



NetSmartz
**INTO THE
CLOUD**

Dear Educator,

As young people spend more time online, safety is more important than ever.

That's why we're proud to bring you this standards-aligned teaching kit to accompany the new *Into the Cloud* animated series developed by the National Center for Missing & Exploited Children® (NCMEC) and the curriculum specialists at Young Minds Inspired.

Featuring characters from NCMEC's long-running NetSmartz® program, *Into the Cloud* takes viewers on an exciting journey that teaches kids about online safety and citizenship.

The series and this teaching kit for grades K-3 cover important issues like online privacy and cyberbullying to help students identify online dangers and practice safe behaviors.

Please share this kit with other teachers in your school. The program can also be used by technology educators, PTAs, school resource officers, and law enforcement. Please let us know your opinion of this program by returning the enclosed reply card or by commenting at ymiclassroom.com/feedback-intothecloud.

Sincerely,
John Clark
President & CEO
National Center for Missing & Exploited Children

About *Into the Cloud*

Into the Cloud is an action-packed, animated series about two kids—Nettie and Webster—who live in the NetSmartz Neighborhood on “the cloud.” 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 called Badromeda that is filled with tech-toting creatures. On their epic journey, they will have to rely on each other, some new friends, and everything they've learned about internet safety to get back home!

Kids can watch the six episodes of season one at NetSmartzKids.org/Videos and parents/guardians can learn more at MissingKids.org/NetSmartz.

Target Audience

Students in grades K-3 and their parents/guardians

Program Objectives

- Educate children and their families to recognize online dangers.
- Provide students with strategies to stay safer online.
- Empower students to be good digital citizens, including knowing what to do if someone is being inappropriate online and how to identify trusted adults in their lives.

Program Components

- This teacher's guide
- Three reproducible activity masters
- A colorful wall poster
- A parent/guardian letter and standards chart at ymiclassroom.com/intothecloud
- A reply card, or comment at ymiclassroom.com/feedback-intothecloud

How to Use This Program

1. The lessons support the *Into the Cloud* series with theme-related content. They can be used after viewing episodes, or taught independently.
2. Photocopy the teacher's guide and reproducible activity sheets before displaying and reviewing the poster with online safety tips.
3. Send home copies of the parent/guardian letter that explains this program, encourages family viewership, and offers online safety tips. The letter and other resources, including an episode guide, can be found at ymiclassroom.com/intothecloud.

ACTIVITY 1

TMI—TOO MUCH INFORMATION!

Introduce this lesson by letting students know that Nettie and Webster, the main characters from *Into the Cloud*, meet a creature in Badromeda named Zion, who is sharing too much personal information online. Ask students: *What is personal information?* Explain that it includes your full name, address, school, phone number, e-mail address, and passwords. Then ask: *Why is it important to keep personal information private?* Define that *private* means belonging just to you and your family.

Distribute and review the activity sheet. For younger students, read Part 1 aloud and have them raise their hands for answers. Spark a class discussion, pointing out that your favorite color or favorite superhero may be okay to share because they can't easily identify you—lots of people have them—but you should always check with a trusted adult before sharing personal information and talking to strangers online. Explain that a trusted adult is a grown-up who makes students feel safe and comfortable, whom they can talk to, and who can help them, like a parent, grandparent, teacher, or police officer. In Part 2, have students predict Webster and Nettie's internet safety rule by asking: *When is it okay to share information online?*

ACTIVITY 2

BE KIND AND WISE ONLINE

In *Into the Cloud*, Webster and Nettie help two friends dealing with a cyberbully. Explain to students that a cyberbully is someone who is mean online. Discuss suggestions for handling a cyberbully: don't be mean back, block the person, report the bullying, and show the messages to a trusted adult.

Next, talk about ways we use good manners in real life. Ask: *How can we show good manners online?* Pass out the activity sheet. In Part 1, students mark good manners in green (1, 3) and negative behaviors in red (2, 4). Young students can give a thumbs-up or a thumbs-down response. Then, discuss the scenarios in Part 2 and students' answers (1. C, 2. B, 3. B).

ACTIVITY 3

TRUST CENTER

The characters in *Into the Cloud* discover that information online can be misleading and even upsetting. Have students discuss what they would do if they saw inappropriate material online or if someone made them uncomfortable. Emphasize the importance of telling a trusted adult.

Pass out the activity and read Part 1 together. Review the answers, pointing out that kids should never give out personal information, should trust their instincts if something feels wrong or makes them uncomfortable, and should only communicate with people they know. Kids should tell a trusted adult about all the messages except #3. Read the directions for Part 2, and discuss why Nettie and Webster trust the adults mentioned. Review students' answers and identify examples of trusted adults.

Extension Activity: After completing the lessons, have students draw pictures or create collages to illustrate kind online behavior or an online safety rule.

ACTIVITY 1








TMI—Too Much Information!

Nettie and Webster are characters in *Into the Cloud*. They are trying to find their way home from Badromeda, a place full of cyberbullies. They know that to stay safe they should not share personal information.



Part 1

Do you know what information is personal and should be kept private? Look at each picture and read the words. Then mark whether it's personal, not personal, or you don't know.

	Personal (Check before sharing)	Not Personal (Okay to share)	Don't Know
 Your address	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 Your phone number	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 Your favorite superhero	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 Your age	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 Your school	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 Your family photo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 Your favorite color	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Part 2

Nettie and Webster have an important NetSmartz rule about sharing information. Fill in the missing vowels to read their online safety rule.

