



Childnet
International

Digiduck's Famous Friend



Written by Lindsay Buck, *Childnet International*



Illustrated by **Natasha Claire Welch**

© Copyright Childnet 2018.

All rights reserved.

First published 2018 by Childnet International.

ISBN 978-0-9573506-4-9

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopy, recording or otherwise, without the prior written permission of the copyright owner Childnet.

Text by Lindsay Buck, Childnet, 2018.

Design and illustration by Natasha Claire Welch, 2018.

The rights of Natasha Claire Welch as the illustrator of this work have been asserted in accordance with the Copyright, Designs and Patents Act, 1988. Thanks to fontdiner.com for the use of the cover typeface.

Digiduck's Famous Friend



Written by
Lindsay Buck,
Childnet International

Illustrated by
Natasha Claire Welch

It was morning and Digiduck was getting ready for school.

“Mummy,” he called as he flew downstairs in a flap, “we need to go!”

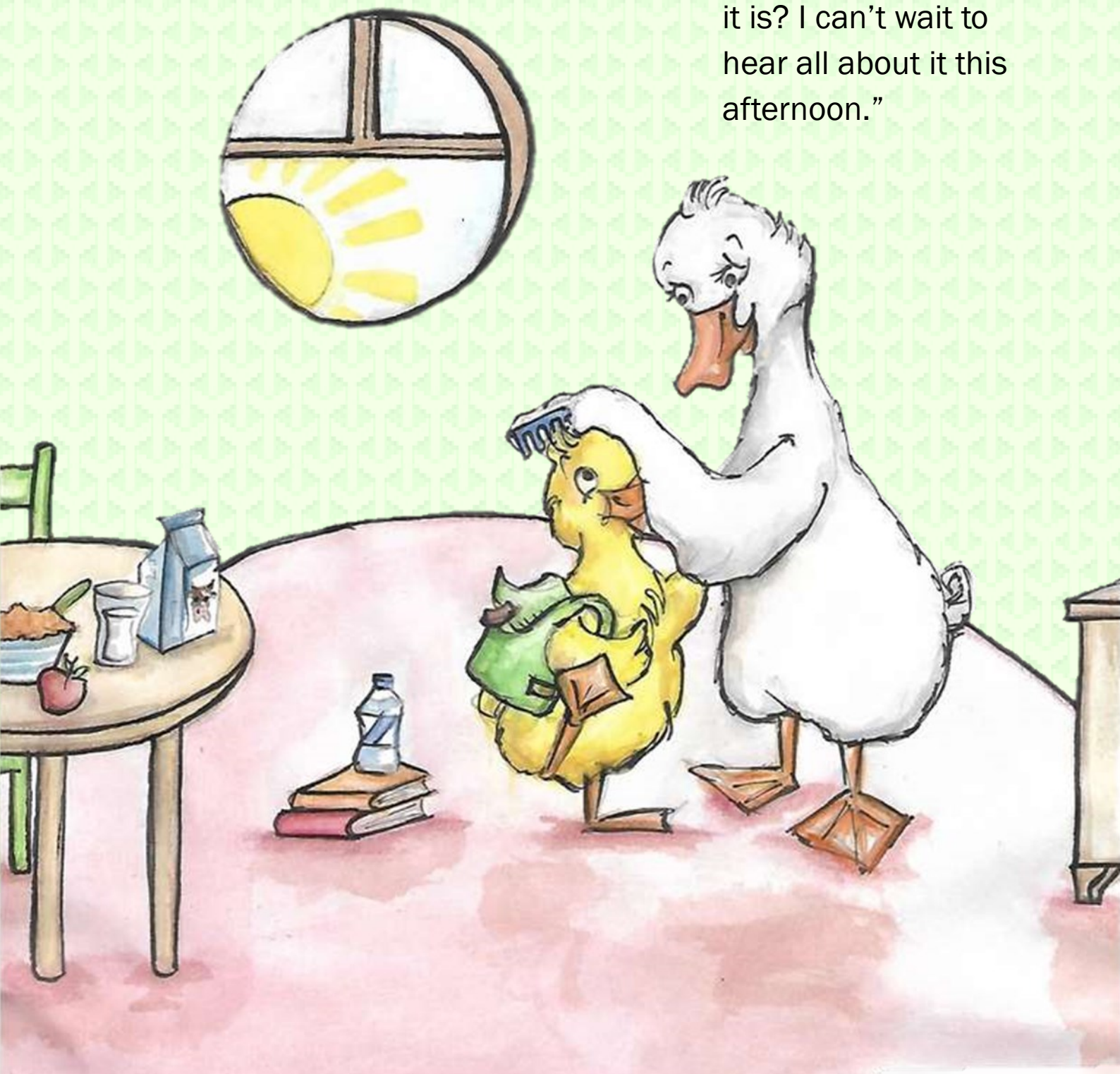
“Goodness dear,” exclaimed Mrs Duck, gathering up the last of their things, “what is all this excitement about?”

