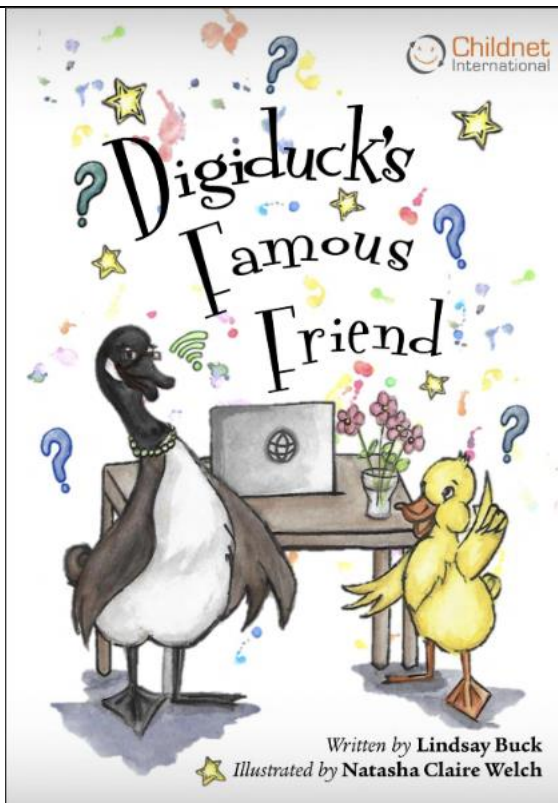




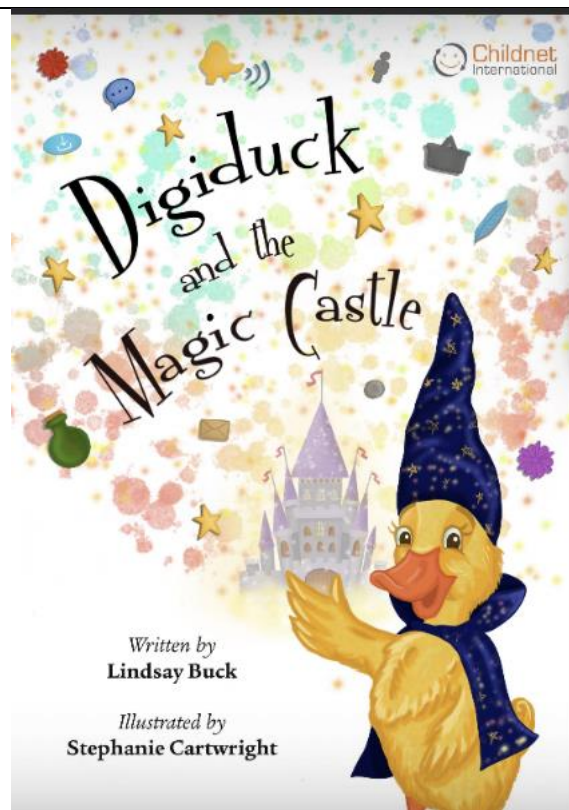
GREAT Online Safety Books to read Online



Click the link below to read...

https://issuu.com/childnet1995/docs/digiduck_s_famous_friend_final_pdf-compressed/12

Digiduck® and his classmates are set the task of finding out who their special guest will be at school today. Through chatting online and asking questions they try to decide who the mystery guest is. Follow Digiduck® and his pals in this story about critical thinking and reliability online.



