



“EMPOWERING AND EDUCATING YOUNG PEOPLE FOR THE INTERNET BY PLAYING”

Open Schooling Summer School 2021

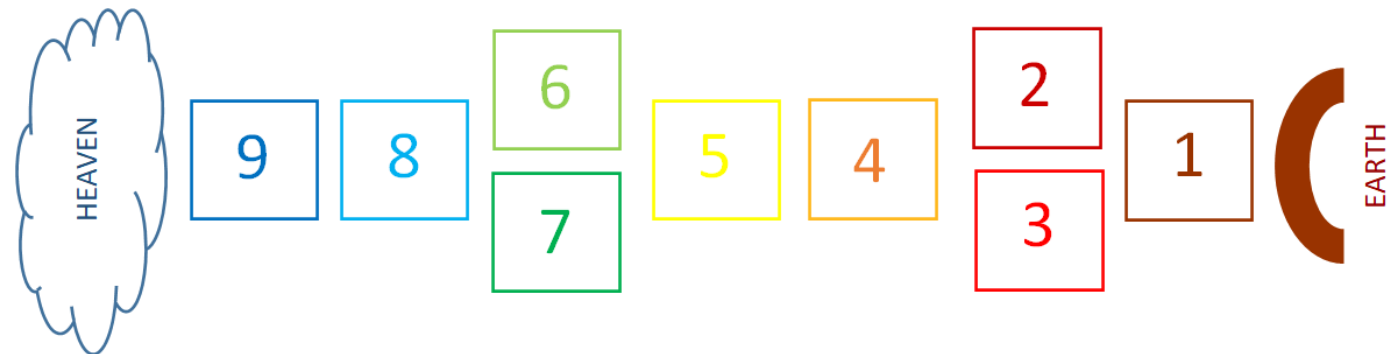
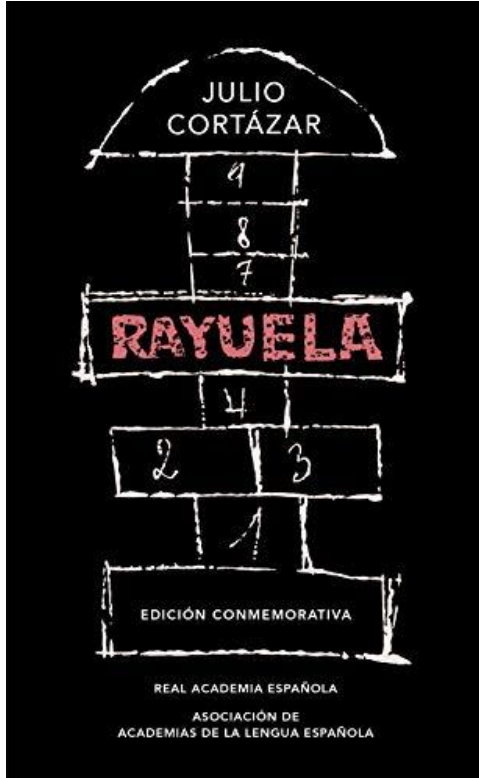


This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 882828

WHY?

