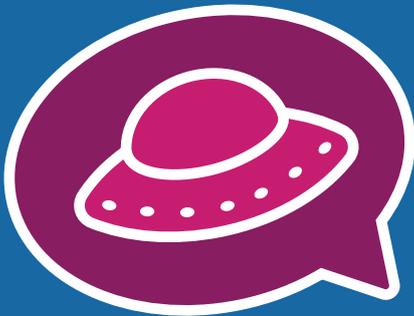


plusnet proudly presents

# PLAYS ON THE INTERNET

Never Trust An Alien



A trilogy of plays about online safety.  
In partnership with Internet Matters



We'll do you proud

internet  
matters.org

# OVERVIEW



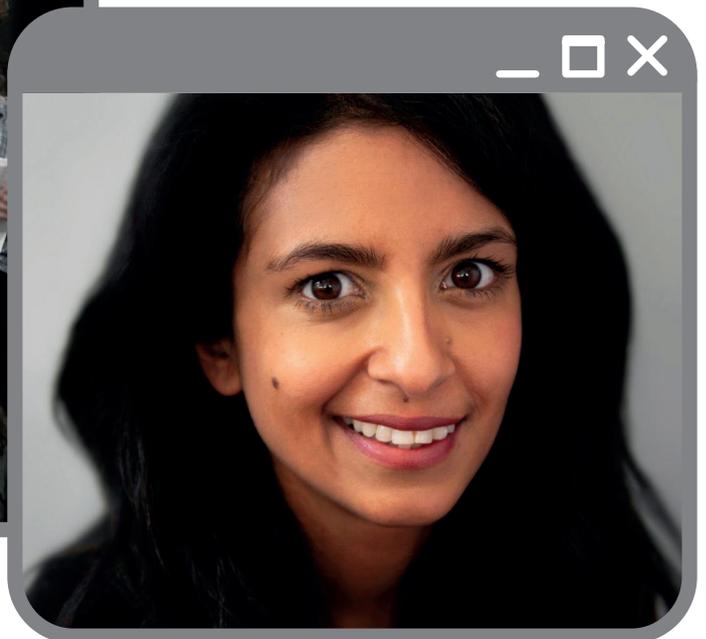
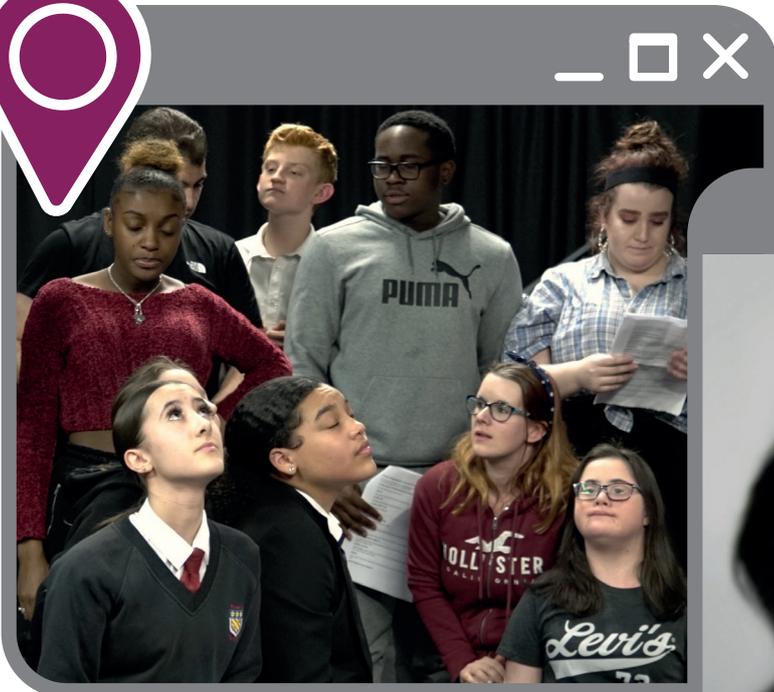
Plusnet Plays on the Internet is a trilogy of plays about online safety written by TV presenter and children's author Konnie Huq.

