

NSPCC Talk relationships Ages 11-12

Lesson 2 - Resource 1: Features of online communication

Features of online friendships	Positives	Negatives
Someone can connect with people all around the world at any time of day.		
Lots of people can join in on a conversation.		
People can explore and express their identity in new and creative ways.		
People can share interests and will be shown or guided towards things that interest them.		
It is easy to find out lots of information about something very quickly.		
Content like videos, pictures and memes can be quickly and easily shared.		
Things that are posted online can stay there and be found for a very long time.		
It's easy to make friends when playing games or using different apps.		

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Lesson 2 - Resource 2: Impact cards

It's nice to see what was posted before and look back on memories.	Negative posts someone made a long time ago could still be found and affect friendships.
Keeping up to date on what's happening around the world.	Someone might see something inappropriate that they didn't want to see or weren't expecting to see.
People can learn new life skills and explore their hobbies and interests.	Some news stories might not be completely true or could shock and upset someone.
People can grow in confidence and begin to discover their independence by exploring their identity and expressing themselves online.	Everyone can see what people are saying in a conversation and it could be upsetting.
Watching or looking at something funny can make people feel good and put them in a good mood.	Someone could start worrying about what people think of how they look online or feel pressure to change how they act online.
Learning about and understanding other people's opinions and ideas during a conversation.	Some memes, videos or pictures might be offensive or private things might be shared by accident.
People can form friendships with others they wouldn't usually meet because they live in different countries.	Being tired from spending too much time online or staying up all night to talk to people from around the world.
There's always someone to play a game with so it can stop people feeling lonely.	Children might be more likely to connect with people on gaming apps who are not safe to chat with.

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Lesson 2 - Resource 2a: Answers

Features of online friendships	Positives	Negatives
Someone can connect with people all around the world at any time of day.	People can form friendships with others they wouldn't usually meet because they live in different countries.	Being tired from spending too much time online or staying up all night to talk to people from around the world.
Lots of people can join in on a conversation at the same time.	Learning about and understanding other people's opinions and ideas during a conversation.	Everyone can see what people are saying in a conversation and it could be upsetting.
People can explore and express their identity in new creative ways.	People can grow in confidence and begin to discover their independence by exploring their identity and expressing themselves online.	Someone could start worrying about what people think of how they look online or feel pressure to change how they act online.
People can share interests and will be shown things that interest them.	People can learn new life skills and explore their hobbies and interests.	Someone might see something inappropriate that they didn't want to see or weren't expecting to see.
Can find out lots of information about something very quickly.	Keeping up to date on what's happening around the world.	Some news stories might not be completely true or could shock and upset someone.
Content like videos, pictures and memes can be shared quickly and easily.	Watching or looking at something funny can make people feel good and put them in a good mood.	Some memes, videos or pictures might be offensive or private things might be shared by accident.
Things that are posted online can stay there and be found for a very long time.	It's nice to see what was posted before and look back on memories.	Negative posts someone made a long time ago could still be found.
It's easy to make friends when playing games or using different apps.	There's always someone to play a game with so it can stop people feeling lonely.	Children might be more likely to connect with people on gaming apps who are not safe to chat with.

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Lesson 2 - Resource 3: Friendship issues storyboards

Martine and Asad had an argument in the corridor at school...



Later that day...

Martine wrote a nasty comment about Asad on the drama club online chat page. All the members of the club saw it. So did Asad.

The next day...

Martine and Asad are paired to work together in drama club but aren't talking to each other.

How could this be resolved?

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Ray and Sumit had been mucking around taking funny photos of each other making silly faces.



Later that day...

Ray decided to take some silly photos of himself doing some funny poses semi-naked. He sent them to Sumit to make him laugh.

The next day...

Sumit sent the photos to the rest of the class. Ray was so embarrassed and doesn't even want to be friends with Sumit anymore.

How could this be resolved?

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Philippe and Marek disagreed about which football team was best.



Later that day...

Marek sends Philippe lots of horrible text messages saying that his team are the worst football team ever. Philippe is shocked and upset.

The next day...

Philippe and Marek bump into each other in the playground just before school.

How could this be resolved?

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Eloise and Sara are school friends. Eloise invited Sara to a new group chat with lots of her friends and older cousins from outside school.



Later that day...

Some people in the chat were posting pictures and videos that upset Sara. She asked them not to, but they just started making jokes about her, so Sara left the group chat.

The next day...

Eloise seems cross with Sara and ignores her when she tries to talk to her.

How could this be resolved?

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After school, James and Elena were playing online games with some others from their class.



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Later that day...

Elena makes fun of James during the game and James logs out.

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The next day...

James tells the others in their class that he isn't ever playing the online game again.

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How could this be resolved?