

Router's BIRTHDAY Surprise!

Presenter's Guide



NetSmartz® Workshop

A PROGRAM OF THE
NATIONAL CENTER FOR MISSING & EXPLOITED CHILDREN®

TABLE OF CONTENTS

- 3** Introduction to *Router's Birthday Surprise*
- 4** Presentation Script
- 15** Internet Safety Materials
 - Pledges
 - Activity Cards
- 29** Real-World Safety Materials
 - Pledges
 - Activity Cards
- 37** Official NetSmartz Kid Certificate
- 39** Troubleshooting FAQs for Macs and PCs



Presenting Router's Birthday Surprise

< An Introduction >

ABOUT THE ADVENTURE

Router's Birthday Surprise is a comprehensive Internet and real-world safety resource for ages 5-10. In this animated adventure, Clicky throws a party for his good friend, Router the robo-pup. But it's hard to plan a party when you have to save the Internet from sneaky outlaws and help pals Nettie and Webster deal with tricky people in the real world. Students follow Clicky through his busy day while learning how to be safer online and in the real world.

In this assembly-style format, *Router's Birthday Surprise* incorporates a live presenter who emphasizes important safety concepts at key points in the video. The presenter engages students with discussion questions and mini-quizzes to keep them involved and entertained. This presenter's guide comes complete with a script and helpful hints. The guide also contains supplementary materials which presenters may want to use to reinforce the presentation's lessons.

- ^ **Best for:** classrooms or assemblies
- ^ **Estimated running time:** 45 minutes (varies by presenter)
- ^ **Supplementary materials:** NetSmartz Internet and Real-World Safety Pledges, 3 Primary Activity Cards, 3 Intermediate Activity Cards, NetSmartz Kid Certificate

BEFORE GIVING THE PRESENTATION

1. Download the presentation from www.NetSmartz.org/presentations or e-mail NetSmartz_contact@ncmec.org to get a copy of the presentation on CD.
2. Thoroughly review the presenter's script and the presentation's video portions. A review of the content will help you establish the presentation's timing and ensure that you catch all of the presenter's cues.
 - **PRESENTER COMMENT** – These comments mark places where the presentation will stop and transition from a video to a still image, creating a pause for the presenter to speak.
 - **PROMPT AUDIENCE** – These prompts mark places where the presenter may want to encourage audience participation; however, the presentation will not stop.
3. In order to deliver the presentation, you will need an **LCD projector**, a **projector screen**, and **speakers**. When delivering the presentation, make sure that your computer's screensaver is turned off.
4. Consider making copies of the supplementary materials to hand out. You may also want to order promotional materials to distribute to your audience by visiting www.NetSmartz.org/marketing.

Router's Birthday Surprise Presentation Script



PRESENTER COMMENT

Hey, kids! I want to introduce you to my friends Clicky, Gig, Nettie, Webster, and Router. They know all about being safer on- and offline and they made a movie to teach you! The movie is called *Router's Birthday Surprise* and it will help you learn how to U-Y-N which means "Use Your NetSmartz." Are you ready to see *Router's Birthday Surprise*? Alright, let's go!



VIDEO SCRIPT

CLICKY: Come on. I can't believe we are this late, Gig! There's so much to do today.

GIG: Beep, beep, beep!

CLICKY: Tell me about it! We've got e-mail sorting, new games to make, new songs to write, and we still have to plan Router's surprise birthday party.

GIG: Beep, beep.

CLICKY: What do you mean, when's his birthday? It's TODAY! Let's go! Oh look, Gig. They're here.

GIG: Beep, beep.

CLICKY: Hey, kids! I hope you weren't waiting too long. My

name is Clicky and this is my good friend, Gig. Say "hi," Gig!

GIG: Beep.

CLICKY: Gig's a little camera shy. I'm glad you're with us today. We've got so much to show you, including how to UYN!

CLICKY (CONT'D): UYN means Use Your NetSmartz. We call it UYN for short. We'll show you the true meaning of UYN and if you listen closely, you can become an official NetSmartz Kid!

CLICKY (CONT'D): On the count of three, I want everyone to shout UYN!

CLICKY (CONT'D): 1, 2, 3! Here we go!



PROMPT AUDIENCE

The presentation will not stop. Prompt the audience to yell "U-Y-N" with Clicky.



VIDEO SCRIPT

CLICKY: The Internet is used every day by billions of people across the universe. It's an endless virtual world full of knowledge, excitement, and

more fuuuuuuuuuuuuuun!

CLICKY (CONT'D): And more fun, than you can ever imagine!

CLICKY (CONT'D): Welcome to the NetSmartzKids.org Control Room. The whole team is here, Nettie, Webster...

NETTIE AND WEBSTER: Hey, everybody!

CLICKY: And Rou-where's Router?

WEBSTER: It's his birthday. We let him sleep in.

CLICKY: I was just telling all the kids out there all the cool things you do on the Internet.

WEBSTER: Oh yeah! Come look at this.

WEBSTER (CONT'D): Check out my new favorite video game on the Internet!

NETTIE: I was just blogging about my favorite movies. This one was sooo romantic!

WEBSTER: Ew!

WEBSTER (CONT'D): I just bought a tuxedo for my virtual pet. Whaddya think?

CLICKY: That's virtually awesome, Webster! Whaddya say, Gig? Hi-five!

CLICKY (CONT'D): Like the kids were just saying, the Internet is an excellent place to learn new things. Things like dinosaurs and space shuttles, kangaroos and Abraham Lincoln...

NETTIE: Four score and seven years ago...

WEBSTER: Hehe. Guys, guess what time it is?

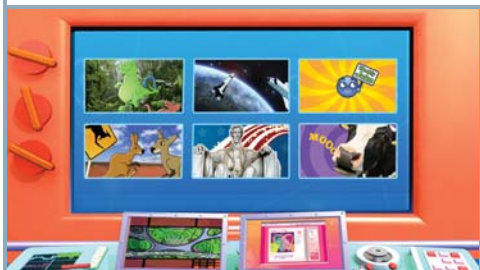
CLICKY: I don't know, Webster, what time is it?

WEBSTER: It's time for the weekly joke. Here's one I just found online. Knock, knock.

NETTIE AND CLICKY: Who's there?

WEBSTER: Interrupting Cow.

NETTIE AND CLICKY: Interrupting co-



PRESENTER COMMENT

Homework, jokes, games, and blogs—you sure can do a lot online. Can anyone tell me what they like to do on the Internet (*pause for response*)? Something that a lot of people like to do online is send e-mail. Sending e-mail is like sending a letter over the Internet. Hey—it looks like the crew just got one.