Growing up in a digital age brings so many opportunities for personal and collective growth but it also comes with areas to be cautious of.

Internet Matters offers families with the best advice and information available on tackling online safety issues. These plays have been created to use theatre as a fun way to engage parents and children in conversations about the internet in a way that isn't scary or daunting.

Chickenshed produced and staged Konnie's plays with the input and opinions of their young actors. This process means the plays have a voice that is both authentic and effective at communicating the messages behind the stories.

The three plays each address a theme of online safety tailored for specific age groups: online grooming, cyberbullying and online reputation.



# WHAT IS ONLINE GROOMING?

## Overview

As children continue to find new ways to connect with each other on a range of devices and platforms, it is increasingly important to help them make smarter and safer choices online. Thinking about who they talk to and what they share online, especially with an increase of groomers online.

## Tips

- **Talk about it** – Although it can be a tricky subject to talk about with your child, it is important that you start a conversation with them
- **Tools to keep children safe** – Encourage them to make use of privacy settings on the social networks and platforms they use so they stay in control of who can see their content
- **Spotting the signs** – Recognising the signs of online grooming can be hard because it can happen at home and groomers often tell children not to talk to anyone about it
- **Steps to take if it happens** – If you are concerned that your child is being targeted by an online groomer here are a few actions you can take to protect your child:
  - Report it to the authorities
  - Reassure them it's not their fault
  - Seek support from the National Crime Agency's CEOP command for support
  - Contact Childline - 0800 1111 or the NSPCC Helpline on 0808 800 5000 for support
  - Report any sexual abuse images to the Internet Watch Foundation

For more information, visit <https://www.internetmatters.org/issues/online-grooming/>





# WORKSHOP ACTIVITIES

## Overview

The following workshop tips include a range of activities, related to the 'Never Trust an Alien' play centred around the theme of online grooming, suitable for children aged between 8 – 11.

Each activity has been devised to last roughly 10 minutes, giving children time to engage with the tasks and understand the meaning and importance of the theme, whilst remaining relevant and age-appropriate. The activities have mainly been designed for small groups but can equally be carried out by as many children as you have to hand!

The activities have all been devised to be carried out in any order as you'd like, and there is no need to do them all, this pack is a 'menu' for you to pick from, based on what you think your children will enjoy and engage with the most.

## WARM UPS

**A. To get children thinking about the themes of communication and the potential of inaccurate or miscommunication, encourage them, in groups, to make up their own nonsense, gibberish language and some messages in that language – any type of nonsense gibberish will do.**

- a. Have each group write words from the language down and then communicate to other groups their messages in the alien language.
- b. The other groups then try to guess the message from the 'alien'. How easy or hard is it to guess the correct message? How close do groups get to the correct message?

**B. How easy is it to have a conversation with someone when you don't know who they are?**

- a. In small groups nominate one person to be the "sender" of a message and one person to be the "receiver". Pair two groups together and ask each group to go to a different place nearby where they can't see each other.
- b. One person from each group writes a "Guess Who" type question: a question which only can have a "Yes" or "No" answer. E.g. "Is the person I am sending a message to a supporter of a football club?".

- c. The question is then taken to the other group in their hidden place. The groups keep exchanging questions until one sender wants to guess who the sender in the other group is.
- d. Make the activity more difficult by saying each group will only have five questions each and two answers will be deliberately incorrect. This makes guessing more difficult and makes the point that some online communication may be untrue.

**C. Play the yes/no game where one person is asking questions and the other has to avoid saying yes or no, by saying words such as “and, it, I don’t know, what” instead.**

The game illustrates that sometimes people online can try to get children to say things or give information (such as an address, their name, age, friend’s name). Children need to be aware when online there are parts of conversation that they should be guarded about.

## **ACTIVITY 1. ONLINE STRANGER/GRANDMA’S FOOTSTEPS**

This is a fun activity but can also throw up discussion as to what kind of lies are told by strangers on the internet and who can help in these situations (i.e. a trusted adult).

One person plays the role of the alien/stranger and stands at one end of the room. All the other children stand at the other end of the room. The children take turns to shout a question at the stranger who “lies” rather than answers truthfully.