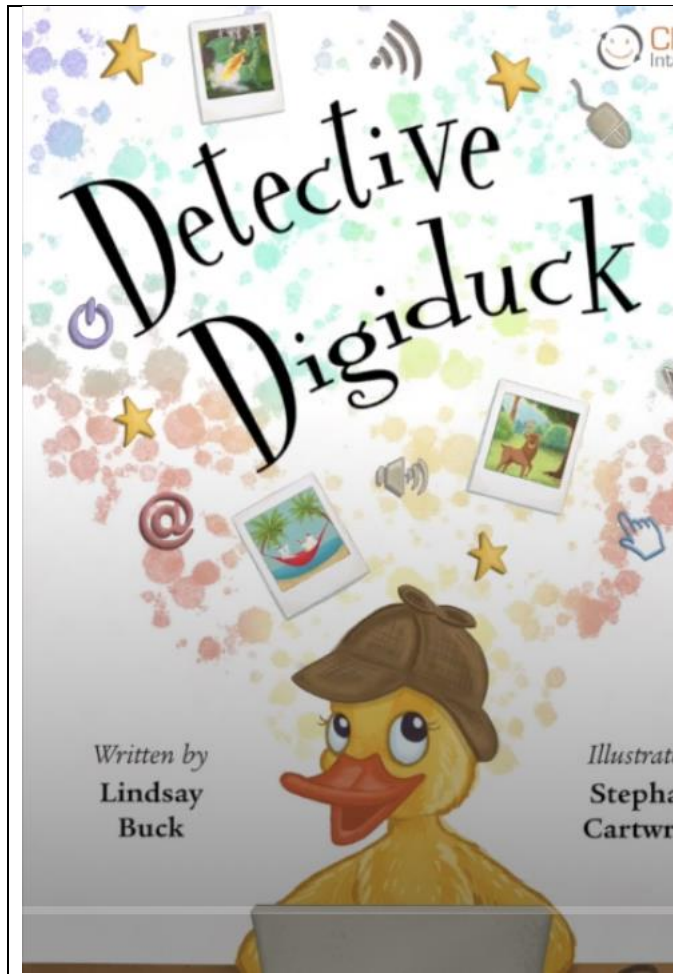
Click the link below to read...

https://issuu.com/childnet1995/docs/digiduck_and_the_magic_castle_high_res

There's a new game that everyone's playing, and Digiduck wants to join in! With the help of his friends, he explores the magic castle, and they whizz through the levels after a lucky find makes it easier. Digiduck is in for a shock however, when he discovers that the spell ingredients are not the only things hidden in the game...

The aim of this story is to help start conversations between children and adults about many aspects of online gaming, such as:

- the types of games that young children enjoy playing online and why
- how to tell if real money can be spent
- the social elements of gaming with others (e.g., keeping personal information safe)
- what to do if someone is pressuring you to do something that you are unsure about

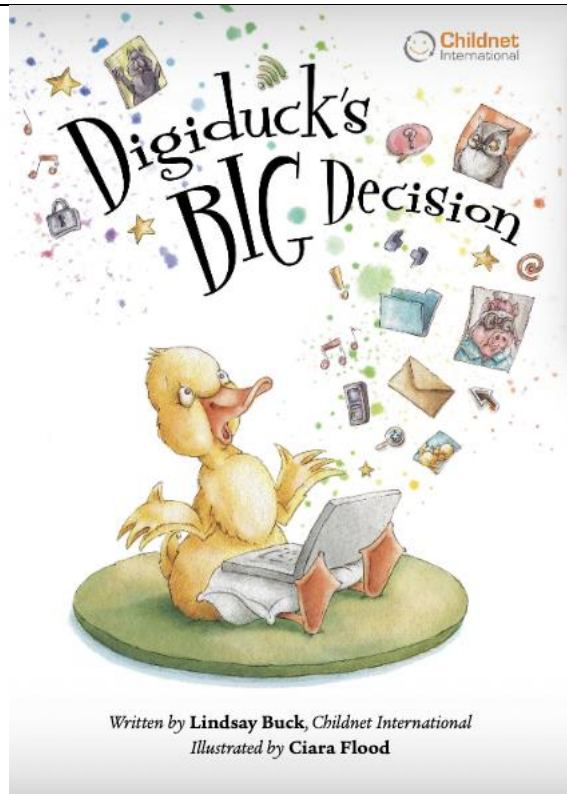


Click the link below to read...

<https://jwp.io/s/AZcKYu4R?jwsourc=cl>

The third story in the Digiduck® series, focussing on reliability of online information. The aim is to encourage young children to start to think about online content, and help them to understand that what they read or see online might be true, untrue, or someone's opinion.

Would you believe your eyes if you came face-to-face with a dragon in the forest? Digiduck® finds some amazing animal facts online but is surprised to discover they may need checking. Searching the internet for information can be tricky, so Wise_Owl swoops in with a plan to put everything right.