VIDEO SCRIPT

NETTIE AND WEBSTER:
E-mail!

CLICKY: Who's it from, Webster?

WEBSTER: It's Fritz! He said he's coming to Router's surprise birthday party today!

CLICKY: That's great! Good ole' Fritz. Hey, did you guys finish that list? We should go over that before Router gets in.

WEBSTER: Okay.

CLICKY: Today is Router's birthday and he thinks we've forgotten. We're planning a big surprise party for him and we have to make sure he doesn't find out.

WEBSTER: Here's the list, Clicky. We need to get Router's favorite food, clam chowder, and a brand new chew toy from the pet store.

CLICKY: You should have seen the last one.

CLICKY (CONT'D): He ripped the squeaker out in two seconds!

WEBSTER: Oh, and he really wants a yellow banana to wear around his neck.

NETTIE: That's "bandana," Webster.

WEBSTER: That's what I said, Nettie.

NETTIE: Um, no. You said "banana."

NETTIE AND WEBSTER: Ooo, e-mail!

NETTIE: This is a good one, Clicky. It's to you.

CLICKY: Let me hear it.

NETTIE: "Dear Clicky, you're the coolest, bestest robot! Thanks for teaching me the four rules of online safety. Your friend, netsurfer001."

CLICKY: That just made my day!

NETTIE: Do THEY know the four rules?

CLICKY: I don't know. Let's ask them.

CLICKY (CONT'D): Do you know the four rules of online safety? No? Then let's tell them.

CLICKY (CONT'D): Hello, Hello, Hello! Welcome to "What Rule is it Anyway?" featuring the four NetSmartz Rules of Online Safety. Contestants, you will be playing for our studio audience today. Are you ready?

NETTIE AND WEBSTER: Ready!



PRESENTER COMMENT

Are you ready to play a game with Clicky? Listen closely so you can answer his questions and learn how to be safer online.



VIDEO SCRIPT

CLICKY: Rule #1 - What should you do if you see something online that makes

you feel sad, scared, or confused?

A) wash your feet; B) hide in your tree house; or C) tell a trusted adult.

What should you do if you see something online that makes you feel sad, scared, or confused?

- a. Wash your feet
- b. Hide in your treehouse
- c. Tell a trusted adult

PRESENTER COMMENT

Can you guess the answer? Raise your hand if you think it's A) wash your feet (*pause for response*). Raise your hand if you think it's B) hide in your tree house (*pause for response*). Raise your hand if you think it's C) tell a trusted adult (*pause for response*). Good job. Let's see what Nettie and Webster say.



VIDEO SCRIPT

WEBSTER: I know! It's "C!"
Tell a trusted adult.

CLICKY: I'm sorry to say...
you are correct! Good job,
Webster.

Rule #2 - Which of these is information you should not share online without asking a trusted adult first?

A) your name and address; B) Webster's smelly gym socks; or C) a cat's hairball.

Which of these is information you should not share online without asking a trusted adult first?

- a. Your name and address
- b. Webster's smelly gym socks
- c. A cat's hairball

PRESENTER COMMENT

Who knows this one? Raise your hand if you think it's A) your name and address (*pause for response*). Raise your hand if you think it's B) Webster's smelly gym socks (*pause for response*). Raise your hand if you think it's C) a cat's hairball (*pause for response*). I hope it's not Webster's gym socks!



VIDEO SCRIPT

NETTIE: The correct answer is "A," your name and address.

CLICKY: Nettie, you are right!

CLICKY (CONT'D): Rule #3 -

Should you meet people from the Internet face-to-face?

A) sure, it's good to make new friends; B) no, don't meet anyone offline; or C) maybe, but only if you bring them a cheesecake.

Should you meet people from the Internet face-to-face?

- a. Sure, it's good to make new friends
- b. No, don't meet anyone offline
- c. Maybe, but only if you bring them a cheesecake

PRESENTER COMMENT

Hmm. A tough one. Raise your hand if you think it's A) sure, it's good to make new friends (*pause for response*). Raise your hand if you think it's B) no, don't meet anyone offline (*pause for response*). Raise your hand if you think it's C) maybe, but only if you bring them a cheesecake (*pause for response*). Let's see if Nettie and Webster agree.



VIDEO SCRIPT

WEBSTER: Oh, oh, oh! It's the cheesecake one!

CLICKY: Wow! What enthusiasm! But, actually--

WEBSTER: Haha, I'm just kiddin'. It's "B" - don't meet anyone offline.

CLICKY: That is correct, although I could use some cheesecake right about now! And finally Rule #4 -What does it mean to use good netiquette? A) not being rude or mean online; B) not being rude or mean to Nettie; or C) being nice to bugs.

What does it mean to use good netiquette?

- a. Not being rude or mean online
- b. Not being rude or mean to Nettie
- c. Being nice to bugs

PRESENTER COMMENT

Raise your hand if you think it's A) not being rude or mean online (*pause for response*). Raise your hand if you think it's B) not being rude or mean to Nettie (*pause for response*). Raise your hand if you think it's C) being nice to bugs (*pause for response*). Let's see what Nettie and Webster think.



VIDEO SCRIPT

NETTIE: That would be "A" – not being rude or mean online.

CLICKY: Boys and girls, we are tied. Now, for the tie breaker, give me an example of a trusted adult.



PRESENTER COMMENT

A trusted adult is someone that you can talk to and who can help you when you are feeling sad, scared, or confused. Can you give me some examples of trusted adults (*pause for response*)? OK, now let's see what the kids think.



VIDEO SCRIPT

WEBSTER: I know, I know! It could be a mom! A dad! A teacher! A police officer! A grandma! A grandpa! An aunt! An uncle!

reporting the Outlaws all over the Internet!

CLICKY: I knew it! It's Meet-Me Mack and the Webville Outlaws. Gig, what's the word on the net?

GIG: Beep, beep, beep.

CLICKY: What? The Outlaws broke out of jail?

GIG: Beep.

CLICKY: Again?

GIG: Beep, beep.

CLICKY: And they're singing karaoke? I've had it! These Outlaws are not going to keep messing up the Internet for everyone else, not on my watch.

CLICKY (CONT'D): Kids, it is your right to have a great time on the Internet. It's your right to learn, play games, and be safer online. But sometimes there are people who want to ruin your fun, and that's why you have me.

CLICKY (CONT'D): I even got my own jingle.

CLICKY (CONT'D): Alright, Nettie and Webster. I need you two to keep an eye on Router. He thinks no one remembered his birthday, and I don't want to see him getting too sad. Since I'm heading to Webville, I reckon I'll wrangle up that yellow banana for him.

CLICKY (CONT'D): Yee-haw!

