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Learner Outcomes

- I can recognise when someone is upset, hurt or angry online.
- I can demonstrate how to support others (including those who are having difficulties) online.
- I can describe appropriate ways to behave towards other people online and why this is important.
- I can give examples of how bullying behaviour could appear online and how someone can get support.

Roll a story

This activity enables learners to use their creativity to make their own online stories or roleplays and share positive outcomes.

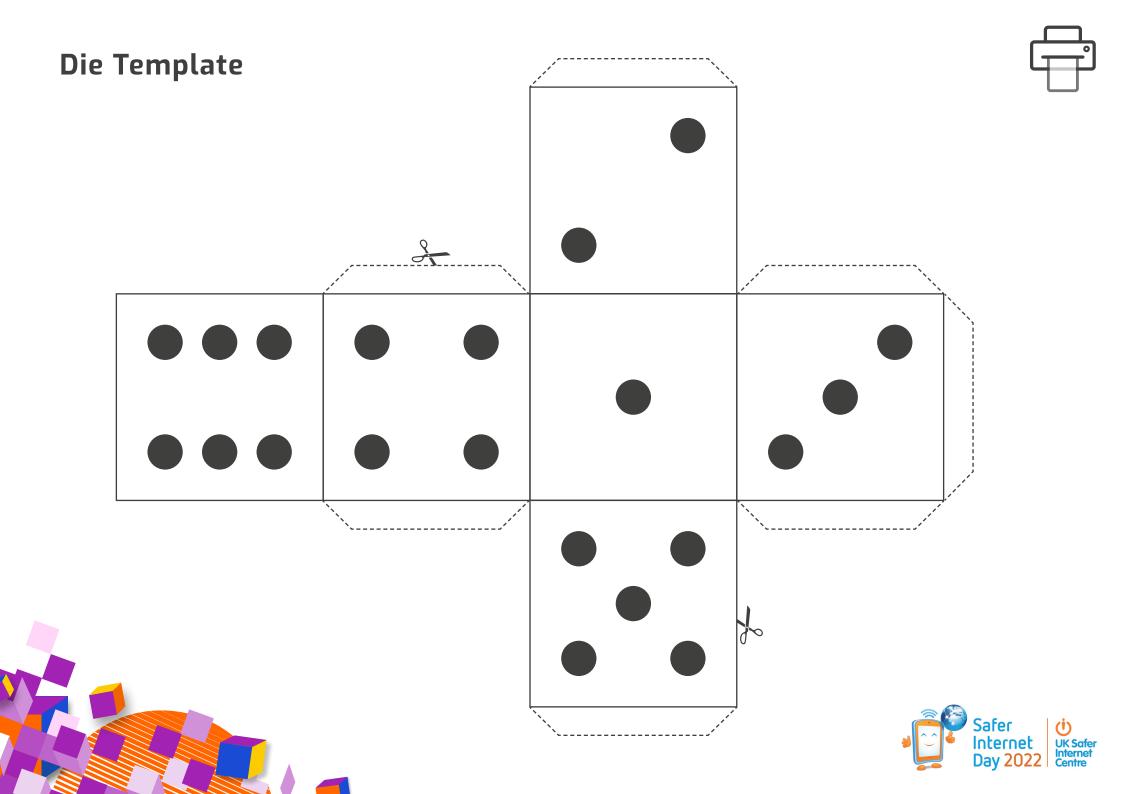
You will need some dice for this activity, so either use ones you already have, or learners can make their own using our die template. Put learners into small groups and using their dice ask them to roll 3 times. The number their die lands on corresponds with a key piece of information they see on the 'Roll a story' guide.

Learners could create a short story, a gaming style story board or act out the scenario based on the 3 numbers rolled. Learners need to think about how to resolve the situation in a safe and positive way.

Invite the different groups to share their work with each other.







Roll a story guide

Roll	Where you are	What happened	You are feeling
•	At an afterschool gaming club	Your friends have fallen out during an online game	Worried
•	At a friend's house on a sleepover	Your friends want you to play a game that you know you are not supposed to play	Upset
•••	At home and it's past your bedtime	An unknown player threatens to get you kicked out of a game	Angry
•••	At home gaming with a member of your family	Someone is pressuring you to make an unfair trade with them	Frustrated
•••	At a youth club	You're being left out by other members on the team in the game	Confused
	At home using your parent's phone without asking	Your friend is saying mean things to someone they don't know in a game	Lonely