E.g. a child says, “How old are you” and the “stranger” lies e.g. “the same age as you”.

After each question the children try to move up the space to “tell” a trusted adult. The child playing the stranger keeps looking back, similar to Grandma’s Footsteps, to the movement of the children.



## **ACTIVITY 2. WINK STRANGER**

This activity has the same simple rules as “Wink Murder”. One person plays the trusted adult and stands outside the room. The remaining children nominate someone to be the stranger.



When the child playing the trusted adult comes back into the room they have to guess who the stranger is by trying to see who the stranger is winking at. When someone is winked at they have to turn around and sit down as if they have switched off their phone/laptop/computer.

Can the trusted person guess the stranger before they have all left the game?

## ACTIVITY 3. NUMBERS AND ACTIONS

Ask the children what they should do if a stranger talks to them online and the risks that might come with this. Then ask them to work out dramatic movements for the actions, examples include:

1. Online stranger alert – switch off device
2. Tell a trusted adult
3. Do homework online safely
4. Talk safely to a friend online
5. A stranger asks for your address online
6. Win an exciting online game and do a celebration
7. Lose an online game and do an action

Once you have worked out easy actions for the children to do when they hear one of these actions, the children then walk around the space. Each time you shout a number the children have to do the action that goes with that number.

E.g. if you shout “1” the children have to do the action that shows them locating a stranger online and switching off the online device.

## ACTIVITY 4. WHAT’S THE BEST ANSWER

In groups, try to think of the best answers to certain questions around talking to strangers.

E.g. If someone you don’t know talks to you in an online game like the fictional game “Daynight” in the Alien play, what do you do? What don’t you do?

If someone online says they have tickets to a football match or a concert you want to go to and says they will leave them in a place for you to pick up, what do you do? What don’t you do?



## ACTIVITY 5. PROS AND CONS

In groups, list the pros and cons of the internet:

- A. What are the best things about the internet?
- B. What are the negative things about the internet?
- C. How can you make the negative things into positive things?

Make up a lesson for the rest of the group where you “teach” them about the ways to make all activity on the internet positive.

## ACTIVITY 6. GUESS THE QUESTION

Research things that strangers (like the stranger in the Alien play) often say online when they are trying to groom and the questions they might ask.

Ask children in groups to write down what they think are the things that strangers are likely to say online and the questions they might ask.

When the children guess one of the things you have written down they get a point. They get two points if they think of a good example that you haven’t thought of.

## ACTIVITY 7. DRAW A STRANGER

Ask children to draw on large sheets of paper what they think an online stranger who might be trying to lie to children to meet them might look like.

Discuss the drawings to see if children have a traditional stereotypical view of what a stranger looks like. Emphasise that strangers, like the one in the Alien play, can look very ordinary.



# ACTIVITY 8. MOST IMPORTANT MOMENT IN 'NEVER TRUST AN ALIEN'

Ask children to create a physical frozen picture of the following moments in 'Never Trust an Alien' in groups:

- A.** Most important moment
- B.** Favourite moment
- C.** Most unsafe moment
- D.** Safest moment
- E.** Most exciting moment



# NEVER TRUST AN ALIEN

A play about Online Grooming suitable for an audience aged 8 – 11



## SYNOPSIS

It's the year 2090 and space travel is a new way of life, with many missions in progress to discover life away from Earth. While the minds of the population might be on other planets, the risks of talking to strangers online can be much closer to home than it seems.

## CHARACTERS

- Narrator 1
- Narrator 2
- Izzy
- Axel
- Martha
- Keziah
- Jack
- Tom
- Newsagent (Mr. Kane)
- Stranger (voice of)
- Mum (voice of)
- Grandad (voice of)
- Global PM (voice of)
- Global Deputy PM (voice of)
- Head Teacher
- Mrs. Gribbin
- Mr. Eldon
- Mr. Salinsky

NB. Some of these characters can be played by the same children.

## SETTING

2090 – Earth.