NETTIE: Bandana, Clicky!

CLICKY: That's what I said, Nettie!

CLICKY: Okay. Good job. Enough examples. Boys and girls, we have a winner! The little brother has finally outmatched his older sister!

NETTIE: I taught him well.

CLICKY: Thank you for playing "What Rule is it, Anyway?"

CLICKY: Hey, Router.

ROUTER: Whimper.

CLICKY: What are you trying to say? Do you have an appointment with the veterinarian today? I don't get it. Is it time for your weekly bath?

ROUTER: Whimper.

CLICKY: Router, I don't understand what you are trying to tell me. Router, where are you going? C'mon! Come back!

CLICKY (CONT'D): I don't like seeing Router so sad, but how else are we supposed to surprise him without pretending we forgot his birthday?

NETTIE AND WEBSTER: E-mail!

NETTIE: Clicky! I think something is wrong!

CLICKY: Give me the facts.

WEBSTER: Look at all these e-mails, Clicky! Kids are



PRESENTER COMMENT

Do you know what an “outlaw” is? An outlaw is someone who doesn’t follow the rules. The Webville Outlaws don’t follow the rules of the Internet and try to ruin your time online. Sheriff Clicky has gone to Webville to catch them. He has them cornered in Stinky’s Burger Barn, so let’s take a look.



VIDEO SCRIPT

CLICKY: Shhhh!

POTTY-MOUTH PETE: I’m Potty-Mouth Pete, and my words are not sweet. I say dirty things, and I curse and

cheat! My belly is fully. I’m a cyberbully. Watch me do the wooly-booly!

LOOK-AT-DIS LOUIE: I’ll show you the wooly-booly. Get outta here! Hey look at dis, and what about dis? I’m Look-At-Dis Louie. Look at dis pic. Look at dis. Look at dat. Take a peek. Give it back. I’m Look-At-Dis Louie and I like it like that!

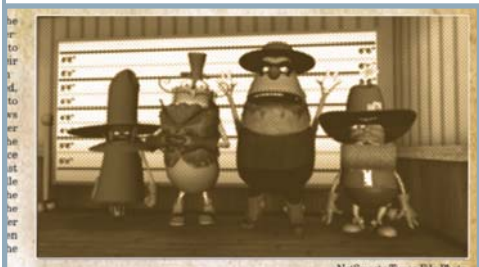
WANTA-KNOW WALLY: Um, excuse me. It’s my turn. Look at this face; it’s not very jolly. I wanna know things. I’m Wanta-Know Wally. What’s your phone number, and your address, too? I gotta know these things, ‘cuz that’s what I do.

MEET-ME MACK: That was embarrassing. Give me the mic. I want to meet you offline and make you mine. You better watch your back, ‘cuz I’m Meet-Me Mack. I’m very, very tricky—hey, Sheriff Clicky! Sheriff Clicky!

CLICKY: Hold it right there, Outlaws!

MEET-ME MACK: Run, boys!

CLICKY: Kids, pardon the dust.



PRESENTER COMMENT

I’m sure glad that Sheriff Clicky caught all of those Webville Outlaws. He’s taking them over to the jailhouse, so let’s meet him there.



VIDEO SCRIPT

WANTA-KNOW WALLY: Wow, Mack! You were absolutely magnificent on the piano.

LOOK-AT-DIS LOUIE: Yeah, Mack. I was impressed.

POTTY-MOUTH PETE: Ah, me too.

MEET-ME MACK: Ah, no big deal. I took a year of lessons in the sixth grade. And my mother, I give her the credit.

CLICKY: Here they are: Potty-Mouth Pete, Look-At-Dis Louie, Wanta-Know Wally, and Meet-Me Mack. These Outlaws are guilty of crimes on the Internet. Alright kids, lets book ‘em. Now listen up you smelly Outlaws, you’ve been accused of messing up the Internet for all the good kids in this world.

You should be ashamed of yourselves. So ashamed that I think I’m gonna call your mommas.

CLICKY (CONT’D): Oh, I’m sorry. I guess you aren’t so tough after all.

CLICKY (CONT’D): Alright, we’re gonna do this my way. Kids, it is your job to decide whether or not these Outlaws are going back to Webville Prison. Say guilty and they go back to jail. Say not guilty and they go free. We don’t want that, do we?

Alright, who’s first? Look-At-Dis Louie, no you look at me. You have been accused of showing kids things they don’t want to see. Things that make them feel sad, scared, and confused.



PRESENTER COMMENT

Have you ever met anyone online that tries to show you things that you don't want to see? Then you've run into a Look-At-Dis Louie! He tries to get you to look at things that can make you feel sad, scared, or confused. So, what do you think, kids? Should he go to jail? Is he guilty, or not guilty (*pause for response*)? Let's check in with Nettie and Webster in the Control Room.



VIDEO SCRIPT

NETTIE AND WEBSTER: Guilty!

NETTIE: If you ever run into a Look-At-Dis-Louie...

WEBSTER: And you see anything that makes you feel sad, scared, or confused...

NETTIE: Tell a trusted adult!

WEBSTER: Oh yeah!

CLICKY: Potty-Mouth Pete, you stink. You have been accused of using bad language on the Internet and being a cyberbully.



PRESENTER COMMENT

A Potty-Mouth Pete is someone who has nothing good to say. He's a cyberbully that says mean things online. Is this Outlaw guilty, or not guilty (*pause for response*)? Let's see what Nettie and Webster think.



VIDEO SCRIPT

NETTIE AND WEBSTER: Guilty!

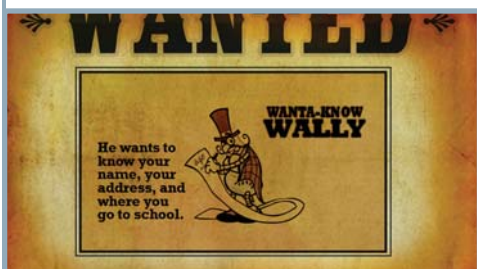
WEBSTER: Always use good netiquette. Netiquette. That's a funny word. Uh, what does it mean?

NETTIE: Netiquette means not being rude or mean online.

WEBSTER: Like a Potty-Mouth Pete?

NETTIE: Right, Webster!

CLICKY: Off to the potty with you! Wanta-Know Wally. I tell you what, I wanna know why you ask kids for their personal information when that stuff is supposed to be private?



PRESENTER COMMENT

We call someone who asks a lot of questions about your personal information a Wanta-Know Wally. They might ask your name, your address, and where you go to school – but that's all information that you should keep to yourself. So, should Wanta-Know Wally go to jail? Guilty, or not guilty (*pause for response*)? Let's see.



