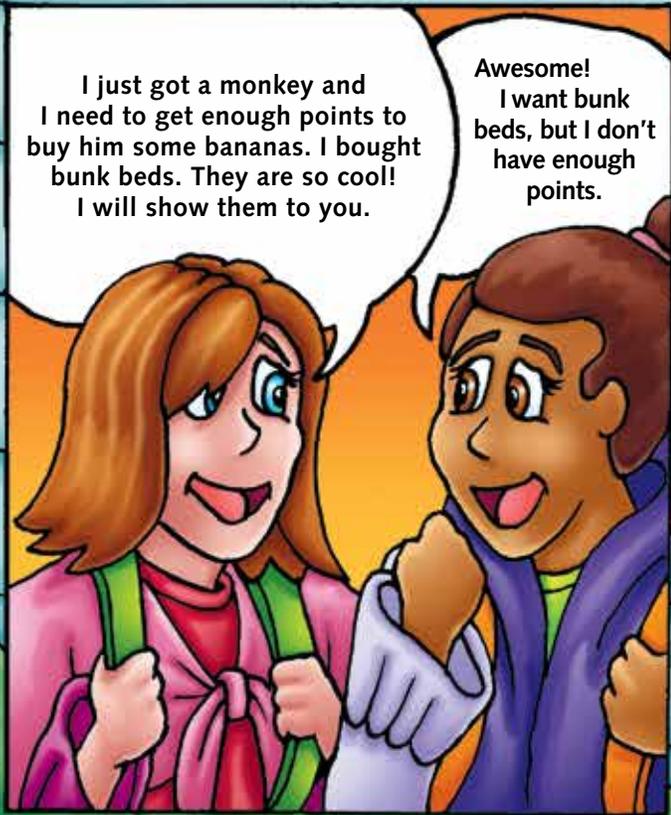
Molly goes home at lunch and asks her mom if she can go over to Zoe's house after school to play. Her mom says it's okay.



After school the girls walk home together to Zoe's house.

So, how many House Pets do you have now?

Three.



I just got a monkey and I need to get enough points to buy him some bananas. I bought bunk beds. They are so cool! I will show them to you.

Awesome! I want bunk beds, but I don't have enough points.



I'll help you get some.

Thanks!



Grandma, we're home! We are hungry. Can we have a snack?

The girls bring some cookies into the family room. Zoe gets online and searches for House Pets, but something happens...



Hi girls. Help yourself to some cookies.

When Zoe is searching House Pets many links come up. Zoe isn't sure which one to choose and clicks the wrong one. It is a site with ladies who look like models, but they are not dressed appropriately.



OOPS! GROSS!
What is this?

GROSS!

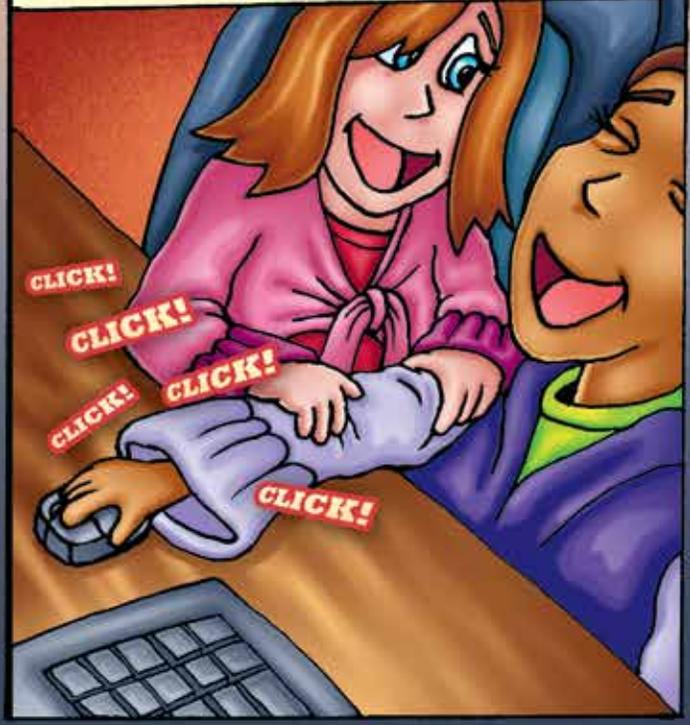


**I CAN'T
GET OUT OF
HERE!**

YUCK!