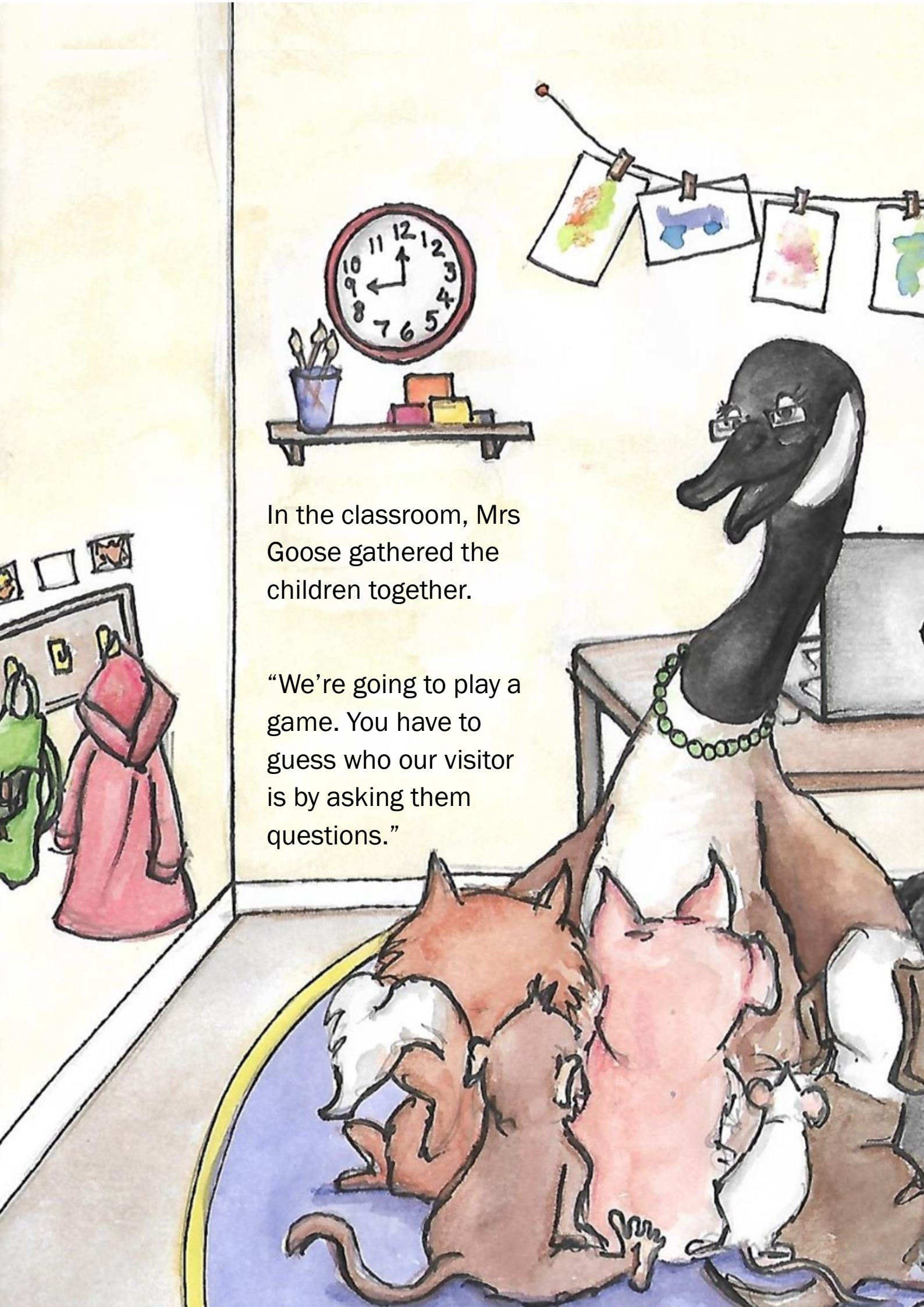


“Mrs Goose said we’re going to have a special visitor today.

Someone famous is coming to school!” Digiduck quacked with delight.

“Wow,” said Mrs Duck, “I wonder who it is? I can’t wait to hear all about it this afternoon.”





In the classroom, Mrs Goose gathered the children together.

“We’re going to play a game. You have to guess who our visitor is by asking them questions.”



“But how will we do that?”
asked Krazy_cat.



“Are they hiding
somewhere for us to
find them? In the
playground maybe?”
wondered Shy-Sheep.

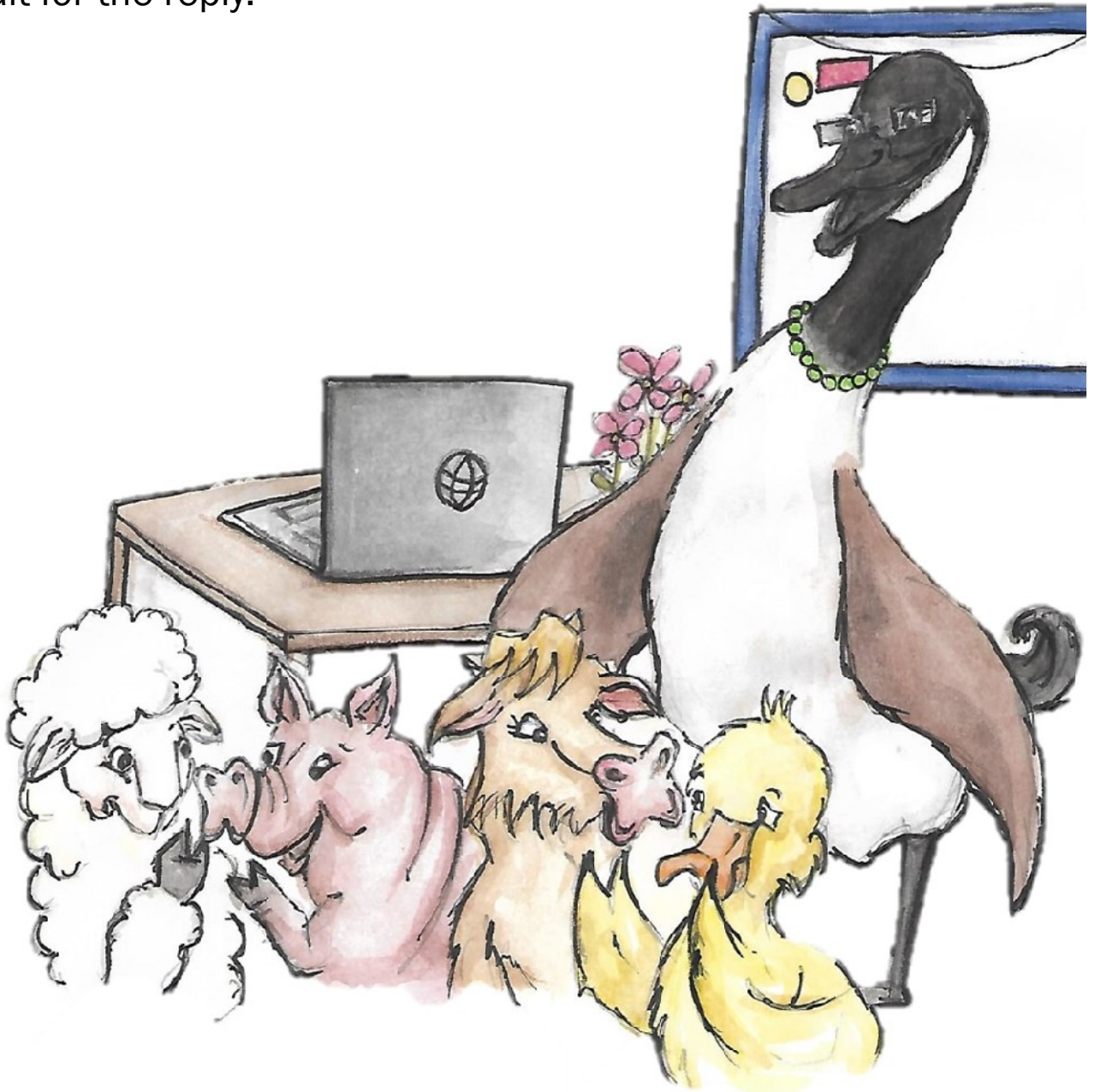
“Actually, our special guest has already arrived,” she said. “They’re waiting for us in the hall. What we’re going to do first though, is talk to them on the internet.”

