

SCRIPT FOR CHILDNET'S

The Adventures of Kara, Winston & the SMART crew



Chapter 1 – Accepting

In another world, not far from here, Captain Kara, First Mate Windswept Winston and her ever chattering monkey buddy, Cookie are setting sail on their pirate ship - the Inter Sea Explorer. Now this is no ordinary, fuddy-duddy ship but a space-age galleon with a balloon for a sail and turbo jets to speed it through the air.

Communication and surfing the net is super fast with their high tech iNav computer and inter-ship mobiles. But best of all is the latest widescreen Sea Station games console that no self respecting crew could live without.

Having left the King's Fleet, Explorer is about to take her first solo trip across the sea to islands in search of precious treasure. But they must be very careful for these waters are fraught with danger and they could easily get themselves into big trouble... as they're about to find out.



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Kara's plotting their course when she spots a dark looking ship lurking nearby. She's about to take a closer look through the ship's magnifier when Winston gets a new email on the iNav.



It's from 'Sparrow at Black Earl' with "Winner" in the subject line and a "Prize" attachment.

Kara starts to get excited but Winston says, "Hang on a minute, I don't remember entering any competitions..."

Cookie's not fooled either, "Danger! Danger!" he hoots.

Kara's disappointed but agrees, "I guess you could be right guys, I wonder what our trusted friends, the SMART crew, have to say about this?"

The SMART crew

"Hi Winston. Hi Kara. How are you doing?"

"It's lovely to hear from you two and I'm sure we have some wicked advice for you too."

"Yeah, I think Buzz knows a lot about competitions, don't you?!"

"Yes I am. I am a pro, I do enter a lot of competitions."

So if you didn't enter a competition then you didn't, so don't open it!"

"Yeah, I totally agree. If it's from someone you don't know and it has an attachment- delete it! Get rid of it!"



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When Winston hears about sneaky computer-killing viruses hiding in innocent looking email attachments, he's on full alert: "Permission to delete, Captain?" Kara gives the nod.

Never trust a message from someone you don't know, even if you're curious or it looks exciting. Let's take a look at what might have happened if they'd opened it...

So me hearty's, **A is for accepting**. You should always remember not to open an attachment when you are unsure of what it is or who it is from – whether that be text, email, instant message or a message received via Bluetooth on your mobile. It may contain a virus or something else nasty!

Meanwhile back on board, Kara and Winston are playing 'Get off My Plank' on the Sea Station, while Cookie practices sword fighting with his banana.



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Chapter 2 – Reliable

Captain Kara, Windswept Winston and the rest of the crew are far at sea, searching for treasure on their galleon, Explorer. What's going to happen next? I wonder...

Kara's just set a bearing for the Bay of Ee with plans for an overnight stop at Hooya Cove on the way.

"Going's good today. With this wind we'll be there in no time."



She asks Winston to check out Hooya Cove so they know what to expect when they get there. Tap, tap, tap go Winston's fingers as he Googles the Cove.

There's loads of information, including a review on the Shipadvisor website, written by a newbie called Fisheye Flynn. Winston reads:

"Fear ye who dare tread this land, for it is curse-ed with a flock of man-eating penguins. And recently all monkeys on the island have mysteriously disappeared..."

"Eek!" says Cookie, at the thought of being chased by hundreds of hungry penguins. Kara has a funny feeling, so she asks Winston to double check. He looks at the ship's Pirate Map, printed by the Island's Authority so it should have all the right information.

"That's weird. There's nothing here about crazed penguins or disappearing monkeys either," says Winston.

Do you think Fisheye Flynn's information can be trusted?

Kara still isn't sure, so she asks him to check another site. Finding 'Hooya Cove' on wikipedia, he reads:

"Hooya Cove, population 230, is a great place for seafaring adventurers. An old legend about dangerous penguins is untrue."

"Mmm, wikipedia is one thing," says Kara, "But I still think we should check with our good friends, the SMART crew!"

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The SMART crew

"Did you get it for Christmas? "

"Yeah, it's my new iPhone."

"I know, isn't it good!"

"I know it's amazing!"

"That's so sick!"

"That's so sick!"

"Wikipedia is great for information, but it's not always true, so you must always double-check it."



"Yeah, I remember once doing some homework and I checked one website."

"Then I handed it in to my teacher the next day and she said it's totally incorrect."