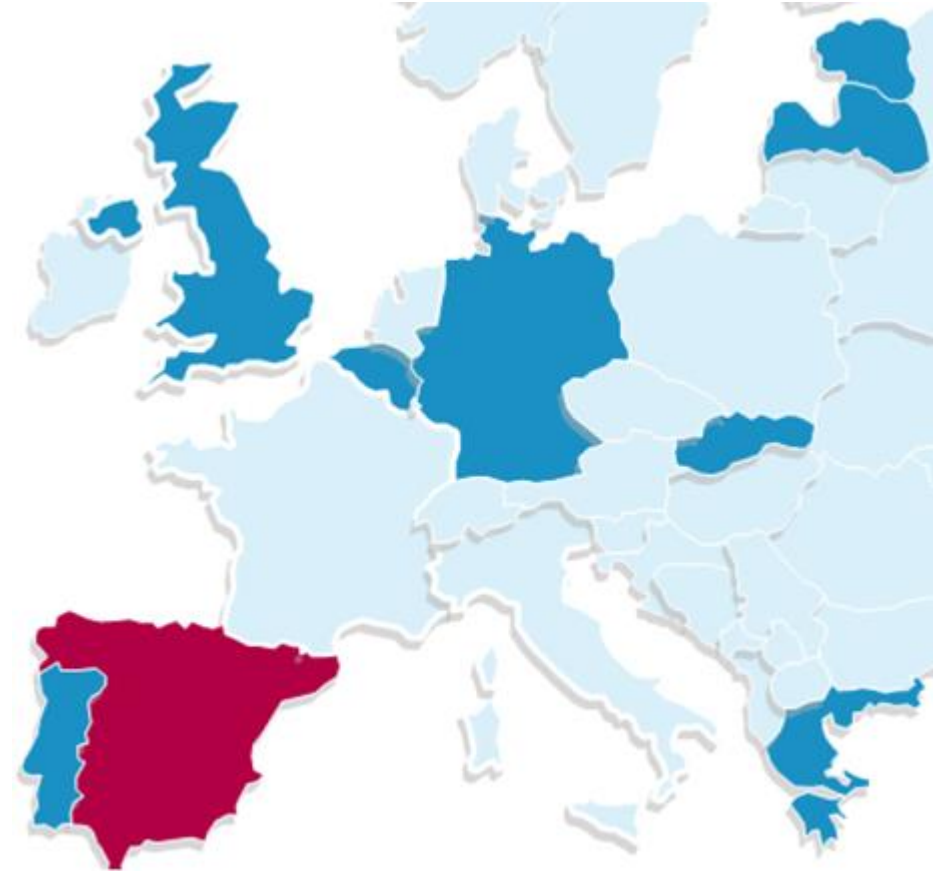
“Hopscotch (rayuela) is played with a pebble that you move with the tip of your toe. The things you need: a sidewalk, a pebble, a toe, and a pretty chalk drawing, preferably in colors. On top is Heaven, on the bottom is Earth, it’s very hard to get the pebble up to Heaven, you almost always miscalculate and the stone goes off the drawing. But little by little you start to get the knack of how to jump over the different squares and then one day you learn how to leave Earth and make the pebble climb up into Heaven”

Julio Cortázar, Hopscotch, 1963



WHO?

- **Consortium:** 17 partners from 9 EU countries



- **Starting date:** Oct 1st 2020
- **Duration:** 36 months



The RAYUELA Project

The main objective of the RAYUELA research project is to provide public administrations, EU citizens and, especially, young people and their environment (parents and educators) with valuable information, training and recommendations to prevent and fight cybercrime.



