Baltic Engagement Centre for Combating Information Disorders

Co-funded by the European Union

TEACHING MEDIA LITERACY IN PRIMARY EDUCATION

ACTIVITIES BASED ON EFFORT

Activity	Action points	Effort
Screen-free games	Select or create relevant games	🟢
Course	Plan and prepare the course content	🟢
Mini trainers	Partner with school staff, support students to create presentations	🟢
Media club	Work with former or older students	🟠
Games for breaks	Guide older students, develop games	🟠
DigiRapid event	Secure resources, coordinate activities, and manage logistics	🔴
Digital Blunder wall	Work with external organizations, manage funding, and install the wall	🔴
Collaboration with a magazine	Develop scripts and topics for educational comics or stories	🔴

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Screen-free games

HOT POTATO

The goal is to discuss various internet risks.

- Children sit in a circle and pass the dice around like in ‘Hot Potato’.
- The teacher says: ‘Stop!’
- The child who received the dice looks at the picture on it.
- The teacher asks if the child can interpret or guess from the picture what topic will be discussed next.
- The teacher shows the group the same picture in A3 size so that everyone can see it.
- Children share thoughts and experiences on each internet risk topic.
- The teacher guides the discussion toward safer internet behavior.

SHOE TEAM

The goal is to develop teamwork, collaboration, and create a strong password through movement.

- Each child receives 2 cards stuck under the shoe soles.
- Without removing the shoes, children must move their foot left or right to create a strong password.
- Teamwork is the key as the children rely on their friend's help.

Author: Alisa Svistunov

50+
games

EN BECID.EU

EN LASTEAEG.EE

EE MEEDIA.UT.EE

2 PLAYFUL AND SCREEN-FREE 4-WEEK MEDIA COURSE

COURSE OUTLINE: lasteaeg.ee/digiturvalisuse-manguline-kursus-koolieelikutele/

Week 1

My experience with the internet

Everyday internet use; passwords; digital footprint

Week 2

Risks and impact of online games

Game design; playing habits; in-game interaction

Week 3

Safe communication online

Filming and taking photos; cyberbullying; sharing personal information and recognizing scams

Week 4

How to teach all of this to friends?

Poster creation and discussion

EXAMPLE OF WEEK 1 ACTIVITIES

Children drew what they enjoy doing on the internet and what cartoons they like to watch on TV.

10 min

Children selected pictures from the floor representing different emotions and explained how their last online experience made them feel.

5 min

Game “Learn About Passwords”

10 min

Game “Create a Secure Password”

5 min

Watching a play featuring Pille and Jaak, followed by a discussion about passwords.

10 min

40 min class pace

Calm — Slow — Fast — Very fast — Calm

3 MINI TRAINERS

- 4th graders (9-10 y.o.) learn about digital safety in computer class, create slides, and present as mini-trainers to 1st and 2nd graders.

4 MEDIA CLUB

- Older students or former students take basic training on conducting digital media skills games for children (theory on children's internet use, how to conduct games, handling difficult situations).
- They also complete practical training: lead at least 1 hour of games themselves, then start conducting games in different classes according to an agreed system.
- Read more here: https://uhiskond.ut.ee/et/sisu/tartu-ulikooli-projekt-meediaklubi

5 GAMES FOR BREAKS

- The University of Tartu's Move Lab launched the "Schools in Motion" program in 2016, where student groups organize movement games during school breaks.
- **These games not only promote physical activity but also offer a great opportunity to teach digital security.** For example, 10-year-olds can guide 7-year-olds in creating secure passwords during breaks.
- Currently, 211 out of 500 schools in Estonia are part of this network, making it a successful model for integrating digital skills into everyday school activities!

b DIGIRAPID EVENT

- **The DigiÄKK format entails** a series of rapid learning sessions in which participants transition to a new learning station every 10 minutes. At each station, they are introduced to new content.
- In Estonia, ten groups from different kindergartens in Tartu gathered to play ten games designed to teach them how to use the internet safely.
- Around 200 children and 50 university students played games like “Viruses and Hackers”, “Advertisement Detectives” and “Little Red Riding Hood in Digital World.”
- Read more on the BECID website.

Process description

The students completed a course on children's internet usage and developed games to teach digital literacy.

To test the games, we organized a practice day at a large kindergarten where 10 groups tried their games out. All groups received feedback.

After the practice day, we held a seminar to improve the games, followed by another round of feedback.

Finally, the students conducted a DigiRapid event with 200 children aged 5-7.