Playground

Classroom

Newsagent

Bedroom

## **OPENS WITH SONG: 'ALIEN LIFE'**

Alien Life Alien Life  
Don't know if there's Alien Life  
Planet Plonkernooya who are you  
Don't know if you are true (Repeat)  
Planets here and Planets there  
Anyone listening Anyone there  
Planet Kakamoomoo say yooohoo  
No Daynight stickers here for you



## **PLAYGROUND AT MORNING BREAK**

### **NARRATOR 1**

It's the year 2090 on Earth, we now live in an era in which space travel and exploration is pretty advanced. Finding life forms on another planet has become a united global aim and there are many space missions attempting to do this. We are in a futuristic society where global harmony prevails

### **NARRATOR 2**

The biggest threat to humans is unkindness from nasty isolated fellow human beings acting alone, but as education and awareness increases about the positive benefits of treating your fellow man kindly, the numbers of these bad guys is now thankfully dwindling

## **JACK IS IN THE SCHOOL PLAYGROUND CHATTING TO HIS FRIENDS BEFORE GOING IN TO MORNING REGISTRATION**

### **IZZY**

Hey Axel!

Axel walks over to his group of class mates chatting and talking

### **AXEL**

Ok guys! I made it in on time! Was so certain I was gonna be late

### **IZZY**

How come?

### **AXEL**

Had to fly in from Australia this morning as I was staying at my aunt's place in Sydney last night. Sky traffic was just awful

### **MARTHA**

I'm going to the doctor's in Morocco at lunch time, hope it clears up by then

### **AXEL**

I doubt it. It's because of the Global Prime Minister's upcoming visit to the UK this afternoon

### **IZZY**

Oh yeah, they say there's going to be a big speech about...



### **GLOBAL PRIME MINISTER'S VOICE ON STAGE**

We should all be aware of the potential risks of befriending other planetary life forms in case we do make contact with another planet

### **GLOBAL DEPUTY PRIME MINISTER'S VOICE ON STAGE**

But there are so many positives too!

### **JACK**

They said on the news the other day that they reckon...

### **GLOBAL PM**

The planet Plonkernooya may have life on it

### **GLOBAL DEPUTY PM**

But then again it might not

### **AXEL**

WICKED!!

### **IZZY ROLLING HER EYES**

They're always saying that. Mum says...

### **MUM**

Even when I was young they actually thought there might be life on Mars!

### **KEZIAH**

Yeah, but that was the olden days, they knew nothing back then. Grandad says that

### **GRANDAD'S VOICE COMES IN**

We used to need things called passports to travel to other countries, and there even used to be fighting between them

### **IZZY LAUGHING**

Weird!! Imagine people trying to hurt and fight with each other. We're so lucky to live in these times of global peace.

### **JACK**

Yeah, totally. I think there maybe life on planet Plonkernooya though. The man on the news said...

### **NEWS READER VOICE COMES IN**

Plonkernooya had conditions very similar to Earth, so life forms there could be a very strong possibility

### **AXEL**

That would be amazing!! Our solar system is boring, I mean REALLY BORING!! I wish we had alien neighbours nearby

### **THE SCHOOL BELL RINGS**

### **MARTHA**

Come on you lot, the Head Teacher's taking assembly today, we'd better not be late. Come on, last one in has to sit next to Miss

### **THE OTHERS LAUGH AS THEY WALK INTO THE SCHOOL BUILDING**

### **SCHOOL ASSEMBLY**



**NARRATOR 1**

The children are sat cross legged on the floor and the Head Teacher and Deputy Head Teacher are addressing them

**NARRATOR 2**

But is everyone listening? Let's see...

**HEAD TEACHER**

Good morning everyone. Now I know we are all very excited about the news from the global space mission that their space capsule will land on the planet Plonkernooya in another 36 hours

**DEPUTY HEAD**

So, in honour of the mission, today Year 5 are doing a very special assembly about space travel and the possibility of life elsewhere. But before we begin, we have a few announcements. First our favourite librarian, Mrs Gribbin

**MRS GRIBBIN**

All unpaid library fines will double to £6 in UK currency or 20 global currency coins if unpaid by the end of the week

