

LESSON PLAN

5 ACTIVITIES

TO TACKLE CYBERBULLYING

blurred lives PROJECT

A Cross-National, Co-Participatory Exploration Of Cyberbullying,
Young People And Socio-Economic Disadvantage.

	TIME	ACTIVITY	OBJECTIVES
1	10'	SHORT INTRODUCTION FROM THE TEACHER (E.G., PRESENTATION ON ONLINE SAFETY & ONLINE DANGERS)	Raise awareness in students and teach basic knowledge on the topic
2	15'	STUDENTS NAME REASONS AGAINST CYBERBULLYING	Discuss the consequences for victims and perpetrators
3	30'	PRACTICE A PRE-SCRIPTED ROLE PLAY ON CYBERBULLYING	Experience bullying roles and develop interventions from a students' perspective
4	20'	FINAL DISCUSSION AND EXCHANGE ABOUT THE ROLEPLAY	Reflect on peer interventions and the victim's feelings
5	15'	"WARM SHOWER" OF COMPLIMENTS FOR EVERYONE	Build up self-esteem and improve class climate

Suggestions for practicing the pre-scripted role play:

The role play starts with a girl reporting to a teacher that she was insulted and offended in the comments after posting a selfie on Instagram. In the following scene the teacher responds to the girl making suggestions on what steps to take. The Berlin students suggested to split the class into two groups: One group continues the role play with a fictional teacher who is "digitally native", while the second group plays a version in which the teacher has only little knowledge social media. The students' assumption was that a more informed teacher would suggest a different set of interventions (e.g., block your account, report as spam) than a teacher with less internet knowledge, but possibly more pedagogical experience (e.g., call the police, talk to your parents or a friend). Each class would find their own ending of the two storylines, and in a final discussion could reflect on the effectiveness of interventions, the victim's feelings, and peer involvement as bystanders or allies.