



# CYBERBULLYING: BROKEN FRIENDSHIP 1

**TIME**  
30 minutes

## OVERVIEW

Students watch the true story of a girl whose best friend gave out her E-mail password to some other girls at school without her knowledge. Students play a game called "Keep Your Keys!" and discuss why they should not give their passwords to anyone except their parents or guardian.

## PROGRAM GOAL

Enhance the ability of teens to recognize why it is important to keep online passwords private.

## INTERNET SAFETY MESSAGE

I will keep my identity private.

## MATERIALS

- computer lab or computer connected to an LCD projector or television monitor
- "Cyberbullying: Broken Friendship" vignette
- large pieces of paper for each student group
- whiteboard or chalkboard
- key page for each student (attachment 1)
- group worksheet (attachment 2)
- scissors
- dice - one for each student

## ACTIVITY

Watch "Cyberbullying: Broken Friendship." Make a class list of things we use passwords for: E-mail, Instant Messenger, web sites, bank accounts. *Why do you think the girl in the story gave her password to her best friend? Was it a good reason? What types of things can happen to her now that her password is out? Her E-mail can be tampered with; people can assume her identity online; her bank or shopping accounts can be tampered with. What should the girl do right away? Change her password; tell her parents or guardian; contact her bank.*

Play "Keep Your Keys!" Hand out the key worksheet (attachment 1). (For large groups, have students use all 8 keys. For smaller groups, use only 4.) *Write your name on each key on your worksheet and cut out the keys. Have students form two circles with other players, one circle inside the other. One person from the outside circle partners up with one person from the inside circle. At the same time as your partner, roll your dice. The person with the lowest number has to give one key to the winner. The loser may pass on any key in his or her possession, including those originally from other players. If there is a tie, no keys are exchanged. Every time a key is acquired by a new player, that player must write his/her name on the back of the key. After one roll, move to another partner. The outside circle stays still, the inside circle moves clockwise. The purpose of the game is to keep your keys!*

*Look at all of the keys you have now. Each key you have is like having the password to an E-mail account. How many different people's E-mail accounts would you have access to if each of those keys really were passwords? How many people do you think now have access to yours? Look on the back of the keys; each name written there is another person who has the password and therefore access to the E-mail account associated with that key.*

Hand out the worksheet (attachment 2). Have students complete the worksheet in groups. Then discuss reasons to keep passwords private.

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# CYBERBULLYING:

## BROKEN FRIENDSHIP 1

1. How many of your own keys did you lose?
2. How many keys do you have from other people?
3. Do some of the keys you won have several names written on the back?

Make a list of activities below that you use your E-mail account for.

_____	_____
_____	_____
_____	_____

Now with your group, generate a list of reasons to keep your password private and never share them with anyone except your parents or guardian.

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**Remember,** keeping your passwords private does not mean that you don't trust your friends. It is necessary to "Keep Your Keys" in order to ensure that you are protected online. Because "once you put it out there, you can never get it back."