**HEAD TEACHER**

Thank you Mrs Gribbin. Now Mr Eldon, The Head of ICT and Captain of Computers

**MR ELDON**

Thank you. I have been asked to flag up that, what with global group chat platforms and the internet use on the increase, we would like to remind all students to be extra careful when using the internet, and report anything suspicious to their parents or someone they trust

**HEAD TEACHER**

Thank you Mr. Eldon and finally teaching assistant, Mr. Salinsky

**JACK (WHISPERING TO HIS FRIENDS)**

Wish they'd just get on with the assembly

**KEZIAH (WHISPERING)**

Just tell us more about the Plonkernooya space mission will you? I can't stay awake

**NARRATOR 1**

Jack needs to keep his concentration – or he'll doze off and miss all the information.

**NARRATOR 2**

Advice is no good if you fall asleep hearing it!

**MR SALINSKY**

Please can all children also be cautious and aware of talking to strangers, a man has been hanging around giving gaming stickers to students including rare ones. If anyone spots him please report it immediately.

And given what Mr Eldon has said this morning this goes for online too, we know it's common to speak to people over the internet nowadays, but we should all be really careful, and never meet up with someone you have only ever met online

**HEAD TEACHER**

Thanks everyone. And now over to Year 5 for their fantastic assembly

**SCHOOL HAS FINISHED AND WE ARE AT THE EXTERIOR OF LOCAL SHOPS**

**NARRATOR 1**

Later that day after school Jack is walking home past the shops with his brother, Tom and Keziah

**NARRATOR 2**

They walked passed the food shop

**NARRATOR 1**

The petrol station

**NARRATOR 2**

Clothes shop

**NARRATOR 1**

The toy shop

**NARRATOR 2**

The gym

**NARRATOR 1**

The local furniture shop

**NARRATOR 2**

The trampoline centre

**NARRATOR 1**

The games arcade

**NARRATOR 2**

The police station

**TOM**

Hey! Mum said to pick up some milk on the way home from the newsagents

**JACK**

Oh yeah, well remembered!

**KEZIAH**

I really want some new game stickers; I've been dying for them since the Head spoke about that stupid stranger in assembly

**THEY ENTER THE NEWSAGENTS**

**TOM**

Hi, can I have some milk please? For my Mum

**MR KANE, THE NEWSAGENT (HANDING MILK OVER)**

There you go Tom. How are your parents?

**JACK (LAUGHING)**

So bossy and nosy

**MR KANE**

That's what parents are for, to keep you out of trouble. You can't be too careful these days!

**JACK**

We can handle ourselves

**KEZIAH**

Yeah, we're not babies. We know what we're doing

**MR KANE**

Well, keep it that way. What can I get you Izzy?

**IZZY**

A pack of gaming stickers please. No doubles!

**MR KANE**

We're clean out; a man came in and bought the lot and all our sticker books too

**JACK**

No way, that could be the guy from assembly. At school they warned us about a strange man we should watch out for, he is collecting lots of game stickers apparently. The stranger – what did he look like?

**MR KANE**

Looked quite normal. In a suit.

**KEZIAH**

If you see him again, maybe report it. In case it is him.... You know, the stranger

**MR KANE**

Will do.

**TOM AND JACK**

Okay Mr. Kane, later

**MR KANE**

See you soon!

**EXTERIOR OF NEWSAGENTS**

**KEZIAH**

Right guys, I'm going this way

**IZZY**

Shall we game online later? We can do duos

**JACK**

Yeah, good plan. I'll message you both after dinner.

**INTERIOR JACK'S BEDROOM**

**NARRATOR**

Jack is in his bedroom at his computer after dinner

**MUM CALLING FROM DOWNSTAIRS**

Jack, there's dessert if you want it

**JACK**

No thanks mum, stick a fork in me, I'm done!

**MUM**

Ok, just shout if you want anything

**JACK**

Thanks, Mum, I'm just online

**JACK TYPING**

Hey Keziah... are you there? Who's in the game?

**BLIP - MESSAGE NOISE**

**STRANGER**

Who's this?

**JACK**

Jack, who's this? You're not Keziah, who are you?

**STRANGER**

If I said you wouldn't believe me

**JACK**

Try me

**STRANGER**

No, you'll think I'm lying!