"Too bad Techno, you should check more than one website! What do you do guys?"

"You check two websites!"

Once Kara gets their advice to double check information online, she's pleased to know they've done the right thing.

"Onwards to the Bay of Eee folks!"

"The treasure goldmine will be mine!" cries Winston.

But Cookie's still spooked and whimpering, he scampers away under the nearest bench. From now on, our trusty crew will be careful with online information – it can be very misleading.

So, **R is for reliable**, which means both people, and the information you read online, may not always be reliable. You should always double check what you read with other websites, books or even by asking someone you know!

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Chapter 3 – Safe

Captain Kara, Windswept Winston and crew are still onboard Explorer, travelling to the Bay of Eee in search of treasure...

To Cookie's relief, when they land at Hooya Cove, there's not a crazy penguin in sight. Down in the galley Kara and Winston are logged onto their favourite gaming site - 'Seas 'n Pirates'.



Although it's only a game, it can feel like real life, especially playing against friends online. Tonight though, it's just Winston and Kara on their consoles.

"Ha, ha – I found the Cursed Key – that's 200 pts for me," sniggers Winston.

"Yeah, yeah," says Kara, "I'll soon grab all your gold."

Suddenly a chat window pops up. It's a clan request from someone called DigzomBones.

Winston frowns at Kara – they've had clan requests before but usually from friends they know. But Kara wants to know more and grabbing the keyboard, she types: "What's your skill level?"

DigzomBones types back, "Supreme Blackbeard. Say, you *uhm* kids could do well with me – but before you join me, what are your real names?"

Winston wonders why their online names aren't good enough. Before they can reply, DigzomBones writes: "Say, if we're all going to be playing together, why don't you tell me your email addresses or better still, tell me where you live?"

This gamer is asking a lot of questions. Why do you think he wants the information? Kara's not sure about telling him more about themselves: "This is a challenge for the SMART crew!" she whispers, quickly calling their friends on their mobile device.

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The SMART crew

"I love playing games, but your personal information like your full name, where you live and your email address is just not for the internet."

"I mean, us older kids know to keep our personal information safe from the internet, but the younger kids - we need to help them out."

"I have a friend who put his email address, phone number and made a video of himself and then put it on his website. And then he got contacted by all this strangers."

"The best rule for the internet is, if you're going to talk to people - talk to people that you know. If you do meet any other people online, make sure you keep your personal information to yourself."

When he hears how kids can get loads of hassle from creepy people after giving away too much information online, every strand of Winston's windswept hair stands on end:

"This guy sounds a bit fishy – let's get out of here," he says.

Before closing the chat window, Kara types: "Thanks, but no thanks DigzomBones."

From this experience, Kara and Winston have both learned that it's vitally important to keep personal information private.

So, **S is for safe**, which reminds you to keep your personal details safe and be careful not to give out personal information to people you are chatting with online.



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Chapter 4 – Tell

Let's see what's happening now on the Explorer...

On this bright sunny morning after an evening of games, fish and chips and a good night's sleep, Kara and crew are back on the treasure trail.

Down on deck having finished her jobs, Kara's at the iNav logging onto her favourite social networking site.

Looking at the profile page, she sees a picture with her name has been posted. Could be fun! She clicks it and an image fills the screen – Kara tied to the mast with a big ugly shark drawn in, chomping her feet!

What kind of friend would do such a mean thing?

Then a message appears: "Hey stupid, everyone thinks you're the worst sailor on the sea!"

Kara feels so upset she could cry. The ship's mobile lights up – it's an incoming message, so she opens the inbox.

"Say didn't you hear me, scrawny sailor slug?" says the message. Kara drops the phone in shock.

Cookie notices and gasps when he sees the picture: "Who would do that to you?" Kara looks down tearfully and shrugs. "I don't know."

"Don't feel bad Kara, you're not on your own," says Cookie, "I bet our SMART crew friends will be able to help."

The SMART crew

"Kara I can't believe they did that to you!"

"Sometimes bad things can happen on the internet and they can be really really horrible, if someone sends you a nasty message."

"We need to give some really really good advice guys!"

"Just don't reply and don't be rude back."

**"And make sure you tell a responsible adult and save the evidence."
You see at our school people were getting bullied on MSN, but we told the teacher and then everything was ok."**



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Kara's relieved that the SMART crew know all about nasty cyber bullies and how telling someone is always the best way to deal with them.