7 DIGITAL BLUNDER WALL

- **The wall's main goal** was to invite people to share their digital missteps, the most embarrassing and funny stories from which others could learn.
- The installation provided material for contemplation, reading, and initiating discussions, even for those who preferred not to contribute in writing.
- Observations of the activity around the wall revealed that it fostered intergenerational conversations and interactions among strangers.
- Read more on the BECID website.

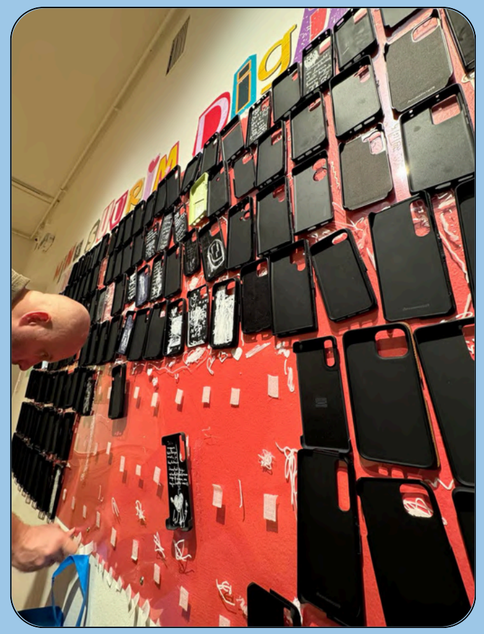
Process description

We contacted a company that recycles old digital devices to get free phone cases.

We attached the covers to plexiglass with tape, which was screwed to the wall for easy swaps.

A box with white markers was placed nearby for children to share their digital blunders.

We changed the covers every month. The exhibition ran from August 2024 to February 2025.