VIDEO SCRIPT

NETTIE AND WEBSTER: Guilty!

NETTIE: If you ever run into a Wanta-Know Wally, always ask your trusted adult before sharing information.

WEBSTER: Like your name, address, or phone number.

NETTIE: Look at you!

WANTA-KNOW WALLY: This is not fair. Where's my lawyer?

CLICKY: Meet-Me Mack. Nice wheels. Mack, you have been accused of trying to meet kids offline. What is wrong with you?



PRESENTER COMMENT

Anyone on the Internet who asks you to meet face-to-face is a Meet-Me Mack. You should tell your trusted adult about a Meet-Me Mack right away. Is this Outlaw guilty, or not guilty (*pause for response*)? Let's see if Nettie and Webster agree.



VIDEO SCRIPT

NETTIE AND WEBSTER: Internet.
 Guilty!
WEBSTER: Don't meet face-to-face with anyone from the Internet.
NETTIE: Like a Meet-Me Mack.
NETTIE AND WEBSTER: Book 'em, Sheriff Clicky!



PRESENTER COMMENT

Good job putting those Webville Outlaws away. Don't forget the four rules of online safety, so that you will know what to do if you run into an Outlaw online. Number 1 - Tell your trusted adult if anything makes you feel sad, scared, or confused. Number 2 - ask your trusted adult before sharing any information like your name, address, and phone number. Number 3 - Do not meet face-to-face with anyone from the Internet. And

Number 4 - Always use good netiquette and do not be rude or mean online. Can you guys remember those? Great! Now let's catch up with Clicky as he does some shopping for Router's birthday.



VIDEO SCRIPT

CLICKY: Hmm, what was I supposed to get for Router's birthday? It was something yellow, right? Was it me? I'm yellow. No, it couldn't have been me. Where's Gig? He'll remember.
CLICKY (CONT'D): There you are old buddy. That's it! A yellow bandana! It was right behind me the whole time, and it's on sale. What a deal! I think I'll grab a banana, too.
GIG: Beep, beep.
CLICKY: Nettie and Webster? Sure. Let's see how the party preparations are coming.
CLICKY (CONT'D): Yo, what's the latest?
WEBSTER: Yo, Click! We're almost done.
NETTIE: We finished all the decorations, Clicky, but we still need a chew toy and some clam chowder for Router.
WEBSTER: Clicky, can Nettie and I go to the store?



PRESENTER COMMENT

Good job, Webster! Did everyone see how Webster asked Clicky if it was OK for him and Nettie to go to the store? He was practicing real-world safety. Even if your trusted adult isn't a cool, yellow robot like Clicky, you should always check first and take a friend before going anywhere. These are just two of the real-world safety rules everyone should know. Let's catch up with Clicky, Nettie, and Webster in the grocery store to see what other real-world safety rules we should follow.



VIDEO SCRIPT

NETTIE: Okay, we have 20 cans of clam chowder and Webster got a whole bunch of party supplies for Router's doggie friends. Hey, where is

Webster? He was just here!

MAN: Hey there, sport. I sure would like some help carrying these bags out to my car. I'll buy you a toy, or whatever you want.

WEBSTER: Check first, take a friend, tell people—

WEBSTER (CONT'D): No! My friends are waiting for me, I have to go.

WEBSTER (CONT'D): Clicky, some man asked me to help him carry his bags to his car, and I said no!

CLICKY: Good job, Webster. And then you told me, a trusted adult.



PRESENTER COMMENT

Webster made the right decision by saying “no” and telling a trusted adult what happened. If someone who is not your trusted adult asks you to go somewhere with them, what should you say (*pause for response*)? That's right, “No!” Then tell your trusted adult. And remember, it's also OK to just walk away.



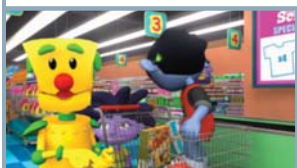
VIDEO SCRIPT

WEBSTER: Thanks, Clicky. I learned it from your song. Remember? Check first, take a friend, tell people no, tell a

trusted adult, and I'm ready to go!

CLICKY: You got it! You sure are ready to go.

CLICKY (CONT'D): These are the four rules of real-world safety. Everyone repeat after me.



PROMPT AUDIENCE

The presentation will not stop. Prompt the audience to join Nettie and Webster in repeating after Clicky.



VIDEO SCRIPT

CLICKY (CONT'D): Check first.

WEBSTER AND NETTIE:

Check first!

CLICKY: Take a friend.

WEBSTER AND NETTIE: Tell a trusted adult!

CLICKY: Now I'm ready to go.

WEBSTER AND NETTIE: Now I'm ready to go!

CLICKY: Webster likes stinky burgers.

WEBSTER: Webster likes stinky bur—Clicky!

WEBSTER AND NETTIE: Take a friend!

CLICKY: Tell people no.

WEBSTER AND NETTIE: Tell people no!

CLICKY: Tell a trusted adult.

CLICKY: Gotcha! Great job, kids! Next stop is Petunia's Pick-a-Pet. While we're checking out why don't you check out this song? It's called “Know the Rules.” Roll it, Gig!



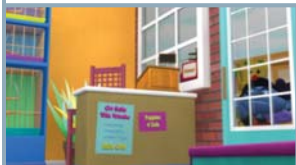
PROMPT AUDIENCE

The presentation will not stop. Prompt the audience to clap and sing along with the song.



PRESENTER COMMENT

That song sure was fun. Now let's meet our friends in the pet store.



VIDEO SCRIPT

NETTIE: Clicky! Clicky! Clicky!
Look! Look!

NETTIE (CONT'D): Look how cute he is!
Can we pleeeeeease get him?

CLICKY: Nettie, do you really want the responsibility of another dog? Router's a handful as it is.

WEBSTER: Hey guys, c'mere!

NETTIE: Yeah, I guess you're right. Maybe when I'm older?

CLICKY: Maybe.

WEBSTER: CLICKY!

CLICKY: Okay, Mr. I-need-to-work-on-my-patience.

WOMAN: Excuse me little girl, I was noticing how much you liked that little puppy. I have two cute, little brown puppies outside in my car. Would you like to come pet them?

NETTIE: No way! I'm not going anywhere with you.

CLICKY: Nettie!

NETTIE: Coming, Clicky!



PRESENTER COMMENT

Wow! That was a close call for Nettie, but she used her NetSmartz and told the person "no." Using your NetSmartz means making choices that will keep you safer online and in the real world. So what would you say if someone came up to you and tried to get you to go somewhere (*pause for response*)? That's right. You would say "No!" That's using your NetSmartz!