“Wow!” said all the children.



Mrs Goose continued, “You can ask as many questions as you want, to help guess who it is.

So have a think with a friend and, when we’re ready, we’ll type our questions here and wait for the reply.”



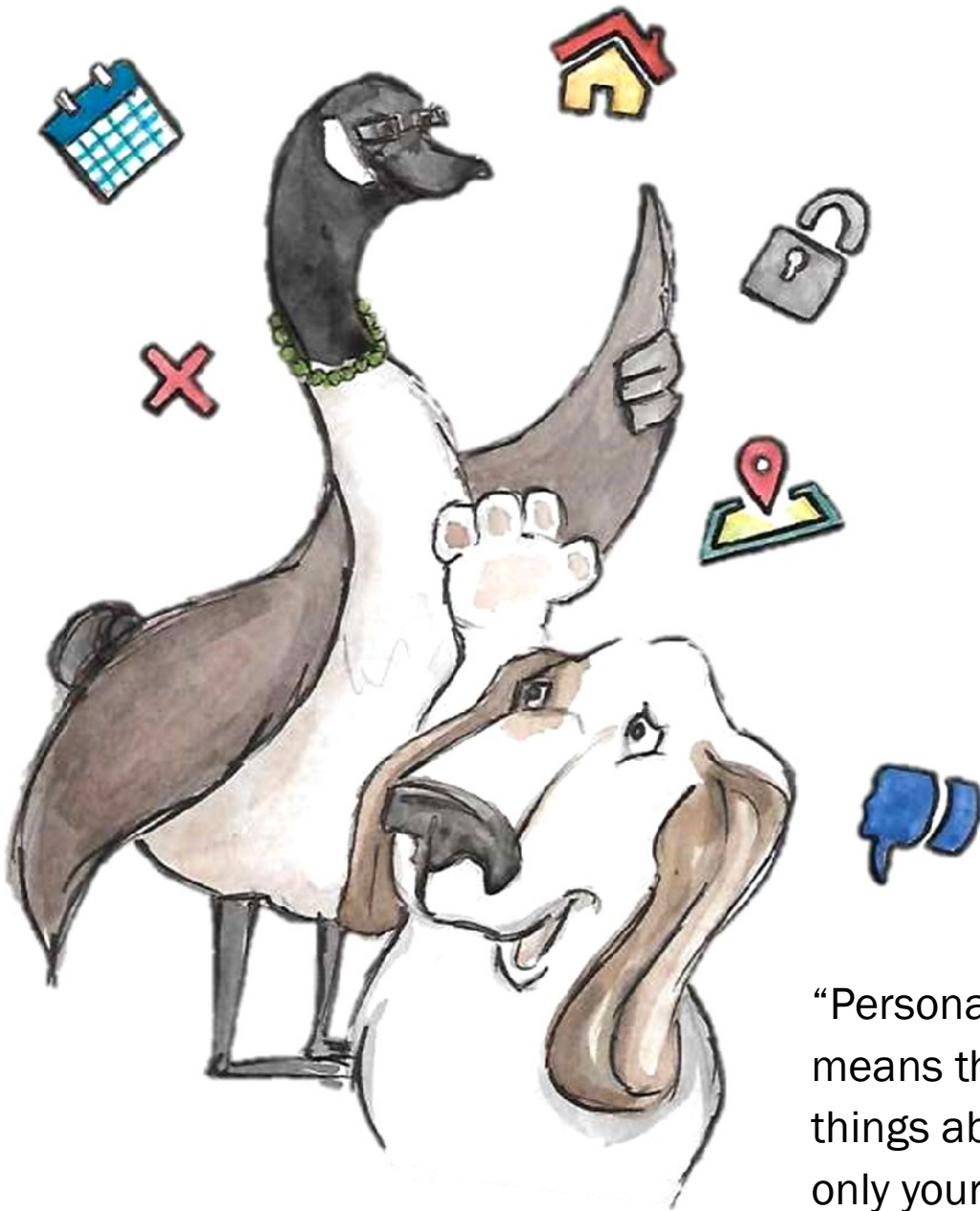
Cool.cow raised a hoof,
“What sort of questions
shall we ask?”



“Our guest has said that you
can ask them anything, except
for their personal information,”
replied Mrs Goose.

A puzzled look swept across the children's faces.

"What does that mean?" asked DJ-Dog.



"Personal information means the important things about you, that only your close friends and family should know – like your name, age and where you live," explained Mrs Goose.

After some enthusiastic discussions, the children were ready. Mrs Goose began by writing a message...



“Hello, how are you today? Thank you so much for coming to visit us, I know you’re extremely busy.”

“I’m very well thank you, and excited to be here too,” came the reply.

Digiduck asked the first question.
“Are you very famous?”



“Well,” replied the visitor, “I’m known by many hundreds of children, and adults too, so I suppose that makes me quite famous, yes.”



“Amazing!” gasped the children.

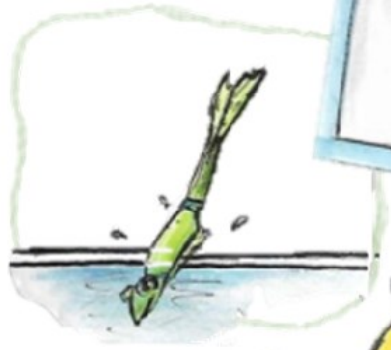
“Do you like sports?” asked Krazy_cat.

“Definitely!” replied the mystery guest. “I’m brilliant at tumbling and turning!”





“Oooh,” said Digiduck, “maybe it’s Filipe_frog. He’s so good at diving, he won a gold medal!”