EWWW!

Zoe keeps clicking trying to get out. Instead pictures keep popping up that are not okay. Then Zoe and Molly start laughing.



CLICK!

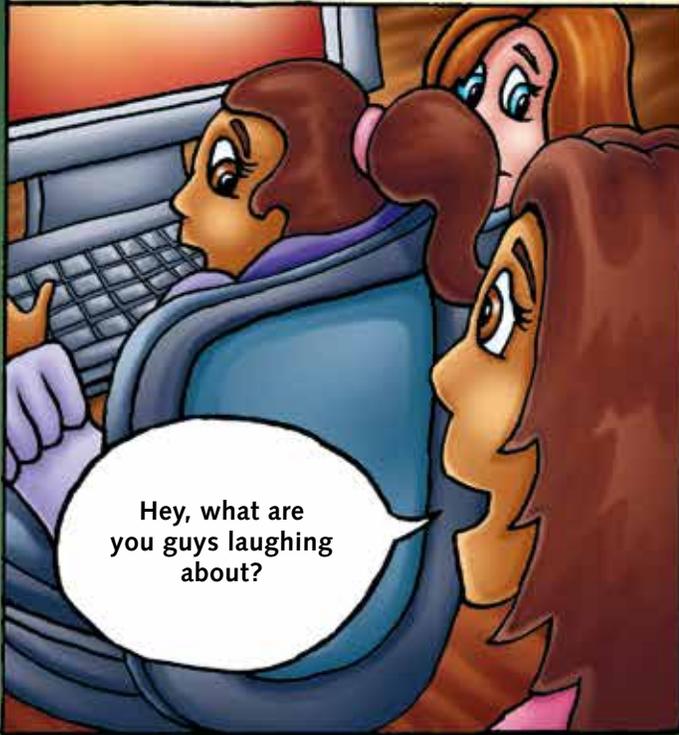
CLICK!

CLICK!

CLICK!

CLICK!

Just then Zoe hears her older sister come into the family room.



Zoe, what are you guys doing? You are not supposed to be looking at this kind of website.



The girls get quiet and their faces turn bright red.



GRANDMA!





AFTER READING THE COMIC

THINK/PAIR/SHARE

Ask students to think about the following questions. Then ask them to turn to a partner to discuss their answers. Finally, share as a class.

1. What did Zoe and Molly come across online that wasn't okay?
2. What do you think the girls were laughing about?
3. Why do you think the girls' faces turned red after Zoe's sister spoke to them?
4. Was it the girls' fault that they came across information that wasn't okay for them to see? Why or why not?

Explain to students that there is information online that is not appropriate. Sometimes kids find this information when they are searching for games or looking for other information online. This is not a child's fault and it can be uncomfortable and upsetting for kids to come across this type of information. If this happens, kids should walk away from the computer and tell an adult who can help them get it out of it.

CLOSURE ACTIVITY

Ask students to think about the following questions:

1. What do you think Zoe's sister told her Grandma?
2. What do you think her Grandma did?

In pairs, ask them to write an ending to the comic. Share as a class.

EXIT ACTIVITY

What should kids do if they come across something online that isn't okay?

ADDITIONAL ACTIVITIES

Take students to the computer lab. Go to zoeandmolly.ca to log onto additional activities to reinforce their learning.

The "Kids in the Know" safety program is designed to empower children and reduce their risk of victimization. It focuses on building self-esteem through teaching critical problem-solving skills. The program uses an inclusive, community-based approach to heighten safety awareness. The core premise of the curriculum is based on key root safety strategies and environments, which are reinforced and practiced throughout each grade level.

To access online activities related to this comic, visit zoeandmolly.ca.

For more information on the "Kids in the Know" safety program, visit kidsintheknow.ca.



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Dedicated to keeping kids safe.



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Find more books like this
and other online safety resources at

kidsintheknow.ca