VIDEO SCRIPT

WEBSTER: Guys, watch this. Mr. Parrot, if I want to go somewhere, should I go alone?

PARROT: Rah! Take a friend.

WEBSTER: See that, Clicky? Mr. Parrot, if I want to go over to a friend's house after school, what should I do?

PARROT: Rah! Tell a trusted adult.

NETTIE: Let me try one. Excuse me, Mr. Parrot. What is your real name?

PARROT: Rah! I beg your pardon madam, but I cannot give my name for it is personal information, you know.

CLICKY: Haha! That's my kind of parrot.



PRESENTER COMMENT

I agree with Clicky. That's my kind of parrot, too! He knows the real-world safety rules and he's not afraid to use them. Say them with me now: check first (*pause for response*); take a friend (*pause for response*); tell people "no" (*pause for response*); and, tell a trusted adult (*pause for response*). You've got it! Now we're ready to go and meet up with Clicky, Webster, and Nettie at Router's party.



all remember that Router still thinks everyone forgot his

VIDEO SCRIPT

CLICKY: Okay guys, listen up.

CLICKY (CONT'D): Excuse me, Larry. Fritz, quit licking the cake! Down. Good boy! Now, before we get started, let's

birthday. So when he gets here, we all need to give him the biggest surprise ever!

GIG: Beep.

CLICKY (CONT'D): Okay. Gig said Router is right around the corner, so everyone hide and be very quiet. Here he comes.



PROMPT AUDIENCE

The presentation will not stop. Prompt the audience to yell "surprise" with the characters.



VIDEO SCRIPT

EVERYONE: Surprise!

CLICKY: C'mere, Router! You really think we would forget your birthday?

remember to tell a trusted adult and Use Your NetSmartz!

Now on the count of three, can everyone give me one last UYN?

EVERYONE: 1, 2, 3

CLICKY, NETTIE, AND WEBSTER: UYN!

CLICKY: Thanks for watching everyone! Be safer online.

NETTIE: And offline too!

WEBSTER: And always remember to Use Your NetSmartz!

CLICKY: Good job. Alright, everyone.

CLICKY, NETTIE, AND WEBSTER: See you next time!

EVERYONE: Happy birthday, Router!

NETTIE: Router, I've got your yellow bandana! C'mere, boy!

CLICKY: Well, I'll tell you what, I had a lot fun today. We learned how to be safer online and in the real world, but even better, we had a great time doing it.

Whether you run into an Outlaw on the Internet, or someone approaches you in the real world, always

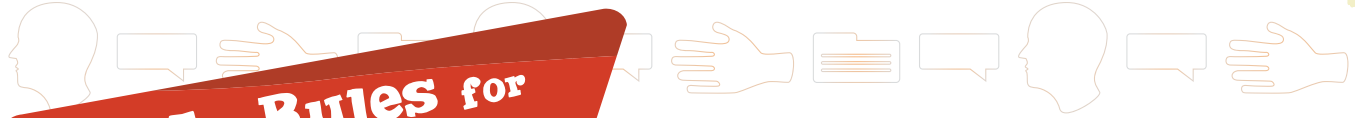


PRESENTER COMMENT

That was so much fun! Thank you for being such a great audience for me, Clicky, and his friends. Remember all that you have learned today so that you can be safer online and in the real world!

SUGGESTED ACTIVITY

Challenge students to raise their hands and share the Internet and/or real-world safety rules. Give prizes to the students that get them right.



My Rules for

Internet Safety

Primary

The Internet is where I learn and play
But I have to be careful everyday
So I pledge to be safer online
And follow these rules all of the time:



1

I will tell my 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.



signed

signed



My Rules for

Internet Safety

Intermediate

I will use the Internet responsibly. That means making smart decisions about what I look at, who I talk to, and what I say. I pledge to be safer online by following these rules:



1

I will tell my 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.



signed

signed

Router's Birthday Surprise



Overview

Students watch *Router's Birthday Surprise* and discuss what kinds of fun things they can do online. They take a website tour of www.NetSmartzKids.org while learning about the four rules of Internet safety.



Materials / Preparation

- *Router's Birthday Surprise*
- Computer lab or computer hooked up to an LCD projector
- Attachment 1 - NetSmartz Internet Safety Pledge



45 minutes



Introduction

Play *Router's Birthday Surprise* and tell students that they are going to learn how to have fun on the Internet just like Nettie and Webster did.



Activity

If you are in a computer lab, show each student how to get to www.NetSmartzKids.org. If you are not in a lab, demonstrate this activity with an overhead projector. Explain that today they are going to explore the fun activities they can do online by taking a tour of Clicky's website.

Website Tour

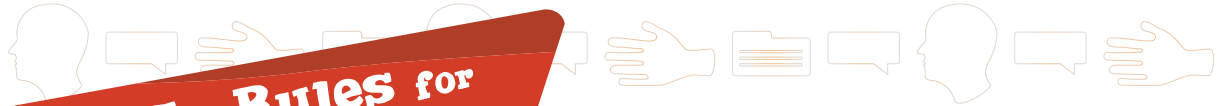
1. Ask students to look around the homepage. Explain to them that this is a kids' site, but some websites are not for kids and may have pictures or words they don't want to see. Tell them if they ever see a website like that, they should tell a trusted adult. Let them play one of the games as an example of what an online game for kids looks like.
2. Next, show students how to e-mail Clicky, Nettie, or Webster. Explain to them that talking to friends and family online can be fun, but that they shouldn't tell anyone their name, address, phone number, or where they go to school. They should also never use mean or rude language online. Now ask the students to write Clicky an e-mail using those rules.
3. Finally, explain to students the difference between online "friends" and real friends. Tell them they should never meet their online friends face-to-face and if anybody online asks to meet them, they should tell a trusted adult right away.



Follow-Up

Give every student an Internet Safety Pledge (attachment 1) and read the rules aloud. Explain that these rules for online safety are the ones they just learned about, and that these rules will help

keep them safer online. Ask them to take it home to sign with their parent or guardian and post it near the computer.



My Rules for

Internet Safety

Primary

The Internet is where I learn and play
But I have to be careful everyday
So I pledge to be safer online
And follow these rules all of the time:



1

I will tell my 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.



signed

signed

Router's Birthday Surprise 2



Overview

Students watch *Router's Birthday Surprise* where they are introduced to the Webville Outlaws. They will complete a matching worksheet and learn what to do when they meet an Outlaw online.