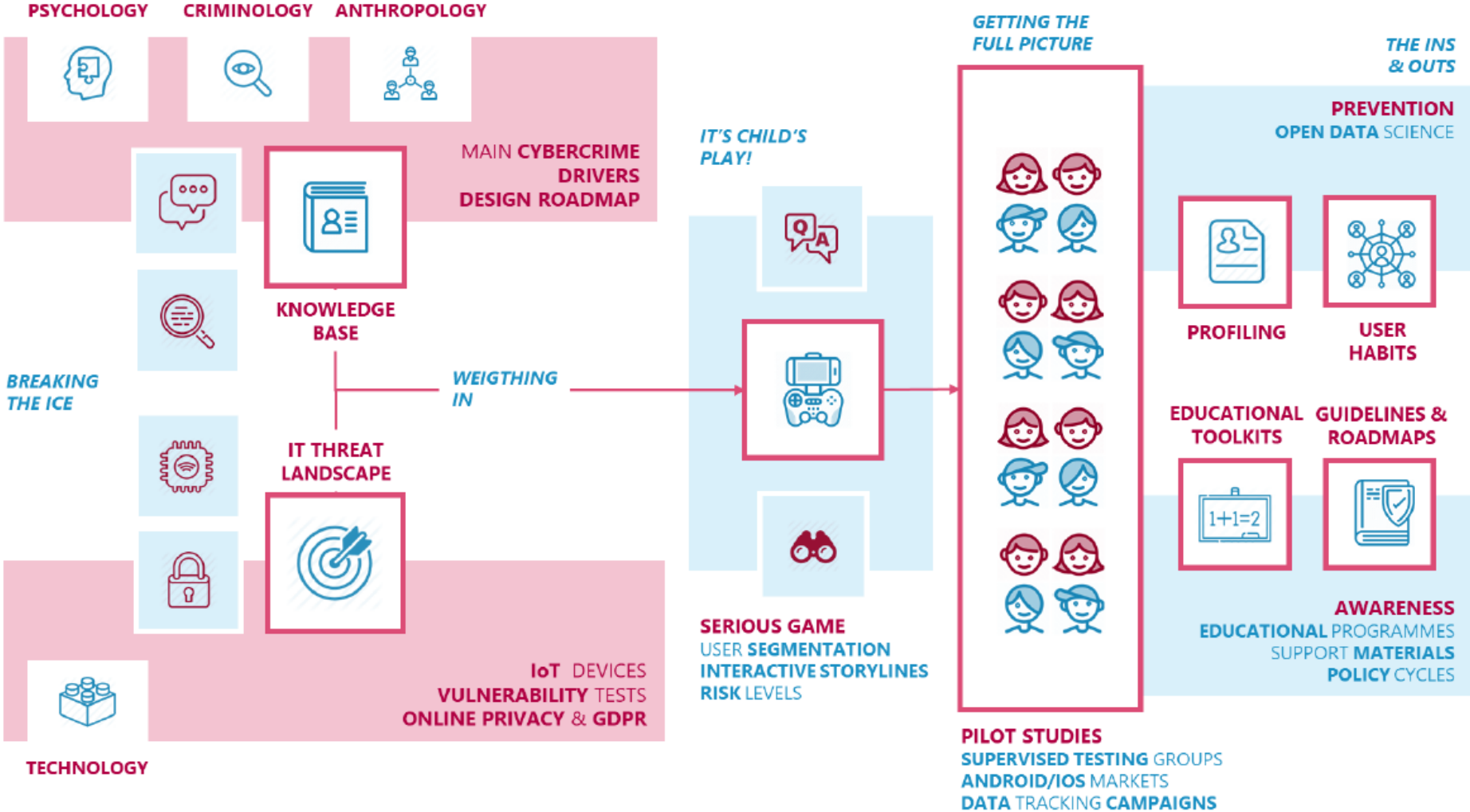
The RAYUELA Project

- Children aged 5 to 15 spend more than 15 hours online in a typical week,
- 50% of all children aged 11 to 16 have faced one or more of the most common risks on the Internet (cyberbullying, sharing personal data with strangers, exposure to content that encourages children to harm themselves, inappropriate online content and the possibility of radicalization online)
- 51% of EU citizens feel little or not informed at all about cyber-threats
- 86% of Europeans believe that the risk of becoming a victim of cybercrime increases rapidly