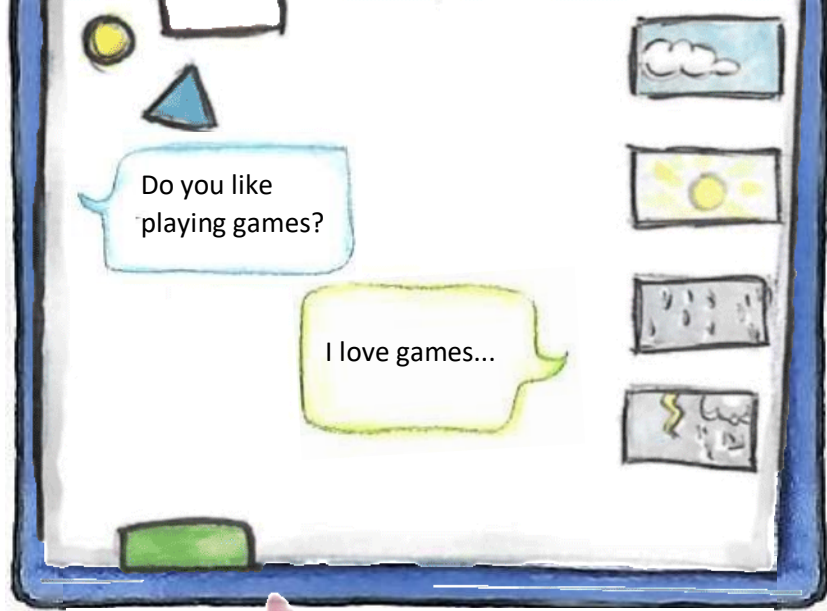
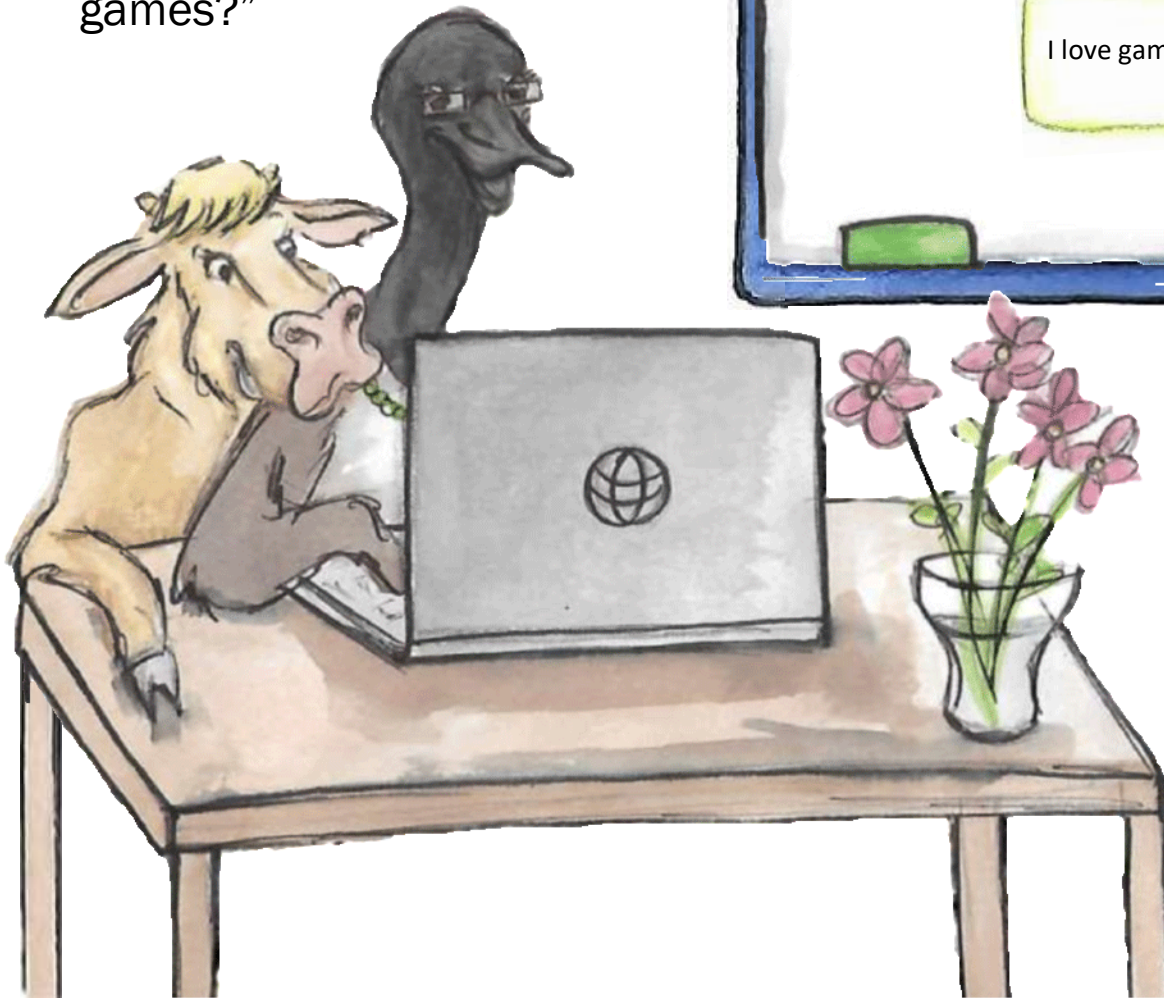


“Or perhaps it’s Holly_hedgehog,” said Shy-Sheep with a smile.

“She’s a gymnast and that’s what they do best.”



Cool.cow asked the next question.
“Do you like playing games?”



“I love games,” came the reply, “especially when I can play with other people!”

“I think I know who it is!” said Cool.cow.



“It must be Pip.parrot. She’s on TV and knows all about children’s games.”



“Hang on,” said
Footie_fox.



“It sounds to me
like Bella-Badger.
She’s my
favourite
footballer, and
you need lots of
people for a
football team.”

“I think we need some more information,”
said Mrs Goose.

Proud.pig waved a trotter in the air, “I know!
What are your brothers’ or sisters’ names?”



“I can’t answer that one, I’m sorry,” said the mystery guest. “That’s personal information that I must keep private.”



Proud.pig thought for a moment.

“Ok. How did you get here today and umm...?”

“What’s your favourite colour?” added Digiduck.

The answers soon came back.

“I’ve flown a long way to get here
and my favourite colour is grey.”

“They’ve come by aeroplane!”
cried Krazy_cat.



DJ-Dog’s eyes grew wide,
“It’s Rhyming_rabbit, it
must be!

She’s come all the way
from America just to see
us. She’s my hero!”

Digiduck looked confused.

“Now I’m not sure who it is.
We all think it’s someone different.”



“Shall we go and
see?” asked Mrs
Goose, with a
big grin.

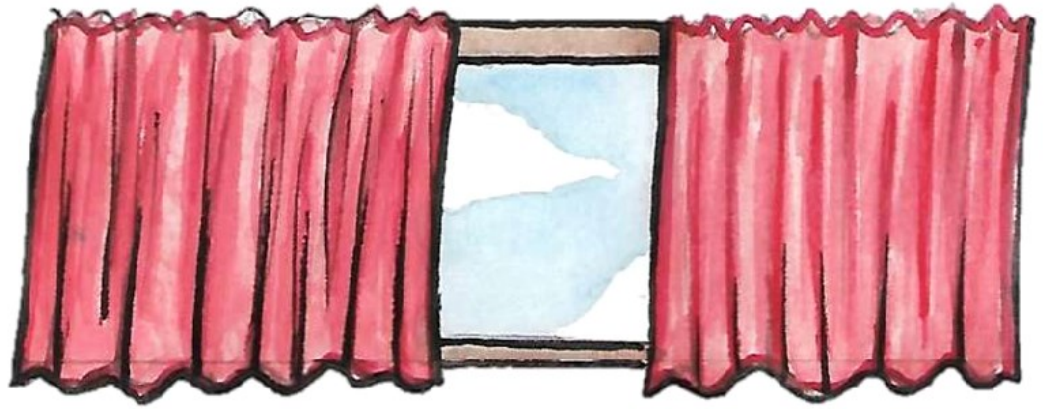


“Yesssssss!” shrieked the children,
unable to contain their excitement.

