

Better Internet for Kids

# Resource competition

March 2025



European  
Commission





## Teaching material: Safer internet in primary school

Unterrichtsmaterial: Safer Internet  
in der Volksschule



[View the resource](#)



### Target audience

Teachers and educators, social workers.



### Language

German



### Description

Smartphones, tablets, laptops and the associated use of the internet are playing an increasingly important role in children's everyday lives, often at a very early age - for example, when using apps or watching cartoons on their parents' devices. In primary school, the independent and competent use of digital devices, such as a first mobile phone, becomes increasingly important.

In addition to promoting information literacy, there is also a need to address 'difficult' issues such as cyberbullying, cybergrooming or inappropriate online content. This learning material provides examples of how these and other important issues can be discussed and put into practice with primary school children, while recognising the important role of parents in communicating the content. The exercises in the handbook are designed for use in school classrooms, but can easily be carried out in other settings with children of primary school age.





## Child Focus kids website



[View the resource](#)



### Target audience

Teachers and educators, social workers.



### Language

French, Dutch



### Description

This is the kid's version of the Child Focus website. In concrete terms, it is the accessible, simplified and fun version of the Belgian Safer Internet Centre website, and its purpose is to explain to them the missions of Child Focus and the activities of Betternet. The platform is aimed at young children, childcare professionals and parents alike. Together, kids and adults, it's going to be great fun discovering how children can count on Child Focus.

On the various islands of the site, children can learn more about Child Focus and see how the Belgian SIC can help them. The site is full of colour and contains information on online safety prevention : how to stay safe online when starting your digital life. They can play games to raise their awareness of the opportunities and risks of the Internet, and to promote creative, positive and safe use of online technologies. They can also read, see and listen to testimonials from children who have already been helped by Child Focus through audio storytelling and drawings. A tool 100 per cent adapted to very young internet users, to bring them closer to the Belgian SIC.



## #BetterOnline toolkits for educators | the most important influencers

#BoljiOnline toolkit za nastavnike | Mreža najvažnijih influencera

»»» [View the resource](#)

### »»» Target audience

Teachers and educators, social workers.

### »»» Language

Croatian

### »»» Description

Educators play a crucial role in teaching children and adolescents how to navigate the online world safely and responsibly. To support teachers, social workers, and other professionals working with young people, a set of three comprehensive toolkits has been developed, each tailored to different age groups and educational levels. These resources provide practical tools, insights, and workshop materials to facilitate discussions on digital safety, privacy, and online risks.

1. **Growing up in the digital world: protecting privacy and talking about online harms** - a guide for primary school teachers of grades 1-4. This guide is designed to help primary school teachers educate children on safe and responsible online behaviour. Covering key topics such as privacy protection, cyberbullying, hate speech, and online gaming safety, it offers practical guidelines and tools for working with students and parents. It also includes workshop materials to encourage interactive learning and preventive strategies against online threats.

## Mreža najvažnijih influencera

SIGURNIJI DIGITALNI SVIJET ZA MLADE

Vodič za nastavnike srednjih škola



### RAZGOVOR BEZ TABUA:

Suočavanje s izazovima digitalnog svijeta



#BoljiOnline

# #BetterOnline toolkits for educators | the most important influencers

#BoljiOnline toolkit za nastavnike | Mreža najvažnijih influencera

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Suočavanje s izazovima digitalnog svijeta

csi.hr

CSO

A1

#BoljiOnline

## »» Description

**2. A safer school: fundamentals of digital protection and prevention** - a guide for primary school teachers of grades 5-8. This guide addresses the challenges that children face online, such as privacy issues, the impact of social media algorithms, and online sexual exploitation. It provides teachers with concrete strategies for recognizing and addressing these challenges, as well as engaging students in meaningful discussions about their digital experiences. The accompanying workshop materials help educators create an interactive and educational environment focused on digital well-being.

**3. A conversation without taboos: facing the challenges of the digital world** - a guide for high school teachers. Adolescents encounter unique risks in the digital space, including the sharing of explicit content, peer pressure, and online sexual harassment. This guide equips high school teachers with the knowledge and tools to discuss these sensitive topics openly and constructively. It includes practical advice on fostering a safe and supportive classroom environment, understanding digital risks, and engaging students in activities that promote responsible online behaviour. Workshop plans and real-life examples further enhance its usability.

All three guides emphasise the educator's role in helping students develop healthy digital habits while fostering a culture of online safety. These guides serve as essential resources for educators, providing structured approaches to digital literacy and online safety education. By implementing these materials, teachers, social workers, and other professionals can empower young people to navigate the internet securely and responsibly.



## CyberSafety Youth voice



[View the resource](#)



### Target audience

Teachers and educators, social workers.