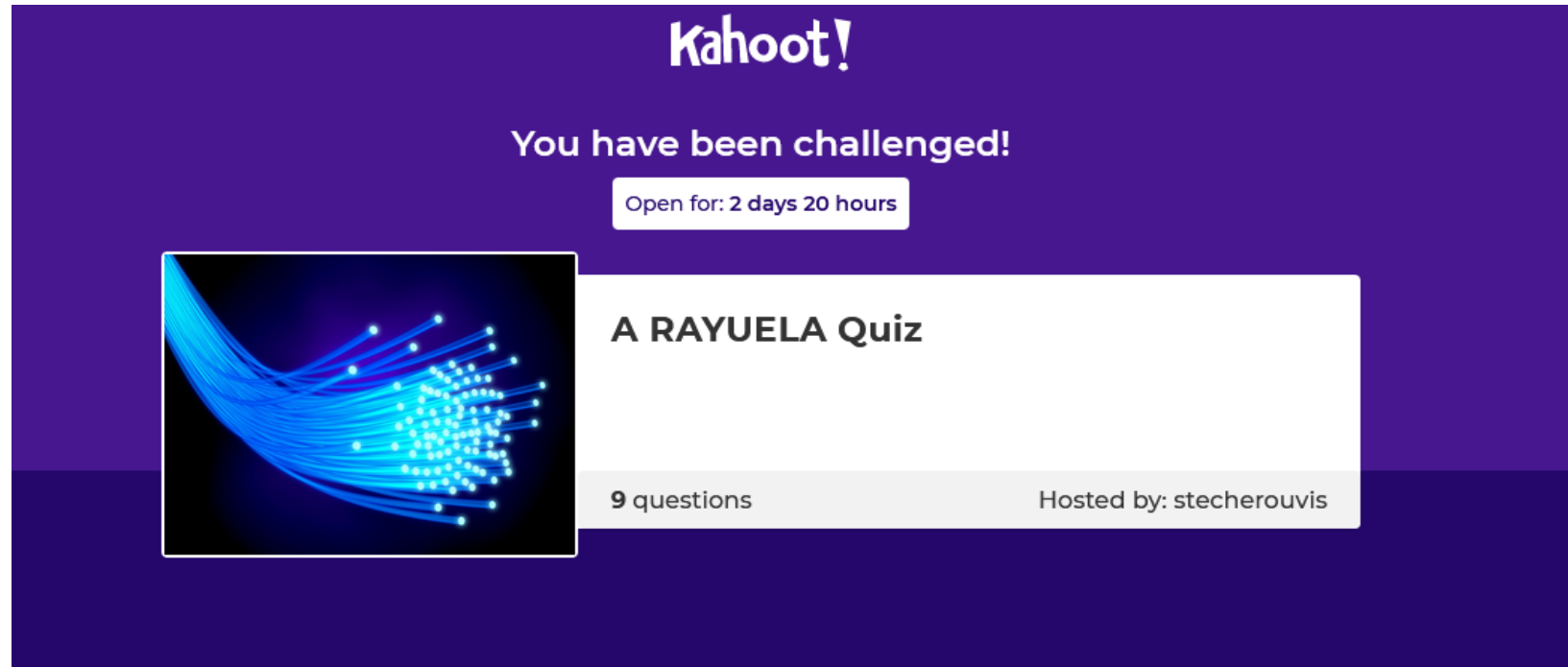
The RAYUELA Project

- The project is carrying out a rigorous research on the psychological, anthropological and sociological factors that influence cybercrimes such as cyberbullying, online grooming, trafficking, the spread of misinformation and deception
- Based on the results obtained, in subsequent parts of the work an interactive adventure **video game** will be developed, in which players will face different situations, making progress according to the decisions they make.
- The video game will have a preventive purpose to educate young people about safe use and the risks of the Internet.
- It will also allow the data obtained through the platform to be analysed to find out if there are certain profiles more likely to commit or suffer from some of these cybercrimes.

HOW?



Lets try a short quiz on Kahoot to assess basic knowledge on cybersafety



This is a short Kahoot quiz aiming to assess basic knowledge and understanding of crucial issues on cybersafety, with an emphasis on minors.

It is a self-reflecting exercise and does not give any score or rating: <https://create.kahoot.it/share/a-rayuela-quiz/02d4975b-49c7-4cba-b630-5a1d1e81ccab> (alternatively, just go to kahoot and enter the Game PIN: **02904935**)

A bit of a discussion on the Questions

The most common online grooming offender looks like:

An old man with bad social skills and low education

A young woman with low level of self-regulation

A charming young man, adapting to different profiles and situations

The potential victim of online grooming may be looking for:

Exploring new situations and having an active virtual life

A romantic relationship

Sharing hobbies and affections

All of them are correct

If you know some friend who is suffering from online grooming, you can help them by:

Encourage them to tell their parents

Encourage them to cut off contact

Both of them are correct

A bit of a discussion on the Questions

The best way to prevent Online grooming is to avoid any exchange of sexual expression or material on the Internet.

FALSE: Recognition of young people's sexuality without blaming may be a better strategy than the abstentionist stance

Sometimes, online grooming offenders are people the victims know

TRUE. Online grooming offenders are not only strangers to the victim

The profile of offenders and victims in cyber bullying is clearly different.

FALSE: Having been previously victimized is a risk factor to become an offender

To cut off the access to social media as soon as it started might not be the best way to stop cyberbullying

TRUE: The desire to be permanently connected in young people may them not report CB for fear of being cut off

Cyberbullying does not understand race, gender, or sexual orientation. We can all be bullied to the same extent.

FALSE: When addressing cyberbullying, social inequalities such as racism, sexism, homophobia or classism might be part of the interventions

The only way to avoid cyber bullying is parental control.

FALSE: Parental control may be insufficient to combat CB. Prevention strategies should promote the agency and empowerment of young people

A scenario

You are a 14-year-old boy and you are configuring your profile in a well-known online social network:

1) Would you publish which your favorite video game is?

- A) Yes
- B) No

2) Would you publish which your nickname in such a video game is?

- A) Yes
- B) No

3) One day you receive an invitation from an unknown pretty girl, Mary, while playing your favorite video game. What would you do?

- A) I accept it
- B) I ask her who she is and if we share some contacts

4) Mary asks you for your telephone number to keep chatting via WhatsApp. What would you do?

- A) I share it with her. I want to get to know her better.
- B) I do not share it. I do not know her.
- C) I do not share it and I report this to an adult.

A scenario

You are a 14-year-old boy and you are configuring your profile in a well-known online social network:

5) Mary asks you via WhatsApp for a picture without T-Shirt. What would you do?

- A) I send it to her and ask her for a picture back :)
- B) I stop it and ban her
- C) I stop it, ban her and report the situation to an adult

6) Mary sends you a picture without T-shirt and ask you for a hotter picture. What would you do?

- A) I send it to her :)

7) Mary asks for an XXX video and tells you that if you do not send it, she will send the previous picture to all your contacts in the high school

Find out more:



<https://www.rayuela-h2020.eu>

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