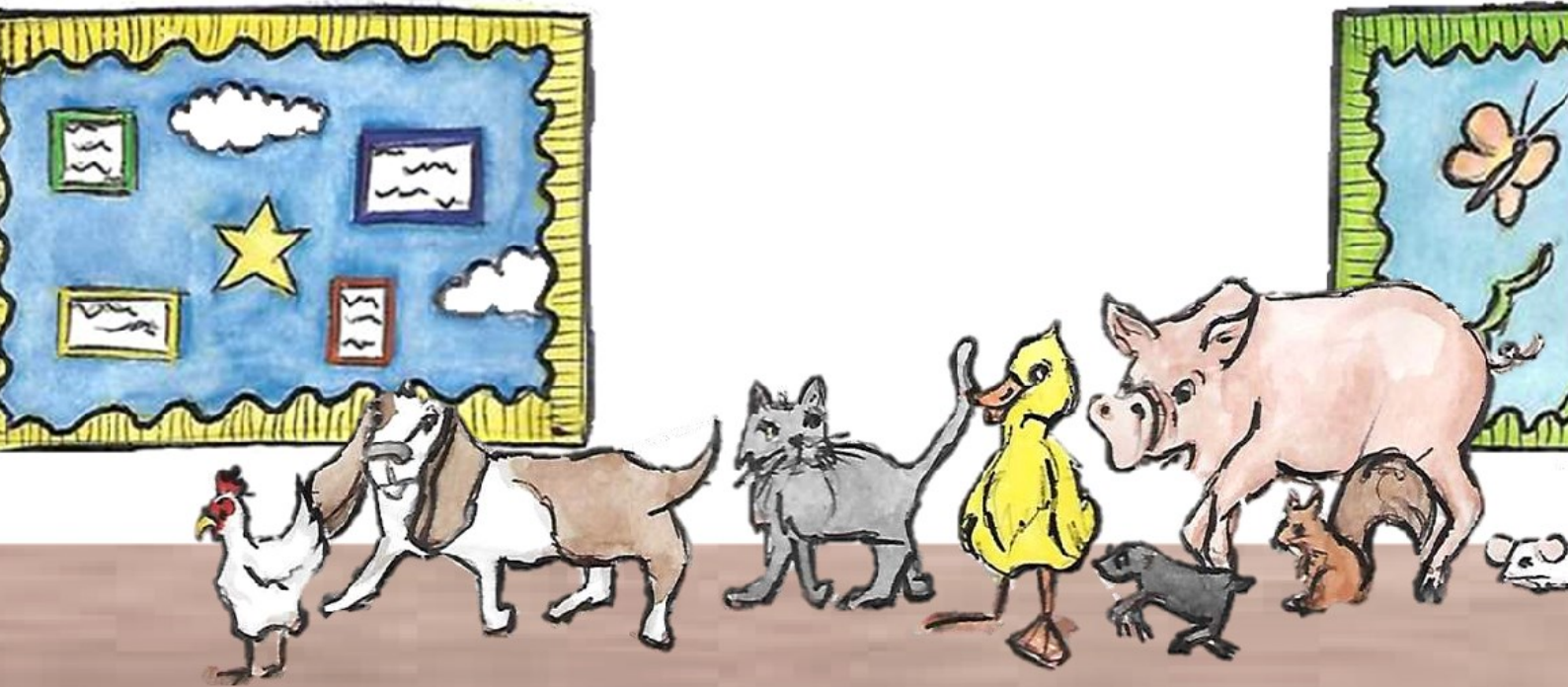


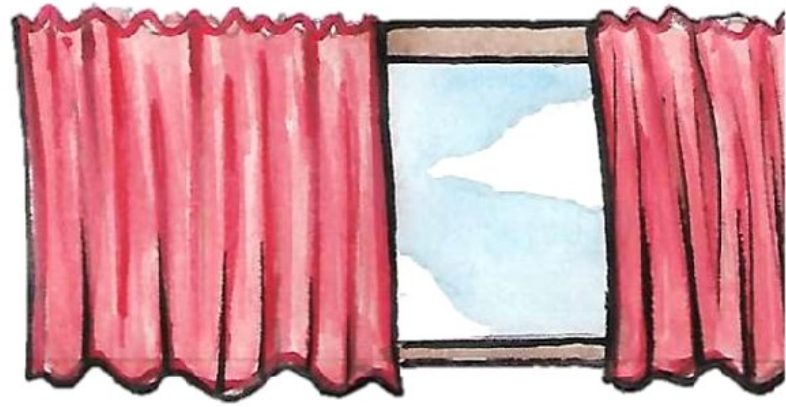
Mrs Goose typed
the last message.

“We’re on our way!”
she wrote.