"I know just the person to tell!" says Cookie, keying in a number on the mobile.

Kara smiles, it feels good knowing someone can help.

"Admiral, it's Cookie of the Explorer, someone's been bullying Kara – I'm sending everything to you now."

"The scoundrel's done this before," says the Admiral, "He's gone overboard but we're hot on his trail. I've reported him to the website and his access has been blocked! He'll be walking the plank if he's not sorry."

Kara grins and gives Cookie a big hug – she's back on fighting form.

Remember, you never have to suffer in silence when you feel uncomfortable.

So, **T is for Tell** – let a parent, a carer or a trusted adult know if you see something online that makes you feel uncomfortable. Also tell them if someone you know is being bullied online.

Chapter 5 – Meet

Back on the Explorer at the Bay of Eee, Kara's decided to invite her friends along to search for treasure. She creates an event on her My Waves account:

"Come and help us find treasure – join us online at 2 pm." Who could resist such an invitation?

When the time arrives, everyone's chatting away - web cams on so they can see each other.

Then a stranger sneaks into the chat room, but nobody minds. It's fun to meet new people and BlackEye Bean's profile shows a friendly face, although it is a little strange his web cam is turned off...

"So, who's up for the hunt?" asks Kara, known online as Miss Seabird.

"Sorry, can't help today – got to scrub decks," says her friend Captain Ahmed.

"I've loads to do – I'm SO behind," says Calico Jack.

BlackEye Bean pipes up: "Say Miss Seabird, I'd love to help. Let's meet up!"

Kara replies, "That's great! See you at Pier One in an hour!"

Winston notices a private message from Captain Ahmed:

"How do you know who this guy really is? Be careful if you're meeting someone you don't know. Tell someone you trust and take them with you."

"Do you think Ahmed's right?" asks Winston, "Best check it out with the SMART crew!"

The SMART crew

"Stop, I have a bad vibe about this!"

"Don't even go there. My online friends stay online, meeting up is dangerous."

"Even if you do go, *huh* and I don't advise it, always take an adult with you."

"If you think you're talking to a grown-up and it makes you feel uncomfortable, make sure you tell a trusted adult."



"And you can always report to the police at thinkuknow.co.uk"

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Kara's surprised to learn that someone you think is a new online friend, could actually not be who they say they are. Taking SMART advice, they ask the Admiral to go with them.



At Pier One they see a strange, dark boat. The Admiral shouts, "Watch out! This is who we've been after!" and fires his canons, bursting the ship's balloon so he cannot escape.

The villain's dragged off and the Admiral explains: "This evil pirate, Trojan, uses false names to terrorise people online. Have you heard of Sparrow, Fisheye Flynn, DigzomBones and BlackEye Bean?"

This evil Pirate has been after them all along! Good job they brought the Admiral - imagine the trouble they'd be in if they hadn't.



So the final letter in our adventures is **M, which is for Meet.**

The Admiral says:

“Meeting someone you have only been in touch with online can be dangerous. Tell a trusted adult if you are ever asked to. You can find out more at thinkuknow.co.uk.”

“So what have you learned?” asked the Admiral. Everyone shouts:

“SMART...Safe, Meeting, Accepting, Reliable and Tell!”

Winston says, “S is for keeping **SAFE**. Be careful not to give out personal information to people we’re chatting with online or on our mobiles.”

“And M is for **MEETING**,” says Kara, “Never meet up with someone we only know through chatting online. If we really do want to meet up, only ever go with a trusted adult.”

“I know what A is for!” shouts Cookie, “Always be careful when **ACCEPTING** emails, instant messages, texts or files from people we don’t know. They could have nasty, upsetting messages or viruses, which could wreck our computers. Best delete them straight away!”

“R is for **RELIABLE**,” says Winston, “Because anyone can write on a website, always check the information we read online and compare elsewhere to make sure it’s right. And remember, some people may be lying about who they say they are!”

“And lastly, T is for **TELL**,” ends Captain Kara, “Always tell a parent or friend if someone or something makes you feel upset or worried when we’re online.”

So, remember to be **SMART** me hearties. Then as you sail across vast seas or on the internet, you’ll stay safe wherever you go...and who knows what treasure you might find on the way.

The End



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