

Illinois Attorney General KWAME RAOUL **High Tech Crimes Bureau**

Student Scenario Cards

Student Scenario Cards provide safe opportunities for youth to practice effectively responding to online dangers and pressures. Students are connecting, communicating and sharing a wealth of information with a large amount of people as part of their daily lives, often without the skills to effectively respond to the challenges they'll face. While youth are inherently impulsive and still struggling to make consistently responsible decisions, with guidance, preparation and practice, they can learn to react to problematic situations positively and successfully. The Scenario Cards were designed to be used collaboratively with parents and trusted adults to guide students to the expected and desired responses to a variety of online problems such as cyberbullying, sexting, privacy and oversharing.

How Do I Use the Scenario Cards?

Within the school, the Scenario Cards can be used by counselors, social workers, classroom teachers and other school personnel working with students in small group or classroom settings. We suggest assigning a single scenario to pairs or small groups to review the scenario, answer the questions and give a presentation of their responses, in detail, to either school personnel or the rest of the class. School personnel leading the exercise should give constructive feedback and guidance to lead to expected responses should the scenario play out in real life. Encourage students to be open and honest in their responses, to facilitate useful conversation regarding potential online experiences. Students need to hear and practice exactly what they are expected to do in these challenging and often spontaneous scenarios. Separate sets of age-appropriate Scenario Cards have been developed for elementary, middle and high school levels. Please note: The Elementary Scenario Cards are primarily meant for grades 3-5.

Scenario Cards can also be sent home for parent awareness and follow-up. We suggest including the responses to inform parents of school expectations for technology-driven incidents.

Additional resources to complement the Scenario Cards:

- NetSmartz Workshop Videos
 - NetSmartz Kids (for ages 5-10): <u>http://www.netsmartzkids.org/LearnWithClicky</u>
 - NSTeens (for ages 8-12): <u>http://www.nsteens.org/Videos</u>
- Common Sense Media Lessons & Videos
 - <u>https://www.commonsensemedia.org/educators/scope-and-sequence</u>
 - For educator and parent scenarios on cyberbullying, visit <u>https://cyberbullying.org/</u>.

How Can I Gauge the Success of Student Scenario Cards?

The effectiveness of using the Scenario Cards will be evident when the issues addressed on the cards are revisited and thoughtful responses are sought. Over time, if the scenarios are reviewed frequently, students should be expected to provide appropriate, proficient and effective responses. Ultimately, the Scenario Cards are deemed successful when online challenges arise and youth respond as anticipated and practiced.

Why Should I Use Student Scenario Cards?

To understand how youth are using technology, the Office of the Attorney General conducted an anonymous survey of Illinois students in grades 3-8 during the Spring of 2014. In the survey, students shared how new technologies, including gaming devices and apps, are shaping their lives and their interactions with parents, peers and strangers. From student responses, we learned that youth seek a positive online environment, yet still encounter negative experiences. For instance, 45% of Illinois youth report they have had an online experience that has led to an offline argument, while 24% report they have friends who have created a false profile.

On average, Illinois youth are creating their first social networking account at the age of 10, but they are not prepared to handle many of the situations they may encounter via their digital devices. Students need assistance in navigating this public, permanent platform. Illinois youth report that they seek assistance from trusted adults and teachers (over 75%), in addition to parents (78%), if they have an online problem. As their leaders, teachers and parents, we have the opportunity to help prepare and direct them toward positive choices and healthy experiences.