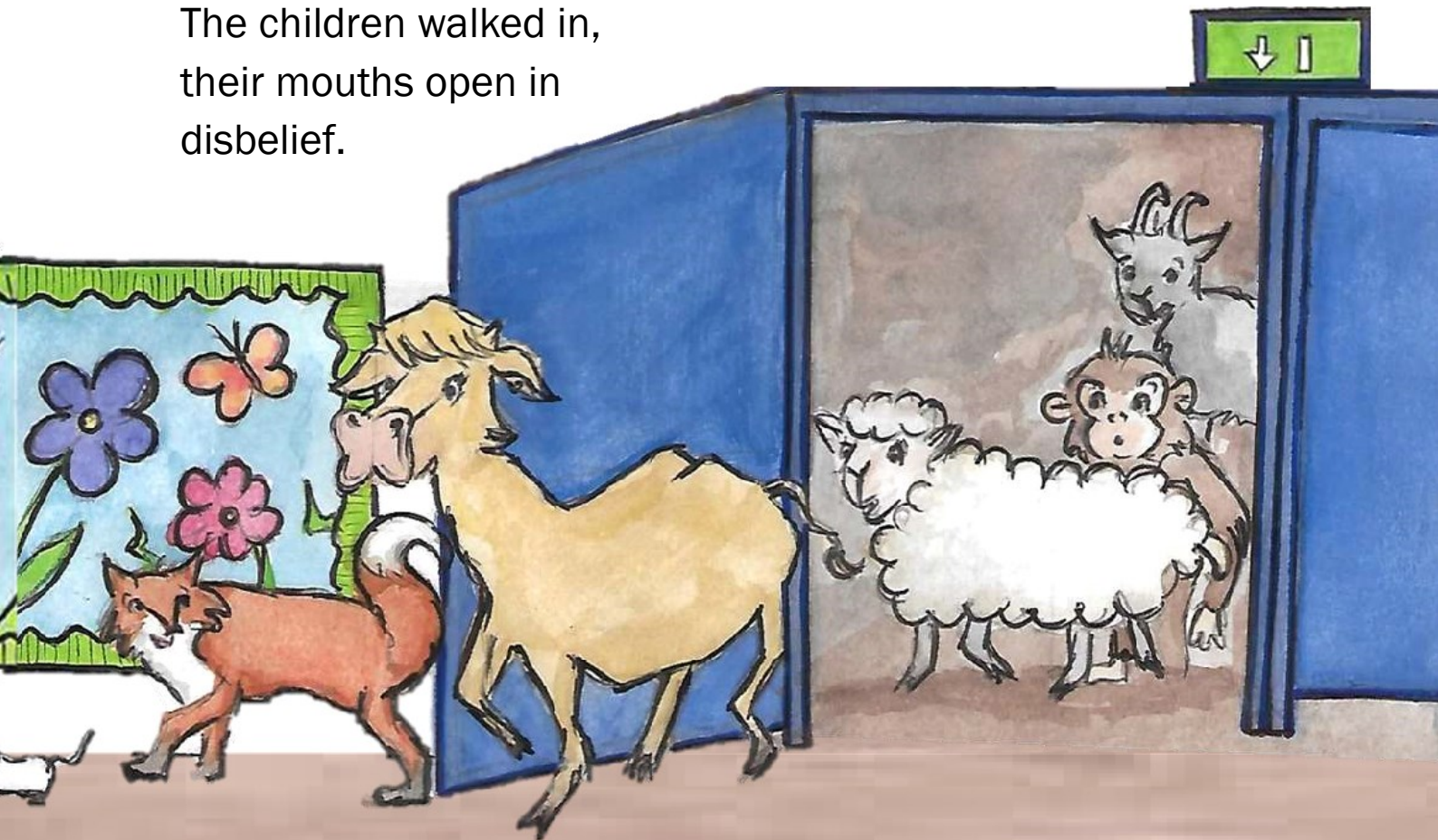


Once the class was calm and quiet,
Mrs Goose led them into the hall.





The children walked in,
their mouths open in
disbelief.





The stage was empty, apart from a single chair at the side, where Wise_Owl was sitting.

The children looked around, wondering who their mystery guest was and where they'd gone.







Wise_Owl stood
up and began to
speak.

“Hi everyone, it
was fantastic to
talk to you online.
I really enjoyed
answering your
questions.”

Mrs Goose watched the children's faces
as they realised what had happened.

"It's YOU," said Digiduck.

"You're our special visitor!"

Wise_Owl nodded.

"But we were talking to someone famous,"
said Shy-Sheep, picturing their favourite
celebrities on the stage.





“Absolutely,” smiled Wise_Owl. “I’m in charge of the Family Farmyard website, so thousands of children know and love me!”



“But we thought you’d come from America!” said DJ-Dog.

“I said I had flown a long way,” replied Wise_Owl, “but I used my wings, and of course my screen!”

The children thought about what the famous visitor had said and realised they had believed what they *wanted* to be true.

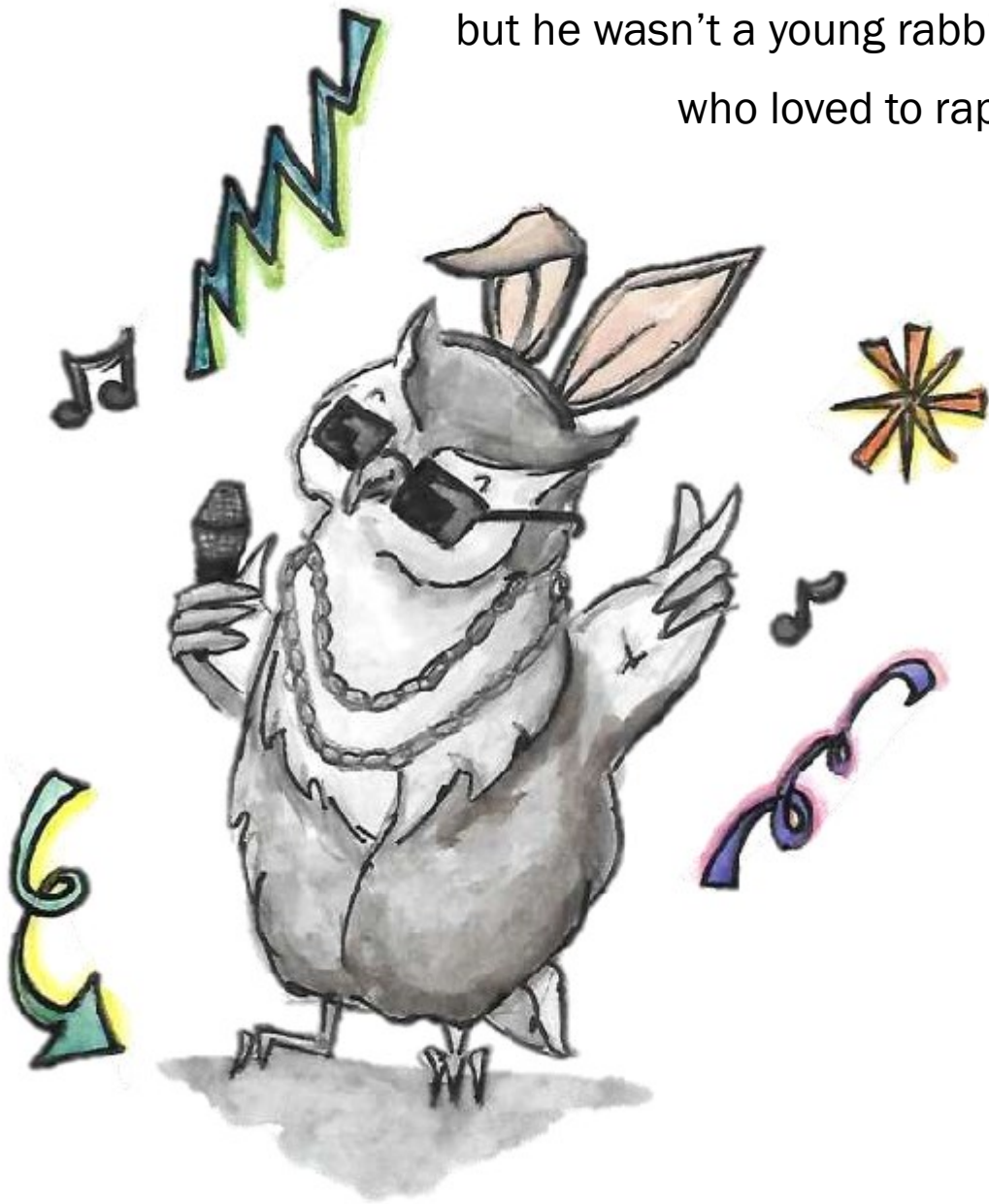


Wise_Owl was often tumbling and turning, but he wasn't a gymnast or a diver...

