Cybercitizen Challenge

Jo Cool or Jo Fool

Guiding level: Guides / Pathfinders

Topic: This educational game covers all the Internet issues: privacy, safety, ethics, marketing, authentication of information

This activity requires Internet-connected computers.

Note: This activity, plus the quiz, earns the *Cybercitizen* Challenge Badge for this level.

In this activity the girls follow their Guider as she goes through the educational game *Jo Cool or Jo Fool*. (http://mediasmarts.ca/game/jo-cool-or-jo-fool-grades-6-8)

This game takes players on a CyberTour with brother and sister Josie and Joseph Cool as they visit their twelve favourite websites. As each site is visited, the girls must decide whether or not Josie and Joseph are making smart choices online. The girls will indicate this by holding up either a "Fool" or "Cool" sign at the end of each scenario.

Preparation:

- Bring in Popsicle sticks (one per girl), markers, cue cards (one per girl) and tape or glue.
- If possible, arrange for an LCD projector, connected to an Internet-connected computer, to project the game onto a wall or screen. (Most schools have LCD projectors.). If a projector is not available, you can divide the girls into groups at Internet-connected computer stations and go through the Jo's favourite websites together.
- Guiders should go through the game themselves before the meeting to familiarize themselves with the issues that are addressed.
- Guiders might also like to look through the accompanying *Teachers' Guide* for this game to get a detailed deconstruction of each of the twelve scenarios.

At your meeting

1. Have each girl write "Cool" and "Fool" on each side of their cue card and then glue their card to a Popsicle stick. (They will be using these to indicate their answers.)

2. Gather the girls around a computer (or in front of a screen if you are using an overhead projector). Have each girl have their voting sticks ready.

3. Take the girls through each of the twelve scenarios. At the prompt at the end of each scenario – What kind of website is this? What decision does Jo have to make? What should Jo look out for? Does Jo make the right decision? – discuss the answers as a group and then have girls vote, using their sticks, for "Fool" or "Cool."

4. To complete their challenge badge, girls must complete the accompanying cyberquiz for this game. (This can be done either at the meeting, if time permits and there are extra computers available, or at home.)

   Girls must submit a printout of their final score to their leader (which should be at least 12 out of 20) in order to complete the challenge badge.