**JACK**

I won't

**STRANGER**

Ok, I'm from a distant place

**JACK**

Australia? That's not that far these days sky traffic is so fast!

**STRANGER**

Nope, further...

**JACK**

No way!!! Where?

**STRANGER**

Yes, way... Errrrr DUDE sorry bruv...I'm from outer space

**JACK**

Serious? Where?

**STRANGER**

You won't have heard of it, a place called Plonkernooya

**JACK**

Isn't that in the 351st solar system

**STRANGER**

Very good. What school do you go to?

**JACK**

Err, Daxington High School, Year 7

**STRANGER**

Oh I've heard of that one. I have to go now; I need to eat my dinner

**JACK**

Don't go! I've never spoken to an alien before...

**STRANGER**

Well shall we speak again tomorrow when you're back from school? Same time, same game, same server!

**JACK**

Yeah, sure safe!!!

**STRANGER**

Ok, bye err bruv...

**BLIP – HANGING UP NOISE**

**BLIP – MESSAGE NOISE**

**KEZIAH**

Hi, I'm here, its Keziah...you in the game still?

**JACK**

Yes!! You'll never guess who I just spoke to...

**KEZIAH**

Who?

**SONG: 'ONLINE MAGIC'**

Online Magic – Online Stuff

Online Easy – Online tough

Online Safe Space wait and see

Online questions set them free

Are they real or are they fake?

Ask somebody No mistake

Are they saying things not true?

Are they trying to trick you?

The Internet matters can't you see

Internet matters obviously

Internet safety makes it fine

Makes it fine to go online

**EXTERIOR SCHOOL PLAYGROUND NEXT MORNING**

**NARRATOR 2**

Next morning in the playground Keziah, Jack, Martha and Axel are chatting

**KEZIAH**

Jack reckons he spoke to an alien last night on the Internet

**IZZY**

Yeah, yeah, whatever

**JACK**

No, seriously

**IZZY**

Well, did you see him?

**JACK**

No, he had to go. He had to have his dinner. I'm gonna speak to him again tonight

**AXEL**

Well get him to put the camera on so you can see him

**ALL**

Don't do that, it's dodgy

**IZZY**

Well see if you can switch on the mic at least then you can hear if he has an alien voice!

**AXEL**

Oi but, imagine if it was real, that'd be epic. Can we all speak with him?

**JACK**

I'll ask him tonight

**AXEL**

If it is for real, you'll go down in history before the global space mission discovers anything!! That would sick!!!

**MARTHA**

Just be careful the Global Prime Minister's speech yesterday was really clear...

**GLOBAL PM'S VOICE**

Be careful, aliens could be good for the world, or they could also be bad. If you don't know them you must be careful. Do not approach any of them until we know more

**GLOBAL DEPUTY PM'S VOICE**

Until we know more – an alien is a stranger – and a stranger may be a possible danger

**INTERIOR JACK'S BEDROOM**

**NARRATOR 1**

Later that night Jack makes contact with the alien again. They begin typing messages to each other and Jack is excited to be having another exchange with a real life alien, or so he thinks

**JACK**

Hi, me again

**STRANGER**

Hello

**JACK**

Soo! Is your planet a SICK place?

**STRANGER**

Well, actually funnily enough we have very similar conditions to earth here

**JACK**

Oh yeah, the man on the news did say that. Are you really an alien? I mean really?

**STRANGER**

**Yes, we can turn the cameras on if you don't believe me. You can see what I look like; I'd like to see what you look like too**

**JACK**

Errr...

**NARRATOR 2**

Jack remembered his friends' warning him not to turn on the webcam even though he was dying to see what the alien looked like

**FUN FLASHBACK SCENE...**

**AXEL**

Well get him to put the camera on so you can see him

**ALL**

Don't do that, it's dodgy

**NARRATOR 1**

He knew he couldn't risk it, and what if the alien could zap him through the webcam, definitely too risky

**JACK**

Eerrrr, the camera, it's broken. How about the mic? Can I hear your voice?

**STRANGER**

Ok, I'll turn it on, hang on a sec...

