

# Risks 2.0

## Objectives:

- Get to know the risks of using the Internet
- Stimulate reasoning and brainstorming

## STEP BY STEP

### Before starting

The teacher introduces to the children the definition of online risk (available in the [glossary](#)):

**Online risk** - dangerous situation arising from unknowing and responsible use of digital technologies.

### The risks of the web

Everyone sits in a circle and places a poster in the center with the words **INTERNET** and **RISKS** written on two different columns.

Everyone writes on a post-it note a risk associated with using the Internet and then sticks it on the poster board.

At this point all the post-its are read, grouping them into the following macro-categories:

CYBERBULLYING - GROOMING - CHALLENGE - ADDICTION - EXPOSURE TO DANGEROUS EVENTS - EXPOSURE TO DANGEROUS MATERIAL - PROFILING AND FRAUD - SEXTING AND DERIVATIVES - MENTAL AND PHYSICAL HEALTH.

Macro-categories can be reported in the same poster.

### The meaning of risks

The teacher asks the class: "Which of these risks are most familiar to you? Which ones have you heard of for the first time?"

Under the teacher's guidance, the class tries to give a definition and an example for each category and writes them on the board.

To guide the activity, the teacher can refer to the definitions and categories available [here](#) (ITA).

### Risk mitigation

Starting from the examples that emerged in the previous phase of the activity, the class reasons together to find strategies to mitigate or nullify the risks that may cause harm in specific situations.

Reasoning on the proposed examples, the class then reflects on the potential risks and all the measures to be taken so that each of the identified risks is reduced or eliminated.

### Concluding thoughts

Using the examples from the activity, the class can reflect on the everyday use of the web and social media and how actions that may seem harmless or create benefit can actually cause harm to oneself or others.

The following situations can be used to stimulate reflection:

- You take a picture of a lost credit card in a park and post it on social to find the owner