He played all the Family Farmyard games, but he wasn't a footballer or a TV presenter...



He was definitely grey,
but he wasn't a young rabbit
who loved to rap!



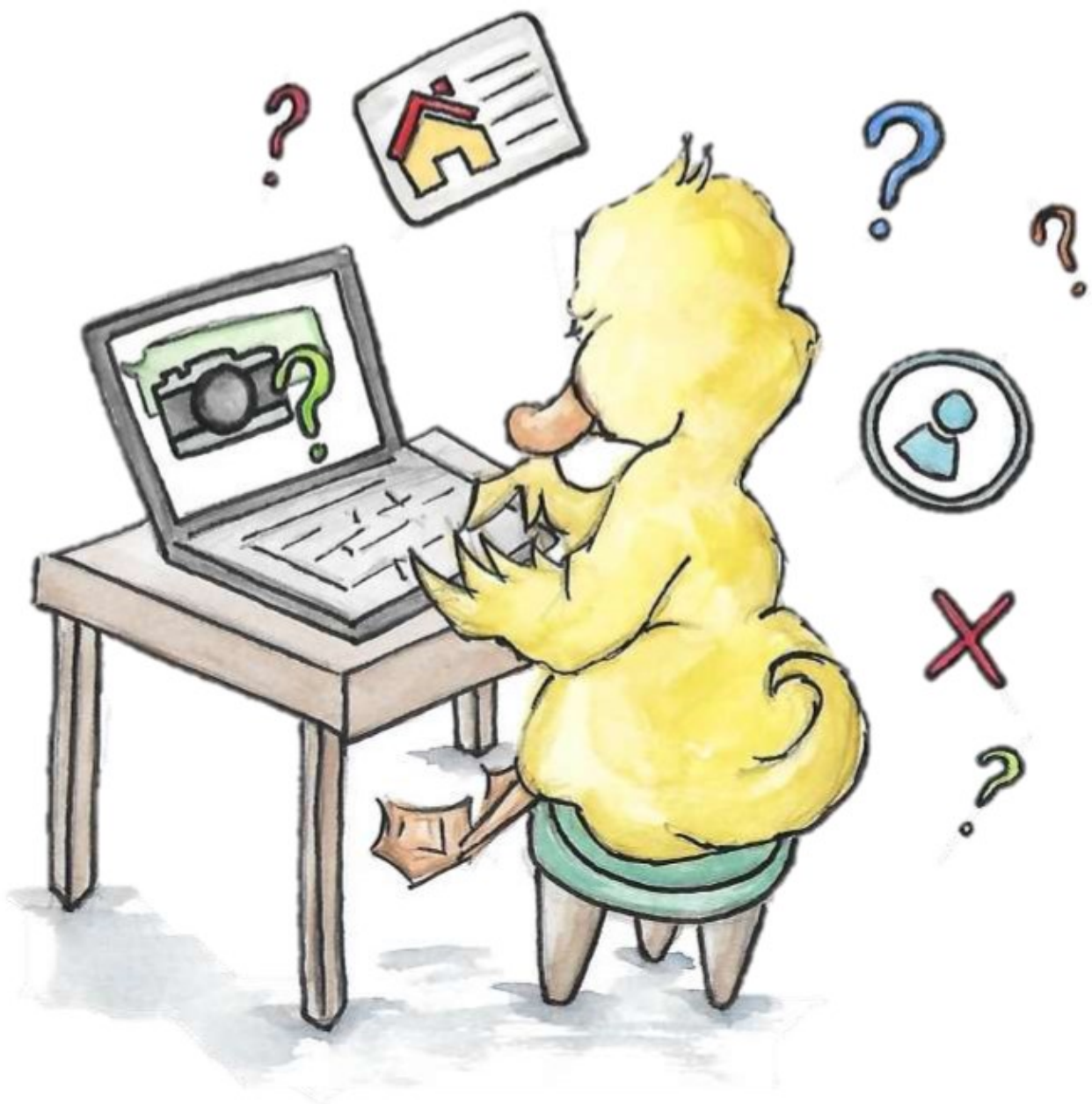
“Mrs Goose and I wanted you to see something very important,” he said with a serious voice.



“When you’re talking to someone on the internet, you can’t always be certain who it is. Unfortunately, not everyone tells the truth online, and people can pretend to be someone else.”

“So what *should* we do?” asked Digiduck.

“It’s best only to speak to people that you know in the real world when you’re online, like your friends and your family. Sometimes people might ask you to do something that you’re not sure about—like add them as a friend, send a photo of yourself, or meet up with them. If any of these things happen, or anything else worries or upsets you, then tell an adult that you trust straight away.”





Digiduck and his friends listened carefully to Wise_Owl's advice and he spent the rest of the day helping them.



They really enjoyed his visit and he quickly became their most famous, and favourite, friend of all!

Talk about the story

Why was Digiduck excited to go to school in the morning?



Why does the mystery guest not answer Proud.pig's question?



Why were Digiduck and his friends surprised to see Wise_Owl on the stage?



What did you learn from the story about staying safe online?



For parents and carers



Keeping children safe online

Children love using technology and are learning to navigate websites, online games and consoles, and touch screen technology like tablets and smartphones from a young age. Children need support in these environments, to get the best out of using the internet right from the start.



Where do I start?

The best way to keep your family safe online, and to understand your children's internet use, is to use the internet together. Be positive and embrace the technologies that your children enjoy using, and look out for any safety features that may be available.



Should I set any rules?

Creating a family agreement is a useful way to establish your expectations regarding online activities. It might include time spent online, sites that can be visited, and behaviour expected; remember, what's right and wrong offline is also right and wrong online.



How can I supervise my child?

Placing your computer or laptop in a busy part of the house can make it easier for you to be involved in your child's technology use. Portable devices, for example smartphones, games consoles and tablets can still be supervised and used where you can see them.



How much time is too much time?