**BLIP MIC TURNS ON**

**STRANGER**

Hi

**JACK**

You do sound like an alien

**STRANGER**

I look like one too. Tell you what, do you want to meet me in the local park after school?

**JACK**

Your planet doesn't want to start a war with us do they?

**STRANGER**

No, we are really very friendly. If you like, when we meet I can show you gaming stickers from my planet

**JACK**

Wow really? But I've been told not to speak to strangers

**STRANGER**

I'm not a stranger now am I? You know me, But don't tell any grown-ups because we want to keep my planet a secret for now. So shall we definitely meet?

**JACK**

I guess that would be ok? It is a public place I suppose

**STRANGER**

DEFINITELY!!! SWEAR!!!!??

**JACK**

I don't know. Maybe...

**STRANGER**

But we'll have to be careful. I don't want any grown-ups to see me. Maybe I can give you a ride in my spaceship? And we can swap gaming stickers

**JACK**

Wow!!! Can I bring my friends?

**STRANGER**

Well... ok, only one though, as long as they can keep a secret from grown-ups

**JACK**

Really!? But...I don't know, why can't I say anything to my parents?

**STRANGER**

They don't understand. Meet me by the band stand tomorrow after school, I'll bring the gaming stickers, I'm looking forward to it...errr....bruv

**NARRATOR 1**

It was at that moment the penny dropped

**NARRATOR 2**

This was no alien this was the stranger they were warned about

**STRANGER LEAVES THE GAME – JACK SIGNS OFF AND SHOUTS**

**JACK**

Mum, Dad, I need to talk to you

**MUM**

Are you still playing that game?

**DAD**

Let him speak – it sounds important!

**JACK**

A bloke got into our online game, he wasn't a kid, he said he was an alien, he said we should meet in the park tomorrow, he told me not to tell you

**MUM**

Ohhh!!! did he now? Good boy for telling us Jack

**EXT SCHOOL PLAYGROUND NEXT MORNING**

**NARRATOR 1**

In the playground the next day, Jack filled everyone in on his discovery

**JACK**

Guys you'll never guess what?

**IZZY**

You spoke to the alien again?

**JACK**

Kind of... And he wanted to meet us all in the park after school?!

**KEZIAH**

You're kidding right?

**MARTHA**

What d'you mean?

**IZZY**

Yeah, come on spit it out!

**JACK**

Well the alien is actually the man buying all those gaming stickers from Mr Kane the newsagent

**IZZY**

What?!

**NARRATOR 2**

Jack went on to explain everything to the others

**AXELA**

He must think you're thick or something. Did he really believe you wouldn't tell someone or guess who he was?

**MARTHA**

What are you going to do?

**JACK**

I told Mum and Dad last night, and they are going to tell the teachers today

**AXEL AND MARTHA**

Yeah, they will help catch him

**INT SCHOOL. WE SEE CHILDREN, MUM, DAD AND TEACHERS CHATTING**

**NARRATOR 1**

Jack's mum and dad told his teachers everything

**NARRATOR 1**

They told the teachers about Mr. Kane the newsagent who first alerted them to the signs of the stranger buying all the gaming stickers

**NARRATOR 2**

And the fact that a stranger was speaking to Jack online asking him strange things like asking to meet him in the local park after school

**JACK ACTS OUT THE STORY FOR EVERYONE**

**NARRATOR 1**

And then how the stranger was collecting gaming stickers, and the penny dropping about them being the same person they got warned about at school, and not being an alien at all

**BOTH NARRATORS**

He told them EVERYTHING

**NARRATOR**

And then everyone clapped and praised him in Assembly and the Head Teacher said

## HEAD TEACHER

Great work and quick thinking. We can work with your parents to hand this over to the police now, and we'll be able to prevent him from doing it again. Well done Jack Khan!

### ENDS WITH SONG: 'ONLINE MAGIC'

Online Magic – Online Stuff

Online Easy – Online tough

Online Safe Space wait and see

Online questions set them free

Are they real or are they fake?

Ask somebody No mistake

Are they saying things not true?

Are they trying to trick you?

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### ENDS