### Language

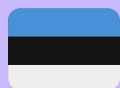
Greek



### Description

The CyberSafety Youth Panel of Cyprus created a video to promote the safe and creative use of the internet among young people. Members of the panel wrote the script, performed in, and directed the video.

This resource can be used by teachers and social workers in various ways. For example, it can help initiate discussions on cyberbullying, body image, internet overuse, and digital well-being. It can also encourage young people to engage with their community by creating their own cyber safety-related content.



## Discussion role-playing game "AI in education"

Rollimäng Tehisaru hariduses

»» [View the resource](#)



### »» Target audience

Teachers and educators, social workers.

### »» Language

Estonian, Russian

### »» Description

It is an interactive role-playing game that simulates real-life scenarios in relation to the using of artificial intelligence in the educational environment.

The main objective is to engage educators in meaningful discussions about the complex and emerging issues arising from the use of artificial intelligence in the educational environment. The game helps participants explore the effects of artificial intelligence from different points of view and fosters a deeper understanding of ethical considerations and practical consequences.

There are 8 roles in the game: critic, devoted fan of new technologies, voice of reason, indifferent, encourager, rethinker, representative of the affected target group, implementer.

Examples of topics of the discussions: impact of artificial intelligence on student development, technological gap - AI accession in education, ethical challenges - using AI in evaluation, data privacy and ethics, future of education - teachers vs AI, etc.

This game is aimed at developing critical thinking, empathy, communication skills and collaborative problem-solving skills. The game can also be used with older students. It was developed by experts of the Tallinn University of Technology, part of the Estonian Safer Internet Centre consortium.



## Bingo - body parts

Bingo - kehon osat



[View the resource](#)



### Target audience

Teachers and educators, social workers.



### Language

Finnish, English



### Description

The Body Parts bingo game reinforces children's knowledge of the body and its functions, and through this, the game promotes children's awareness of the dignity and limits of their own body.

The Body Parts bingo game allows children to learn about the different parts of the body and their different names, as well as the different functions of the body parts.

With bingo:

- the child learns the correct names of body parts
- the child learns about the basic functions of the body
- the child learns to appreciate his/her own body and the bodies of others.

The downloadable materials include:

- the [game rules](#)
- the [bingo cards](#)
- [material for teachers](#)



## Get me out of AI

Sors-moi de l'IA



[View the resource](#)



### Target audience

Teachers and educators, social workers.



### Language

French



### Description

Sors-moi de l'IA (Get Me Out of AI) is an engaging, educational escape game designed for educators, families and youth (ages 8+) to explore artificial intelligence (AI) in a fun and interactive way. Developed by Internet Sans Crainte for Safer Internet Day 2025, the game raises awareness of AI's impact, ethics, and responsible use through critical thinking and problem-solving challenges.

Set in the universe of Vinz and Lou, players must free the sibling duo trapped inside an AI by answering questions, solving challenges, and unlocking key words to formulate the correct prompt. Two teams—Team Vinz and Team Lou—compete, but ultimate victory requires collaboration, reinforcing teamwork and digital literacy. Through multiple-choice questions, true-or-false statements, and challenges, the game does not provide fixed answers but instead invites players to reflect on the responsible use of AI.



## Get me out of AI

Sors-moi de l'IA



[View the resource](#)



## Description

### Accessibility and usage

- Completely free – downloadable, printable, and requires no additional materials.
- Flexible format – playable with 2+ players at home, in classrooms, or in educational workshops.
- Versatile learning tool – ideal for teachers, parents and mediators to spark discussions on AI with children and teens.

### Co-creation and impact

The game was developed in collaboration with a youth panel (ages 13-17), who contributed to the concept, challenges, and testing through family workshops. Since its release in late January, Sors-moi de l'IA has been downloaded 2,500+ times, receiving highly positive feedback for its accessibility, relevance, and ability to foster meaningful AI discussions.



## Right. Extreme. Online. How to empower young people against right-wing extremist influences on the internet

Rechts. Extrem. Online. Wie man  
Jugendliche gegen rechtsextreme  
Einflüsse im Internet stark macht



[View the resource](#)



### Target audience

Teachers and educators, social workers.



### Language

German



### Description

The internet and social media offer ideal platforms for anti-democratic ideas. Right-wing extremists make targeted use of the internet to reach young users and win them over.

This teaching material helps teachers and educational professionals to better manage the tasks facing schools and lessons against this backdrop: recognise hate and agitation, become aware of propaganda mechanisms and train civil courage. It provides information on the current situation of right-wing extremist online propaganda as well as on anti-human and anti-democratic actors and their communication strategies. It also provides tips and assistance for dealing with key topics in the school context.