Materials / Preparation

- *Router's Birthday Surprise*
- Computer lab or computer hooked up to an LCD projector
- Attachment 1 - Webville Outlaws matching worksheet



40 minutes



Introduction

Show students *Router's Birthday Surprise* and have a short class discussion about the Outlaws: *What do the Webville Outlaws do on the Internet? Why does Sheriff Clicky need to put them in jail?*



Activity

Give each student a copy of the Webville Outlaws matching worksheet (attachment 1). Each worksheet has a picture of the Outlaws and an example of what they might say in one column, and the four rules of Internet safety in the other.

Have the students match each Outlaw to their corresponding rule. Review the answers as a group and make sure students understand what to do if they ever meet an Outlaw online.



Follow-Up

Show students how to use Microsoft Paint, or a similar program, and have them draw a "Wanted" poster for their Outlaw. Print and display the posters in the classroom to remind them to follow the four rules of Internet safety.

Router's Birthday Surprise 2



Primary
Attachment 1

"The Outlaws are people who try to ruin your time on the Internet, but if you follow these rules you'll know what to do. Draw a line from each Outlaw to the rule you should follow if you ever meet one online."



Webville Outlaws



Meet-Me Mack
"Hey, want to meet me at the park?"



Look-At-Dis Louie
"Look at this picture!"



Potty-Mouth Pete
"You're ugly!"



Wanta-Know Wally
"What's your phone number?"

My rules for Internet safety

1. I will tell my 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.

Router's Birthday Surprise



Overview

Students watch *Router's Birthday Surprise* and discuss what kinds of things they can do online. They will play a game to help them learn the four rules of Internet Safety.



Materials / Preparation

- *Router's Birthday Surprise*
- Computer lab or computer hooked up to an LCD projector
- Attachment 1 - Possible Online Situations
- Attachment 2 - NetSmartz Internet Safety Pledge
- 2 bells or buzzers



40 minutes



Introduction

Show *Router's Birthday Surprise* and ask students: *What kinds of fun things can we do on the Internet?* E-mail, IM, blogging, watching videos, reading jokes,

playing games, etc. Explain to students that even though there are some great things to do online, there are also some things they need to watch out for.



Activity

Tell students that they will now play "What Rule Is It Anyway?" just like Nettie and Webster did. Pass out the NetSmartz Internet Safety Pledge (attachment 2) and read the four rules aloud.

Place a table or desk at the front of the room and put two bells or buzzers on the desk with a copy of the safety pledge for reference. Have students

come up two at a time. You will read the situations from attachment 1 aloud and have them buzz in when they know what rule they should use in that situation. Have them read the rule aloud to practice their reading skills. Continue the game until everyone has gone once or you have read all the possible online situations.



Follow-Up

Have students sign the pledge and take it home for their parent or guardian to sign. Explain that the safety pledge is like a promise and when they sign it they are promising to follow the four rules

of Internet safety. Optional: show students how to send an e-mail at www.NetSmartzKids.org and have them send an e-mail to Clicky, Nettie, or Webster explaining what they learned.



Possible Online Situations

1



You are playing a really cool bowling game online. Suddenly a pop-up comes on the screen. It says that you can enter a contest to win a new Xbox if you type in your telephone number.
What rule should you follow?

2



You're IMing your friend online about a new TV show that just came out. He says he watched it, but thought it was dumb and that you're dumb for liking it. You are really angry with him and hurt that he made fun of you.
What rule should you follow?

3



You receive an e-mail from someone who says he is your friend's Dad. He says he has just cleaned out your friend's room and is giving away some old toys. He asks you to meet him outside so he can give you the toys.
What rule should you follow?

4



All of your friends are talking about this great new website with the best games ever, but to play you have to sign up. You check out the website and find out that to sign up, you have to send them your name, telephone number, home address, and e-mail address.
What rule should you follow?

5



You are writing an e-mail to your grandmother when you get a pop-up on your screen. The pop-up says that if you enter your e-mail address, you can win a trip to Disney World. You've never been to Disney World and you really want to go.
What rule should you follow?

6



You are playing a sports game online and talking to the other players on your headset. One of the other players gets mad at you for winning and says he's going to come to your house and hurt you. You get really scared.
What rule should you follow?

7



You are talking to someone online who says he really likes basketball, but he doesn't have anyone to play with. When you tell him that you play basketball every weekend with your dad at the park, he asks if he can come, too. He asks where you'll be so he can come and meet you.
What rule should you follow?

8



Your sister stole \$5.00 from your mom's purse. You didn't want to get blamed for it, so you told your parents about it and your sister got in trouble. She sent you a mean e-mail calling you names and says she's going to tell all your friends that you're a tattletale. You are really mad at her and you want to send a mean e-mail to her, too.
What rule should you follow?

Router's Birthday Surprise



Intermediate Attachment 1

9



You've been playing a game online where you get to shop for virtual clothes and talk about new fashions with other players. One of the girls you're talking to is really nice and likes the same clothes you do. She says it would be so cool if you could meet and go shopping together in real life.

What rule should you follow?

10



You are surfing the Internet looking for pictures of penguins for your science project. You click on a link that says it has lots of pictures of penguins. The pictures on the site are not penguins at all; they're inappropriate pictures of people. You feel really sad and confused when you see the pictures.

What rule should you follow?

11



You are talking to your cousin online and she starts making fun of you. At first you laugh it off, but then she gets really mean and makes fun of your hair and the way you talk. You are really mad and want to say mean things to her, too.

What rule should you follow?

12



You are watching videos of your favorite singer online. When you try to click on one of the videos, you accidentally click on something else and are taken to a website you didn't mean to go to. That website has pictures and words that you don't understand and make you feel scared.

What rule should you follow?

13



You are a big fan of a TV show called *Dino-Rock!* You're playing on their website one day when you see that they have a new fan club. If you sign up for the fan club, you can get all kinds of free *Dino-Rock!* toys. The sign-up form for the fan club asks for your e-mail address.

What rule should you follow?

14



You sign onto your e-mail account and see an e-mail from a girl in your class. In the e-mail, she makes fun of your hair and tells you that nobody likes you. The e-mail makes you very mad and you feel like sending her a mean message back.

What should you do?

15



You are playing one of your favorite games online. Suddenly, you get a pop-up on your screen with a nasty picture. The picture makes you feel confused, so you click the "X" to close it, but then even more keep popping up. Your screen is full of nasty pop-ups.

What rule should you follow?

