



Greetings from Web Wise Kids:

Welcome to the **MISSING** Game, a fun and positive way to teach middle school children how to avoid danger on the Internet. **MISSING** is designed to SHOW rather than TELL children about online safety.

**Your kit includes the following items:**

- Ten copies of the **MISSING Game**, each on 2 disks for use in your computer lab (installation software is included). **Two to three children should share one computer.**
- A red **Teacher's/Parent's Guide** with game solutions in the back.
- A black **Detective's Manual** which your students will use to navigate the game. This copy is the master; you will need one photocopied manual for each computer station, each time you use the game.
- An informational **DVD** to educate you and other adults. The DVD will provide more information on the tactics and techniques of criminals who use the Internet to lure children into danger and crime.
- An **e-guide** which has a printable lesson plan for using **MISSING** and other resources.
- Optional Internet **surveys** (for use before and after the *Game*), an answer key, an Internet safety plan template, and a sample parent information letter are also included.

**Getting Started:**

- Preview the DVD and examine the Teacher's/Parent's Guide (some parts of the DVD may not be appropriate for younger viewers).
- Install the disk labeled **MISSING 1** on each of your Mac or IBM computers. **MISSING** works best on higher speed machines with at least 64 MB of RAM.
- When using a computer lab, organize the children so that 2 to 3 people are at each computer (each group will need a photocopy of the Detective's Manual).
- The first part of the Parent's Guide is a companion to the DVD. The second part of the Parent's Guide (beginning on page 20), gives you an overview of the game and assistance with each section.

**Playing the Game:**

- By way of intro, explain to your students that they are going to assist the Royal Canadian Police to recover a boy who is **MISSING** from his home. The story is based on a true account, but all the characters you will see in the game are actors.
- As your students play the game, flashing lights and symbols will alert them to where they should click with their mouse.
- **MISSING** simulates the Internet. You will not need Internet access on your computer to use **MISSING** and your students will not be able to get to the Internet through the game. In **MISSING**, all websites end in **dot site**, instead of **dot com**.

- With their Detective's Notebooks out, instruct the kids to begin playing Section 1 - JUST FRIENDS.
- Refer to the Parent's Guide and e-guide for good information to share with your students before and after playing this section.
- Be sure to have the students write down every clue in their Detective's Manual. If you get stuck, just check the last page of the Parent's Guide for answers.
- Play all the way through each section before stopping or exiting. If you terminate play in the middle of a section, your game will not save and you will have to replay your last section from the beginning before advancing to other sections.
- The total time required to play the game (Sections 1 – 6) in its entirety is approximately 2 ½ to 3 hours. The flexible nature of the game allows you to decide how many sections you will play at one sitting.
- As you play, allow your students to make observations and discoveries about the characteristics of children and adults on the Internet.
- To exit the game: PC users should press the ESCAPE key or select QUIT GAME. MAC users should press COMMAND and ESCAPE together or select QUIT GAME.

#### **After the Game:**

- When you finish playing both disks, take the opportunity to ask your students what the most memorable parts of the game were to them. How did the situations in the game make them feel?
- Get out a piece of paper and label it **Internet Safety Plan**. Ask each child to create a list of safety guidelines they will use when surfing the web (example: *"I will not give out any personal information about myself over the web". "I will tell my parents if a website or an email is suspicious"*). If a child decide that something is off-limits (example, instant messaging), simply write that that activity is "Off limits." When each child finishes his/her list, ask him to read you the guidelines he has created.
- Studies show that children are better at obeying rules that they help set for themselves rather than rules set for them by those in authority. This is in part because they are better able to remember rules that they helped create, and in part because there is no need to rebel against rules which they helped design. Incorporate this principle by allowing each child the freedom to fill out the Internet Safety Plan to the best of their ability without help. When they have finished, take the opportunity to negotiate items you are not comfortable with. Then ask them to take it home and present it to their parents. Finally, ask them to post the completed list near their home computer.

Thank you for using the **MISSING** Game. As a result of playing the game, we trust that your students will be wiser about the dangers that can lurk on the Internet and the safety strategies that can prevent them.

Thank you,

*Web Wise Kids*