The six teaching units enable young people to recognise far-right propaganda and to deal with the challenges of far-right narratives online in a critical and self-determined way.

This resource was created by the German Awareness Centre [klicksafe](#) together with experts from the German Hotline [jugendschutz.net](#).





## Digital Citizenship

### Educators' and students' handbook



[View the resource](#)



### Target audience

Teachers and educators, social workers.



### Language

Greek



### Description

The handbook is aimed at middle school educators and focuses on developing students' digital citizenship. Through student-centred activities, it promotes responsible and safe internet use. The main sections of the handbook focus on the following topics:

- **Good digital citizenship.** Students learn their rights and responsibilities online. They develop resilience against online threats. They practice positive communication behaviours.
- **My rights on the internet.** Information on data protection and the importance of consent. Introduction to the European strategy for a safer digital environment. Activities to distinguish user rights and responsibilities.
- **Communicating with respect online.** Understanding how misunderstandings can arise. Teaching strategies to avoid online conflicts and promote positive interactions. Exercises for rephrasing messages in a constructive way.
- **You are not alone.** Addressing online threats using tools (block/report). Strengthening trust in adults for reporting problems. Practicing safe response strategies in various scenarios.

The handbook provides guidance, educational activities, and online tools to support educators in integrating digital citizenship into the classroom.





## My online world



[View the resource](#)



### Target audience

Teachers and educators, social workers.



### Language

English, Irish



### Description

Developed in partnership with the National Council for Curriculum and Assessment (NCCA), the five lessons in the 'My Online World' unit are designed to support teachers in planning learning and teaching for first year students.

The programme includes 5 lessons exploring the benefits and challenges associated with their online world, sharing information safely and responsibly in the online world, sharing images, opinions and emotions respectfully in the online world, challenging the assumptions and expectations around online sharing, while explicitly outlining the risks and consequences of sexting.



## Richie Roo and the internet

Ričijs Rū un internets



[View the resource](#)



### Target audience

Teachers and educators, social workers.



### Language

Latvian



### Description

In cooperation with a major Internet Service Provider in Latvia, a set of materials was developed with the slogan "When you use the internet, remember about safety!". It helps 4-7-year-old children, guided by their educators and parents, to learn about safe and responsible use of the internet.

The singing bear Richie Roo is a superstar, giving concerts all over Latvia. All pre-school children know and love him. The Latvian SIC launched a cooperation to invent songs and videos about internet safety. As part of the campaign, the educational resources "Richie Roo and the internet" have been developed - videos, creative tasks and materials for educators.

14 videos cover various essential topics for young children who start their journey on the internet: how does the internet work? Is everything real on the internet? Overwhelming use of internet. How to use the internet meaningfully? Cyberbullying. Stranger - danger. Harmful information, etc. Each video is supplemented by 5-10 creative tasks for children to complete together with an educator or parent.



## Educational safer internet activities for pre-school children

Saugesnis internetas  
ikimokyklinio ir priešmokyklinio  
amžiaus vaikams



[View the resource](#)



### Target audience

Teachers and educators, social workers.



### Language

Lithuanian



### Description

A study conducted in Lithuania shows that children as young as 2 years old use screens for more than 1 hour a day on average, and 7-year-olds for more than 2 hours a day. Long screen time has a negative impact on other activities that are important for children's development, related to the child's emotional problems and behavioural difficulties, perceived sleep quality.

Although children's screen-use habits are formed in the family, pre-school educators can make a significant impact in helping children develop healthier children's screen use habits. For this purpose, the educational activities have been developed and are proposed to be included in the educational process for pre-school educators.

Educational activities include specific activity plans and visual material. The material is available free of charge to all educators. Objectives of the activities:

- To make children aware of the need to use screens in moderation.
- To discuss who children should turn to if they encounter inappropriate or harmful content on the internet.





## Educational safer internet activities for pre-school children

Saugesnis internetas  
ikimokyklinio ir priešmokyklinio  
amžiaus vaikams



[View the resource](#)



### Description

The educational material consists of the following parts:

- Part 1: The role of the screen in the child's daily routine.
  - The messages: screens should be used sparingly.
  - Activity topics: the concept of screens and what screens children use, how much time we spend in front of screens, physical exercises for breaks, what interesting things we do without screens.
- Part 2: Children's activities in front of screens.
  - The message: if you encounter inappropriate content, tell your parents and relatives.
  - Activity topics: what are children doing in front of screens; games - do they interact with unfamiliar players; unpleasant content; what if something unpleasant happens?

The downloadable materials include:

- [Messages and teaching materials](#)
- Visuals (1, 2, 3, 4).





## Focus on safety: From the basics of AI to practical application



[View the resource](#)



### Target audience

Teachers and educators, social workers.