Answers
1. Rule #2 / 2. Rule #4 / 3. Rule #3 / 4. Rule #2 / 5. Rule #2 / 6. Rule #1 / 7. Rule #3 / 8. Rule #4 / 9. Rule #3 / 10. Rule #1 / 11. Rule #4 / 12. Rule #1 / 13. Rule #2 / 14. Rule #4 / 15. Rule #1



My Rules for

Internet Safety

Intermediate

I will use the Internet responsibly. That means making smart decisions about what I look at, who I talk to, and what I say. I pledge to be safer online by following these rules:



1 I will tell my 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.



signed

signed

Router's Birthday Surprise 2



Overview

Students watch *Router's Birthday Surprise* where they are introduced to the Webville Outlaws. They will play a guessing game using fill-in-the-blank Outlaw riddles and create a matching "Wanted" poster for each Outlaw.



Materials / Preparation

- *Router's Birthday Surprise*
- Computer lab or computer hooked up to an LCD projector
- Attachment 1 - Fill-in-the-blank Outlaw riddles
- Crayons or markers
- Drawing paper or poster board



40 minutes



Introduction

Show students "*Router's Birthday Surprise*" and review the Outlaws with the students so they understand which Internet risk each character represents.

- Potty-Mouth Pete is a cyberbully and says mean things to you online.
- Look-At-Dis Louie shows you things you don't want to see.
- Wanta-Know Wally tries to get your personal information, like your name, address, and phone number.
- Meet-Me Mack tries to get you to meet him face-to-face.



Activity

Divide students into four groups and assign each group one Outlaw. Give each group a fill-in-the-blank Outlaw riddle worksheet (attachment 1) and ask them to create a riddle that describes their Outlaw. Make sure they do not use their Outlaw's name in the riddle. Once the riddle is complete, have each group create a "Wanted" poster for their Outlaw.

Ask each group to come to the front of the room and read their riddle aloud for the other groups to guess. Make sure they do not show the class their "Wanted" poster yet. Once the class makes a guess, have the group turn their poster around to reveal the correct Outlaw. Display posters in the room or hall to remind students to UYN!



Follow-Up

Have students go to www.NetSmartzKids.org and send a UYN e-card to a friend or family member reminding them to be safer online.



Meet-Me Mack



Look-At-Dis Louie



Potty-Mouth Pete



Wanta-Know Wally



I am an Outlaw that likes to

_____ .

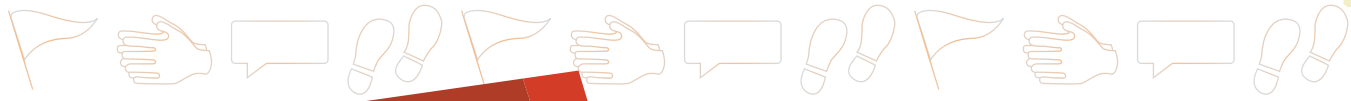
I

when I'm on the Internet.

You should follow Rule # _____

if you meet me online.

Who am I?



My Rules for

Primary
Intermediate

Real-World Safety



1 

I will always check first with my parent, guardian, or other trusted adult before going anywhere, helping anyone, accepting anything, or getting into a car.

2 

I will take a friend with me when going places or playing outside.

3 

I will tell people "NO" if they try to touch or hurt me. It's OK for me to stand up for myself.

4 

I will tell my trusted adult if anything makes me feel sad, scared, or confused.



signed

signed

Router's Birthday Surprise 3



Overview

Students watch *Router's Birthday Surprise* and complete a role-playing exercise to practice the real-world safety rules. They sing the chorus of "Know the Rules!" to help them memorize the four rules of real-world safety.



Materials / Preparation

- *Router's Birthday Surprise*
- Computer lab or computer hooked up to an LCD projector
- Attachment 1 - NetSmartz Real-World Safety Pledge
- Attachment 2 - "Act Aloud" story



45 minutes



Introduction

Show *Router's Birthday Surprise* and remind students about the four rules of real-world safety that they learned about from Clicky. Give every

student a copy of the NetSmartz Real-World Safety Pledge (attachment 1) or display it on an overhead projector. Review the four rules with students.



Activity

Ask students to stand up and join you in a group. Remind students of when Webster and Nettie were both asked to go somewhere with someone they didn't know. Both Webster and Nettie practiced rule #3 – telling people "NO!" Explain to students that they are now going to practice the four real-world safety rules by acting out a story together. Consider labeling parts of the room as destinations (ex. some desks as home, parks/playgrounds, etc.). Read the story (attachment 2) aloud. You will be acting as a guide, modeling the appropriate behavior and encouraging them to do the same.

Once the story is complete, ask students to return to their seats and review what they just learned: *If you want to go somewhere or play outside, who should you ask? Why is it important to take a friend with you? What do you say to someone you don't know who asks you to go somewhere with them? Who should you tell if someone makes you feel sad, scared, or confused?*



Follow-Up

Write the lyrics to "Know the Rules!" on the blackboard or whiteboard: "Check first. Take a friend. Tell people 'NO!' Tell a trusted adult. Now I'm ready to go!" Practice these lyrics together as a class. Encourage students to clap to the beat and repeat

the song a few times to help them remember the four rules of real-world safety. Have students sign the safety pledge and take it home for their parent or guardian to sign as well.



My Rules for

Primary Intermediate

Real-World Safety



1

I will always check first with my parent, guardian, or other trusted adult before going anywhere, helping anyone, accepting anything, or getting into a car.

2

I will take a friend with me when going places or playing outside.

3

I will tell people "NO" if they try to touch or hurt me. It's OK for me to stand up for myself.

4

I will tell my trusted adult if anything makes me feel sad, scared, or confused.



signed

signed



“Act Aloud” Story

Directions: Read this story aloud and act as a guide for students. Explain to students that they are going to be using their imaginations. Pretend as if you are in a play and the classroom is your stage. Travel around the stage for each part of the story, acting out the appropriate behavior. Encourage students to follow your lead and practice the lessons you are teaching.

A Beautiful Day!

It's a quiet day at home and we're bored. Let's look out the window together. The sun is shining. It's a beautiful day! I want to go outside to play. Who else wants to go? But wait, we're not supposed to go outside without checking first. Everyone has a trusted adult, like a mom, dad, an aunt, or a grandpa. A trusted adult is someone who protects you, listens to you, and makes you feel safe. Mine is my mom. Who's yours? Let's go find our trusted adults! There's my mom! Can I go outside to play? Now you have to ask, too. Hooray, we can all go!

But wait, our trusted adults say we shouldn't go anywhere alone because it's safer to go with a friend. Friends can look out for each other and help each other if they're hurt or in danger. Everybody, find a friend to go with. Are we ready? Let's go!

We're outside and playing a game of tag now. I love this game! A man just pulled up next to us in a big, blue car. Who is he? He's looking at us, but we've never seen him before. Did you hear that? The man just asked us to get in the car with him. He said he has puppies at his house that we can come play with. I like puppies! But my trusted adult told me never to go anywhere with someone I don't know. They might be mean and try to hurt me. No, leave me alone! I'm not going anywhere with you! Now you say it, too. In a big, loud, strong voice – No, leave me alone! I'm not going anywhere with you! Good job! He's leaving now. It's great that we're with friends who can help us.

