An Educator's Guide to

About the Adventure

NetSmartzKids.org is proud to introduce, *Router's Birthday Surprise*, a comprehensive Internet and personal safety resource for ages 5-10. In this interactive adventure, Clicky throws a party for his good friend, Router the robo-pup. Students follow Clicky through his busy day and become part of the story—playing a game show to learn the online safety rules, helping Clicky put the Webville Outlaws back in jail, and deciding who is a trusted adult. Upon completion, students are certified NetSmartz Kids!

Best for: students in a computer lab, classrooms with Internet access and an LCD projector
Estimated running time: The adventure will last approximately 45 minutes (varies by student). However, students may complete the adventure in smaller segments to suit class time.

2 Ways to Play

In a Computer Lab

If you have access to a computer lab, have students complete this self-guided adventure on **NetSmartzKids.org**. Students will need their own headphones.

In a Classroom

If you prefer to play as a class, you must have a computer with Internet access and an LCD projector. You can have students respond verbally as you control the mouse, or ask for student volunteers for each game.

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🐾 Game Play 🐾

Signing In

When students start *Router's Birthday Surprise* on NetSmartzKids.org, they will be asked to create a nickname. Make sure students remember their nicknames or make a class list. Students' progress will be saved after they complete each game, and they can return to complete the adventure at any time or in a later class.

Hint If you sign in as "teacher," you can skip around to preview all the unlocked games. You can also print blank certificates for your class.

Video and Game Segments

Router's Birthday Surprise is a combination of animated videos and interactive games. Students will watch a video segment and then be asked to complete a game that reinforces the concept introduced in that segment. For example, when Clicky brings the Webville Outlaws to jail, he asks for help in charging them with a crime. Students will decide which Outlaw is guilty of each crime and throw them in jail.

Hint If students complete the adventure and sign back in to play, they can skip the video segments to get to their favorite games.

Certificate and Badge

After each game, students receive either an Internet safety or a real-world safety point on their badge. They must receive all 5 points to become an official NetSmartz Kid and print out their certificate.

The Map

When students finish a game and receive the corresponding point, they will be taken back to a map that shows where they are in the adventure. An arrow will point students to the next step in their adventure. When they click on it, they are taken to the next video and game segment.

🐾 Games 🐾

Make-A-Match

Clicky talks to students about all the fun things they can do online. In this matching game, they pair up pictures representing fun online activities (music, history, jokes, etc.).

What Rule Is It Anyway?

Students play a game show where they learn about the four rules of online safety. They will answer a multiple choice question for each rule by clicking on the correct answer.

Get Clicky to Webville

Students help Clicky get to Webville by clicking on one of the three tubes of the Internet. Only one of the tubes leads to Webville.

Outlaw Roundup

Clicky captures the Webville Outlaws and brings them to jail. Students decide which Outlaw is guilty of each online crime by clicking on the correct character. At the end of this activity, students can play Webville Roundup where they grab the Outlaws and toss them in jail, or they skip ahead to see the point they earned.

Hint Clicky will repeat the question if you click on the question mark on the left side of the screen.

NetSmartz Sing-A-Song

Webster reviews the four rules of real-world safety. Students will click and drag the grocery products with the correct words to complete the lyrics on the store chalkboard.

Who Can You Trust?

Clicky asks students to define "trusted adult" by asking them yes/no questions about what a trusted adult would do. Students click on the green fish if their answer is "yes," and the red fish if their answer is "no." After they have answered all the questions, Clicky reviews the definition.

Hint Click on the question at the bottom to hear Clicky repeat the question.

Router's Gift Grab

Webster invites students to Router's birthday party. They choose a gift at the pet store by clicking on a chew toy, box, and card of their choice. Have students click on the arrow at the bottom right to get to the next screen.

CERTIFICATE

I HEREBY CERTIFY THAT

_____

HAS LEARNED HOW TO UYN,
AND IS AN OFFICIAL NETSMARTZ KID!

_____

TRUSTED ADULT

Clicky

CLICKY

NetSmartzKids.org

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SAFETY PATROL

OFFICIAL NETSMARTZ KID

NetSmartz Workshop
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