Bonus idea

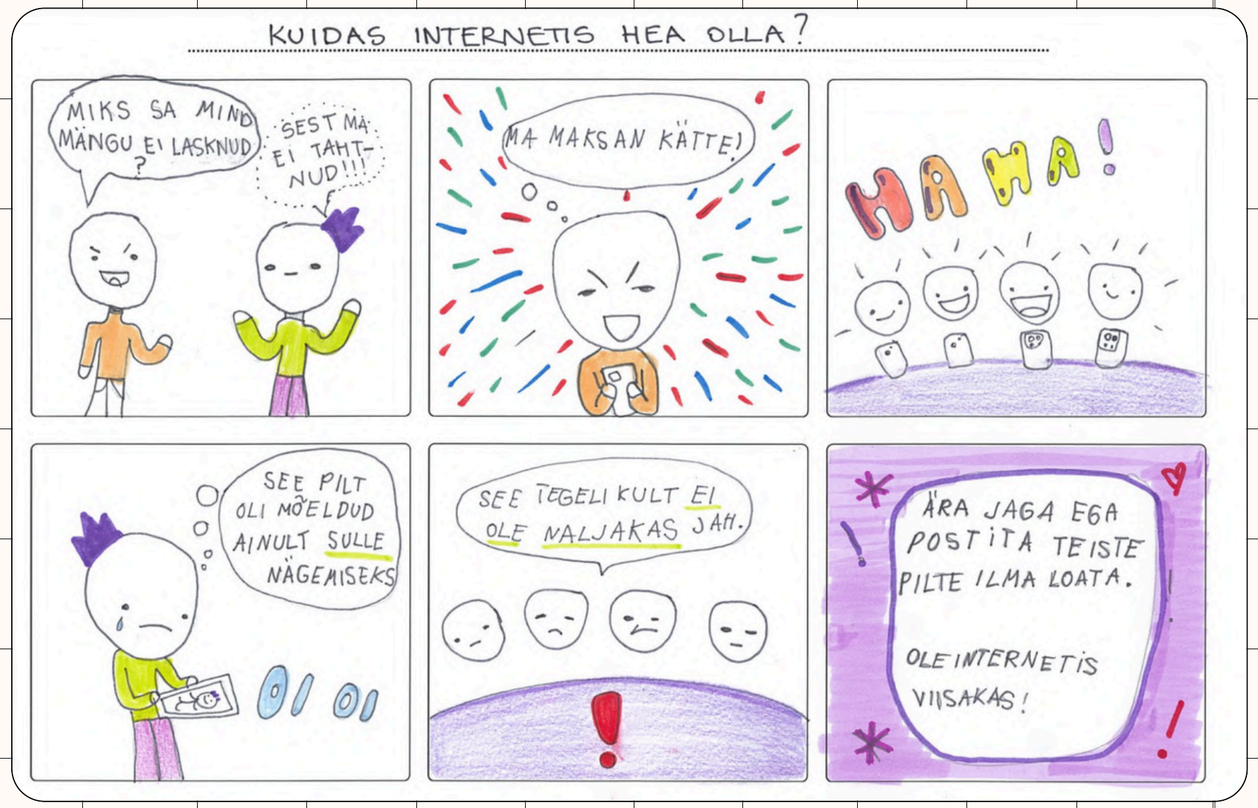
MINU SUURIM DIGIÄKK
DIGIKÄKID

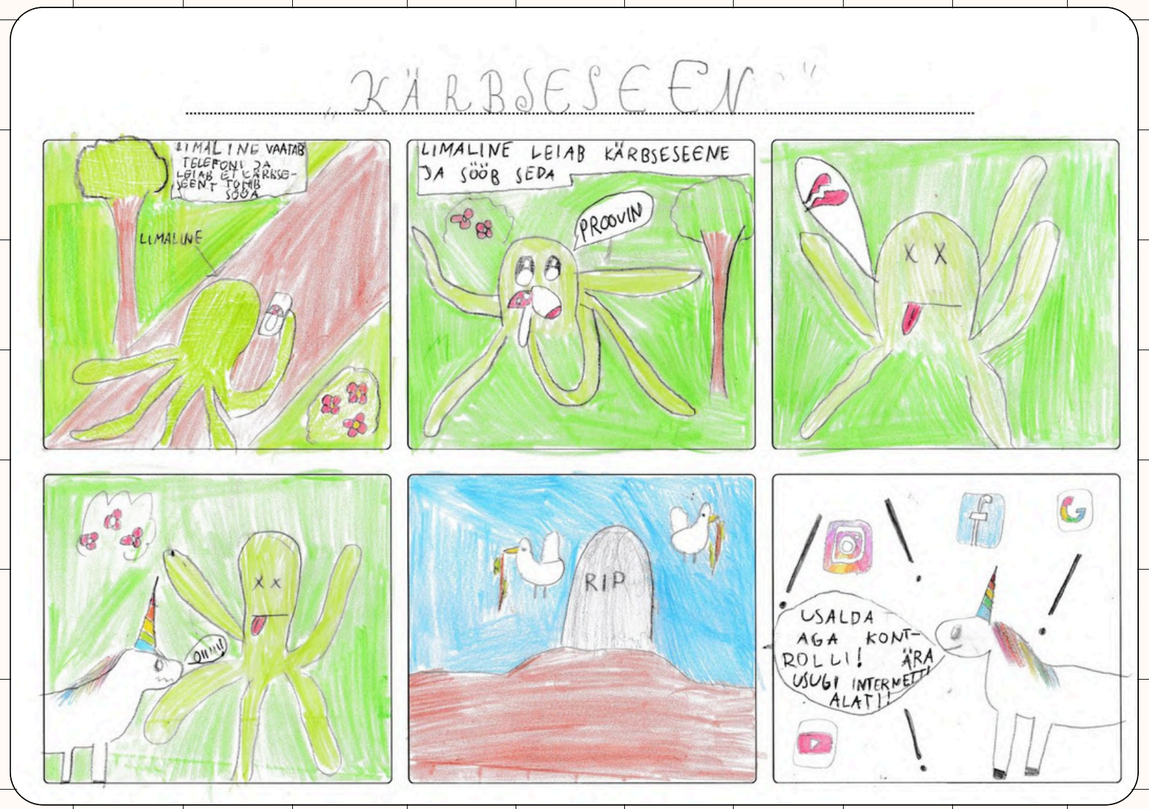
@Lisett
7 min
give me 100 eur i wanna buy robux
6 min
100€? this is my only money!!!
5 min
why not? we are friends!

8 COLLABORATION WITH A MAGAZINE

- We are collaborating with "Täheke”, Estonia's children's magazine with the widest circulation, by providing topics and scripts that the magazine's editors, together with illustrators, turn into educational and humorous stories about digital literacy.
- For example, two comics have been published featuring a pig named Pets, who talks about digital footprint and whether every child must have their own device or if it's possible to play without one.
- We also organized a comic contest where children submitted works on the theme "How to be good on the internet?"
- Read more on the BECID website.

WINNING COMICS



Rebeka Rummel's comic encouraged not sharing pictures of others without permission.

Loreen Villems' comic featured a character named Limaline and highlighted the dangers of believing everything without verifying it, using an extreme example that was presented in a child-friendly way.