



Nettie and Webster live in the NetSmartz Neighborhood on "the cloud," and along with Clicky the Robot, they learn how to keep the internet safer while fighting off the evil plots of the Webville Outlaws. After falling through an abandoned tube, they are lost in a strange new world. On their epic journey deeper into the cloud, they will have to rely on each other, some new friends, and everything they've learned about internet safety to get home safely!



- Interactive web series featuring 6 short episodes
- Age appropriate for children under 12 years old
- Versatile and engaging for use in individual or group settings
- Supported by easy-to-use discussion resources, engaging activity sheets, and a multi-level game

Online safety topics covered include:

- Keeping personal information private
- Recognizing and reporting unsafe interactions and content
- Strategies to handle negative interactions including cyberbullying



# Episode Overviews

## Episode 1 "Enter Badromeda"

After falling into an abandoned tube, Nettie and Webster are carried into a deeper layer of the cloud called Badromeda. They quickly realize that they'll have to put their NetSmartz skills to work by not responding to the taunts and drama of the strange creatures they encounter.

**Episode Theme: Digital Citizenship**

## Episode 2: "TMI"

Nettie and Webster continue their journey and arrive at a museum where a young Badromedan is loudly and visibly sharing personal information. Using their NetSmartz, Nettie and Webster help him understand why privacy is important online.

**Episode Theme: Online Privacy**

## Episode 3: "Rocket Bike"

Nettie and Webster encounter a pair of teens and offer their assistance to help them make better online decisions, like not responding to cyberbullies. They also learn about someone who may be able to help them return home safely, so they hop on a rocket bike and take off in hopes of finding help!

**Episode Theme: Cyberbullying**

## Episode 4: "Fact or Fake?"

An alley full of distractions quickly pulls Nettie and Webster away from their set task. While distracted, they lose their map. When trying to redraw it, they find themselves bombarded by information – some conflicting, some outlandish – and must remember what they know about evaluating information online to find reliable information to recreate the map.

**Episode Theme: Misleading Information**

## Episode 5: "Checking In"

Realizing they were not able to check in with their trusted adult, Clicky, before being transported to Badromeda, Nettie and Webster try to send him a message, but they accidentally end up on a website with upsetting content, which they quickly report. Back in the NetSmartz Neighborhood, Clicky tries to reach Nettie and Webster, but to no avail!

**Episode Theme: Inappropriate Content**

## Episode 6: "Finding Vera"

Nettie and Webster restart their journey with a new map and encounter young rocket bikers whose behavior make the duo uncomfortable. Nettie and Webster report their suspicious behavior to a Badromeda Protection Officer. Then they gather clues in hopes of finding their way home with help from a trusted adult.

**Episode Theme: Reporting Unsafe Behavior**