There are some strategies that can be used to help manage time spent online, such as agreeing time limits or using time limiting tools, designating weekly times to use the internet together, or removing portable devices from your child's bedroom at night to avoid tiredness.



Are there tools to help?

Your internet service provider, and your mobile phone operator, will provide free filters to help block age inappropriate content for children. The websites of device manufacturers (e.g. games consoles) also outline the controls to which you have access. Parental controls are a great help, but not a complete solution, and work best in combination with supervision and engagement, to help your children understand how to stay safe online.



What advice can I give my child?

Education is the best tool that a child can have, so discuss the importance of telling an adult immediately if someone, or something, upsets them online. Other immediate strategies to deal with unwanted content or contact could include; switch the screen off, close the laptop, exit the website, or turn the tablet or phone over and put it down. It is also important that your child realises that other internet users may not be who they say they are and that 'friends' made online are still strangers, so all personal information should be kept safe.



What games are ok for my child to play?

There are many different online games and playing experiences, e.g. computers, consoles, internet games and apps. Gaming may be the first way that your child encounters life online. Some games however are for older audiences and contain language or images that are not suitable for children. Therefore it is important that the games your children play are the correct age rating, which is determined by the game's content.

Playing games yourself can be fun and will also enable you to identify the safety features provided, such as reporting to a moderator, and help you identify whether in-app adverts are displayed or purchasing is allowed. You can disable in-app purchasing on a number of devices within the settings.



Where can I report?

Reports can be made to websites through safety/help centres and moderation services. If you are suspicious about the behaviour of others online, reports can be made to CEOP. Criminal content online can be reported to the IWF. For information about how to report harmful content online and further support visit www.reportharmfulcontent.com.



For the full advice, visit childnet.com/parents-and-carers.

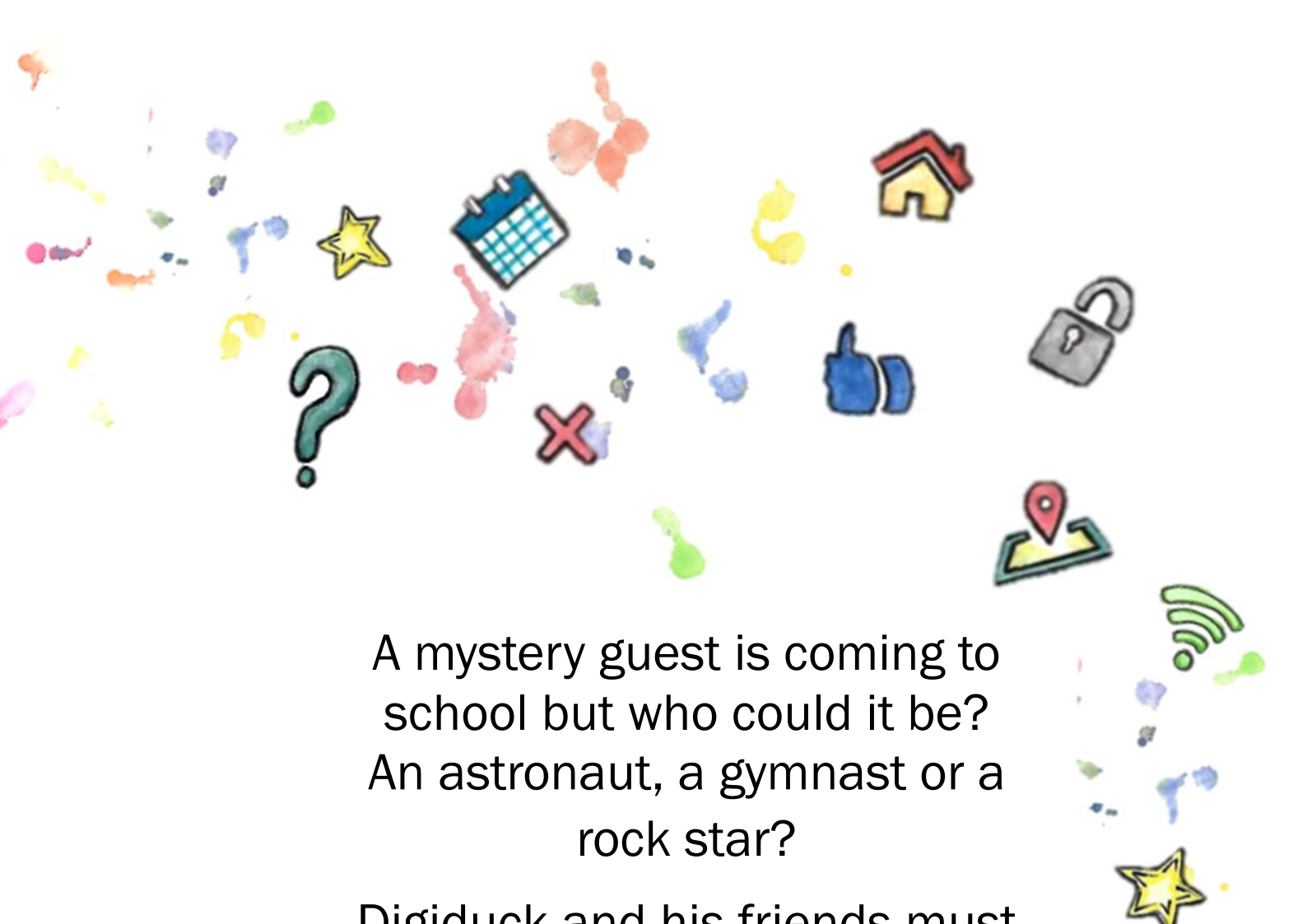
Childnet

Childnet is a UK charity that empowers children, families and schools in the digital age, and its vision is to make the internet a great and safe place for children.

Launching in 1995, it speaks to thousands of children, parents and teachers every year; creates innovative educational resources; and delivers projects to empower young people to have their say and take the lead in helping to create a better internet. It achieves a wider impact through influencing best practice and policy, both in the UK and internationally. As one of three charities in the UK Safer Internet Centre, Childnet coordinates Safer Internet Day, which reaches millions of UK children every year. For more information, please visit www.childnet.com.

UK Safer Internet Centre

Childnet International is a partner in the UK Safer Internet Centre with the Internet Watch Foundation and the South West Grid for Learning. This project is co-financed by the Connecting Europe Facility of the European Union. For more information, please visit www.saferinternet.org.uk.



A mystery guest is coming to
school but who could it be?
An astronaut, a gymnast or a
rock star?

Digiduck and his friends must
ask questions to find out who
they're talking to online
but, when you can't see who's
behind the screen, everything
may not be what it seems...

www.childnet.com



ISBN 978-0-9573506-4-9