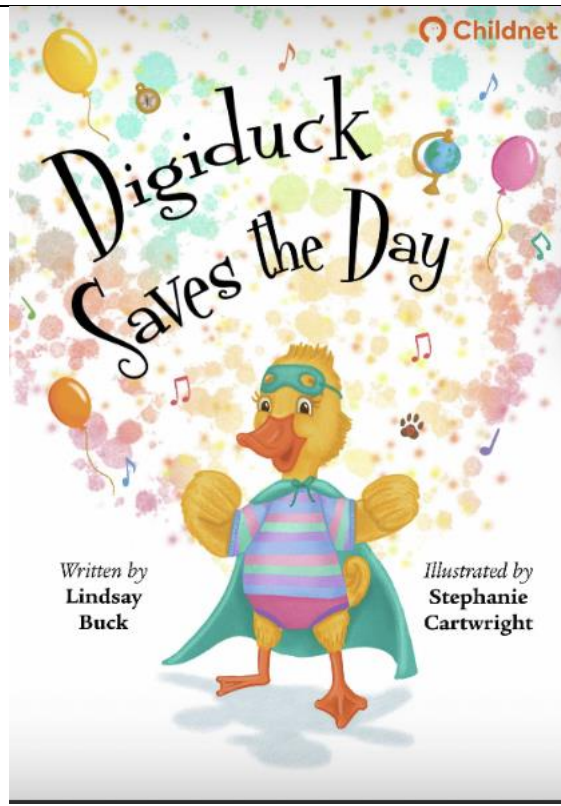


Click the link below to read...

https://issuu.com/childnet1995/docs/digiduck_eng_colouradj_a4_40pp_ebook

Help arrives just in time for Digiduck® when faced with a difficult decision! Follow Digiduck® and his pals in this story of friendship and responsibility online.

The Digiduck® collection has been created to help parents and teachers educate children aged 3 – 7 about how to be a good friend online. The collection now includes a book, PDF, poster and interactive app.



Click the link below to read...

https://issuu.com/childnet1995/docs/digiduck_saves_the_day_low_res

The fifth story in the Digiduck® series, focussing on positive uses of the internet to help others.

Wise_Owl is retiring and off to travel the world but, when disaster strikes, Digiduck and his friends are really put to the test! Can they remember everything they've been taught to give Wise_Owl the send-off he deserves? Only Digiduck can save the day!

This final story aims to recap all of the advice that Wise_Owl has given Digiduck and his friends in each of the previous books, whilst exploring the amazing ways that technology can be used to get things done quickly.

Additional themes covered include:

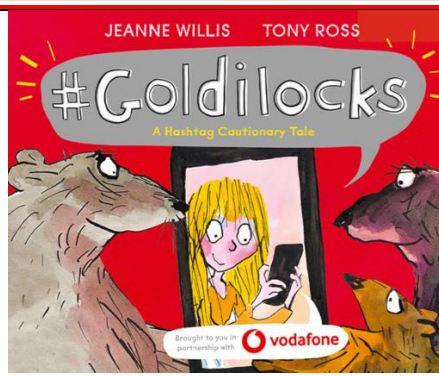
- Using images online
- Keeping personal information safe
- The identity of other internet users
- Password sharing



Click the link below to read...

<https://www.childnet.com/resources/smartie-the-penguin/>

A story for 3 – 7 year olds. Join in with Daddy Penguin's song and follow the adventures of Smartie and Daddy Penguin as Smartie learns how to be safe on the internet.



Click the link below to read...

<https://www.vodafone.co.uk/cs/groups/public/documents/webcontent/vfc0n096113.pdf>

#Goldilocks is a modern twist on the classic fairy tale that offers a fun and accessible way for you to discuss all things social media related with your younger children. Co-branded by Vodafone UK and Andersen Press, award-winning author Jeanne Willis created the light-hearted story alongside illustrator Tony Ross. The book is designed to help educate children about the potential consequences of being unkind, getting carried away with selfies, or oversharing images, as we see Goldilocks getting into trouble with the three bears over her pursuit of likes on social media....