### Language

Luxembourgish, French, English, German



### Description

This new training will provide participants with an in-depth understanding of the technologies underlying Artificial Intelligence (AI). The course will enable them to explore the numerous opportunities as well as the risks associated with the use of AI in various fields.

During the training, participants will also have the opportunity to use AI tools and actively discover their functionalities. Teachers and education professionals learn how to make children and young people understand artificial intelligence and how to help them deal with the challenges associated with it, such as confronting deep fakes.



## Toxic

### The board game



[View the resource](#)



## Target audience

Teachers and educators, social workers.



## Language

Norwegian



## Description

Playing video games is the number one leisure activity for children and youth growing up today. The gaming arena can give them many positive experiences and have an impact on their future in various ways. The gaming arena is social and has changed a lot in the last decade. At the same time, the arena has been unsupervised and ignored by the adult world. As a result, there is a very bad culture for toxic behaviour online. Some claim it is just good fun and humour, but things have gone too far and this needs to be addressed. This learning resource is part of a number of SIC projects tackling this issue.

The board game is part of the learning resource CTRLZ Skole, inspiring young people to become more responsible players and make them better understand how their behaviour can affect other people. "CTRLZ" on a computer means "to undo". Through this learning resource, students will learn about undesirable behaviour, so they avoid saying something they can regret.

The board game is based on a classical "Shoots and Ladder" game, where in groups of 4 students, you roll a 6 sided dice, move your pawn to the appropriate field, and respond accordingly to colour. Some have no action, others have "read a card", and some have "move to another part of board" as automatic action. The cards to be read are in three different categories.





## Toxic

### The board game



[View the resource](#)



### Target audience

Teachers and educators, social workers.



### Language

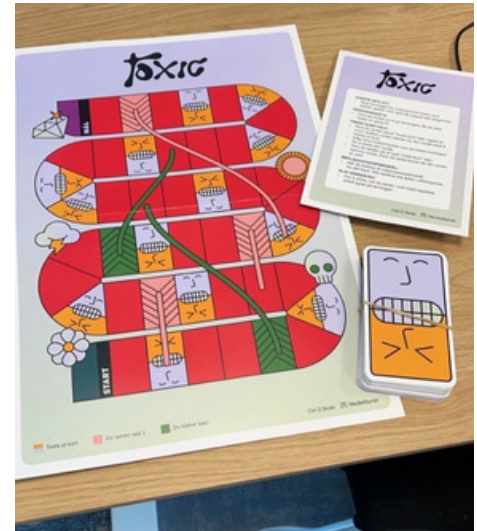
Norwegian



### Description

“Reflection cards”, where the player reads out loud a case or situation, and then discuss possible solutions according to the case, all based on real scenarios. The second category are “toxic cards”. The player has to look at one of the other players and read out a statement. Example: “You’re ugly and stupid.” “You should never have been born.” – collected from real communication in video games. The reader can then decide if they want to give the player they said this to an advantage in the game or not, to make up for the bad thing they just did. The feedback from testing was that the players felt this part was very uncomfortable, which is actually the main purpose of the game. Saying something toxic to someone’s face is much harder than via a screen. The third category are “Joker cards”, where random stuff happens, “move back to the start”, “move 5 spaces forward” – random and sometimes unfair things happen in life, as illustrated in the game.

It is important to have an adult/teacher present when the board game is played. The teacher might need to help some groups along, give tips to how they can discuss the reflection cards etc. It is also important to have a joint session after the groups have played, to sum up learnings and new thoughts on how we communicate through our screens. Please note that some of the tasks might contain foul language ([example](#)).





## Handbook - online violence: identification, management and action

Priročnik - Spletno nasilje: prepoznavanje, obvladovanje in ukrepanje



[View the resource](#)



### Target audience

Teachers and educators, social workers.



### Language

Slovenian



### Description

This handbook for school professionals was developed in 2020 for professionals working in centres for social work, who needed information on how to deal with young victims of online violence. The handbook is tailored for school counsellors, head teachers, teachers and others who work with young people on a daily or occasional basis.

The handbook is divided into two parts. The first part contains key information on the issue of cyberbullying, in particular how to address it in schools, what the responsibilities of schools and school staff are, what action can be taken, when to inform the police, the centre for social work, and how to work effectively with parents. In the second part, various forms of online violence are analysed, and how it is advisable to deal with victims, perpetrators and parents. Each form of online violence described has a practical example with possible ways to act and deal with it. Of course, these are possible courses of action, but the actual ones depend on the specific incident and the people involved. This handbook is a tool to help you deal with incidents of cyber violence in schools in a way that is quicker, easier and less painful for everyone involved.

