Activity 2: Kept or broken?

Worksheet



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Ella



Ella is 12 and is allowed an hour's gaming time on her console each night. Her parents recently bought her a new game for her birthday, which most of her class plays too. It takes you to other worlds to create camps to stay in and explore.

Every time you enter a new world, you need to have a new type of currency to buy the things you need to create your camp.

When her parents bought Ella the game, they bought her some credits, but these have just run out.

She has started getting lots of notifications asking her if she wants to buy more credits.



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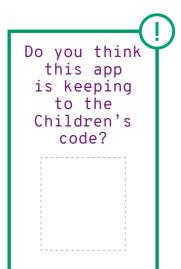
Jaden



Jaden, aged 14, has recently decided he will sign up to a new app. There is a chat feature in the app and he has been using it with some of his friends.

It's really fun but Jaden wants to make sure the app is safe for him to use.

He sees a button that says 'privacy policy'. When he presses this, he get useful and simple information about how the app works and there is a video with more information for young people.







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Noah's game



Noah, aged 10, has been told about a new free game app. It's all about his favourite anime characters.

He asks his mum and they download it together. When they have downloaded it and are finished signing up, the app asks Noah to review his settings.

The privacy settings are already set to the highest level.

Do you think this game is keeping to the Children's code?

Shareen's app



Shareen's stepdad helps her to sign up to a new app all about clothes and fashion. Shareen enters her birthday into the app when she signs up. She is 13.

She starts saving pictures of the types of clothes she likes in the online scrapbook.

The next day when she is on the app, a message pops up telling her about a clothing sale in her area.

She realises the app is using her location data.