I will ask my tr___sted ad___lt before sh___ring information
like my nam___, addr___ss, and ph___ne n___mber.

NetSmartz® Safety Tip for Adults: Talk to your child about online safety. Review what type of information is personal and private and shouldn't be shared online without first checking with you. Encourage family members to make social media settings private. Also discuss who is and isn't okay to share information with online. For more information and to view *Into the Cloud*, go to NetSmartzKids.org.

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ACTIVITY 2

Be Kind and Wise Online

In *Into the Cloud*, Nettie and Webster accidentally get lost in a place called Badromeda. As they try to find their way home, they teach others about being kind and wise online.

**Part 1**

Just like it's important to use good manners in real life, you should use good manners online. Read the sentences below. Color the box next to good behaviors green. Color the box next to behaviors that are not kind red.

- 1. Sending a funny emoji to a friend.
- 2. Calling a friend bad names while playing a game online.
- 3. Helping a friend learn to use a new app.
- 4. Posting an embarrassing photo of a friend.

Part 2

Join Nettie and Webster as they practice being kind and wise online. Fill in the box next to the best answer.

- 1. You get a photo from someone you don't know. That person wants you to send back a photo of yourself. What would you do?**
 - A. Send a photo.
 - B. Ignore the message.
 - C. Don't send the photo and tell a trusted adult.
- 2. Someone is sending your friend mean texts. What would you do?**
 - A. Tell your friend to send back a rude message.
 - B. Tell a trusted adult.
 - C. Tell your friend to delete the message.
- 3. A friend sends you a video with lots of bad words. What would you do?**
 - A. Send the video to another friend.
 - B. Tell a trusted adult.
 - C. Delete the video and don't tell anyone.



NetSmartz® Safety Tip for Adults: Have a family conversation about proper online etiquette (or netiquette) and how to tell a trusted adult if your child feels something is scary, confusing, or upsetting. For more information and to view *Into the Cloud*, go to NetSmartzKids.org.

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ACTIVITY 3

Trust Center

In *Into the Cloud*, Nettie and Webster accidentally get lost in a place called Badromeda. As they search for someone who can help them get home, they need their NetSmartz skills to decide whom they can trust.

**Part 1**

Nettie and Webster know that people or things online are not always what you might think they are. Look at the messages below. Is it okay to answer? Or should you tell a trusted adult? Fill in the box next to the best answer.

1. "Enter your name and address to win a new bike."

- Okay to answer.
- Tell a trusted adult.

2. "Send me your brother's e-mail password. I want to play a joke on him! LOL."

- Okay to answer.
- Tell a trusted adult.

3. "Click here to start playing your game."

- Okay to answer.
- Tell a trusted adult.

4. "Hi! Send me your photo so we can be friends."

- Okay to answer.
- Tell a trusted adult.

Part 2

When Nettie and Webster need help, they go to trusted adults. Trusted adults might be grown-ups in your family. Or they might be other grown-ups, like a shop owner, librarian, or police officer. Read each example below. Write which trusted adult you might go to for help.

1. You're at a mall and can't find the grown-up you came with.

2. Your friend wants to post photos on social media of you making silly faces.

3. Your friend has been sending mean messages to you.

4. You accidentally type in the wrong web address to your favorite site. You see pictures that scare you.

NetSmartz® Safety Tip for Adults: Discuss these scenarios with your family and help your children identify adults in their lives they can trust. For more information and to view *Into the Cloud*, go to NetSmartzKids.org.

Dear Parent or Guardian,

Keeping kids safe online and teaching them to be good digital citizens is a top priority for families today. While the internet connects kids with the world, it also presents many risks like cyberbullying, exposure to inappropriate content, online predators, and revealing too much personal information.

An exciting, new online animated series—*Into the Cloud*—can help kids recognize these dangers and make smart decisions. The series is brought to you by the National Center for Missing & Exploited Children®. Your family can watch *Into the Cloud* together on NetSmartzKids.org.

Online Safety Tips

In school, your child is learning about online safety and participating in activities based on *Into the Cloud*. Here are some helpful tips to protect them:

- Be aware of all the ways your child can access the internet, from mobile phones to smart speakers. Learn about each product's safety and security settings.
- Establish limits for which online sites your kids can visit and for how long, and set parental controls.
- Monitor mobile devices like cell phones, laptops, and game systems.
- Get online with your kids and let them show you what they like to do. Ask questions about the choices they make in websites, social media friends, and other activities to encourage open dialogue.
- Know who is connecting with your kids, and set rules for social networking, texting, e-mailing, online gaming, and using webcams.
- Stress that kids should ask a trusted adult before sharing personal information, and should tell a trusted adult if anything makes them uncomfortable.
- Identify trusted adults with your child.
- Speak with your kids early and often about online safety.

Your kids can play games and find out more about staying safe online at NetSmartzKids.org. *Into the Cloud* and other online safety tools are also available on the parent/guardian site, MissingKids.org/NetSmartz, including one-on-one discussion starters for each episode of the series.

Sincerely,
John Clark
President & CEO
National Center for Missing & Exploited Children

**About the Program**

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Your child has taken a pledge to follow these internet safety rules. Take the pledge at home, too!

1. I will tell a trusted adult if anything makes me feel sad, scared, or confused.
2. I will ask my trusted adult before sharing information like my name, address, and phone number.
3. I won't meet face-to-face with anyone from the internet.
4. I will always use good netiquette and not be rude or mean online.