That man made me feel scared. I know what to do! I'm supposed to tell my trusted adult if something happens that makes me feel sad, scared, or confused. Do you remember where your trusted adults are? Let's go find them! There they are! A man in a big, blue car asked me to go with him to his house. I didn't know him, so I told him no. Now you tell your trusted adults what happened. Good job everyone! You were very smart and learned to check first, take a friend, tell people “No!” and tell a trusted adult.

Router's Birthday Surprise 3



Overview

Students will watch *Router's Birthday Surprise* and complete a role-playing exercise to demonstrate the four rules of real-world safety. Each student will write a letter to a trusted adult explaining why it is important to follow these safety rules.



Materials / Preparation

- *Router's Birthday Surprise*
- Computer lab or computer hooked up to an LCD projector
- Attachment 1 - NetSmartz Real-World Safety Pledge
- Attachment 2 - "Real-World Safety Skit" directions



45 minutes



Introduction

Show *Router's Birthday Surprise* and remind students that Clicky wants them to be safer online and offline.

Give every student a copy of the NetSmartz Real-World Safety Pledge (attachment 1). Review the four rules with students.



Activity

Explain to students that they are now going to practice the four safety rules by playing an acting game together. Divide students into four groups and give each group a copy of the "Real-World Safety Skit" worksheet. Assign each group one of the situations on the worksheet. They will demonstrate the appropriate safety rule to use in that situation by writing a skit and acting it out in front of the class.

Monitor each group and give suggestions for how they can better respond to their scenarios. Help them create a speaking role for every group member. Help suggest characters they should use like friends, teachers, or police officers. When the groups are finished writing and practicing their skits, have them perform them in front of the class. Be sure to reiterate which safety lesson is being demonstrated and why this was an appropriate response.



Follow-Up

Ask each student to write a letter to a trusted adult of their choice explaining why following the real-world safety rules is important. Have students deliver their letters to their trusted adults to show them what

they learned. Be sure to send the Real-World Safety Pledges home with students for their parents or guardians to sign.



My Rules for

Primary Intermediate

Real-World Safety



1

I will always check first with my parent, guardian, or other trusted adult before going anywhere, helping anyone, accepting anything, or getting into a car.

2

I will take a friend with me when going places or playing outside.

3

I will tell people "NO" if they try to touch or hurt me. It's OK for me to stand up for myself.

4

I will tell my trusted adult if anything makes me feel sad, scared, or confused.



signed

signed



Real-World Safety Skit

Directions: Write a skit that demonstrates the NetSmartz real-world safety rule you would follow in each situation. Each member of the group should have a part in your skit. You can add characters like friends, teachers, parents, and even police officers.

Group #1 - Check First

I will always check first with my parent, guardian, or other trusted adult before going anywhere, helping anyone, accepting anything, or getting into a car.

Situation: You're walking home from school and it's a really hot day. Your arms are full with a heavy bag and your science project. A man you don't know pulls up next to you and asks you to get in his car. He says he'll drive you home. What should you do?

Group #2 - Take a Friend

I will take a friend with me when going places or playing outside.

Situation: Someone usually drives you to school in the morning, but you're getting older and you want to start walking. You only live a few blocks away. How can you convince your parents to let you start walking to school?

Group #3 - Tell people "NO!"

I will tell people "NO" if they try to touch or hurt me. It's OK for me to stand up for myself.

Situation: You're at a family party when an older family friend sits down next to you. He puts his arm around you and makes you feel uncomfortable. What should you do?

Group #4 - Tell a Trusted Adult

I will tell my trusted adult if anything makes me feel sad, scared, or confused.

Situation: Your neighbor is always inviting you into his house for snacks. Your family has known him for years, but sometimes he says things that make you feel scared. What should you do?

CERTIFICATE

I HEREBY CERTIFY THAT

_____ HAS LEARNED HOW TO UYN,
AND IS AN OFFICIAL NETSMARTZ KID!

TRUSTED ADULT

CLICKY

licky

NetSmartz® Workshop

A PROGRAM OF THE
NATIONAL CENTER FOR MISSING & EXPLOITED CHILDREN®

NetSmartzKids.org



Mac Troubleshooting FAQs

Q: What should I do if the CD doesn't run automatically when I put it into my computer?

A: Follow these steps to run the program:
(1) Click on the "CD" icon (2) Click "Internet Only RBS Presentation.pps" or "Complete RBS Presentation.pps"

Q: What should I do if the program freezes?

A: Follow these steps to re-start the program:
(1) Press "Escape" (2) Click on the CD Icon (3) Click "Internet Only RBS Presentation.pps" or "Complete RBS Presentation.pps"

Q: Why did the video stop playing?

A: You may have pressed the pause button or clicked the mouse. Click the pause button or the mouse again and the video will resume.

Q: Why is there no image on the screen, even though I have connected to the projector?

A: You may need to use a keyboard command to tell the laptop that something is connected to its external output port. Look for a symbol of a monitor on your function keys. For instance, on some laptops, the command is "Function key + F4."

Q: I don't have PowerPoint on my Mac. Will I still be able to play the presentation?

A: You must have PowerPoint installed on your Mac in order to play the presentation.

Q: How may I share the presentation files with others?

A: First, copy the DMG file to a thumb drive. Now you can transfer the file to another computer and mount the image. You can also create a CD. Sites such as mactipsandtricks.com can help walk you through the steps of burning a DMG file to CD.

Q: Why do the videos take so long to load and freeze while playing?

A: If you are running the presentation from the CD, you may need to "prime" the videos by clicking through each slide and video from the beginning to the end of the presentation. Allow each video to start playing but it is not necessary to play through to the end. This will allow the videos to cache and run smoother.

Q: Why does it take so long to open the presentation?

A: Due to the large quantity of videos in the presentation, it can take a few minutes for the presentation to open.

Q: When I open the presentation, pictures pop up in rapid succession. Is the presentation broken?

A: This is normal. The presentation is preparing to play and should work properly once you move through the slides.

Remember, all NetSmartz presentations may be downloaded for free from NetSmartz.org. If your question has not been answered, please e-mail NetSmartz_contact@ncmec.org.

PC Troubleshooting FAQs

Q: What should I do if the CD doesn't run automatically when I put it into my computer?

A: Follow these steps to run the program:

- (1) Click on "My Computer" (2) Click on your CD drive (3) Open the "RBS Presentations" folder (4) Click "Play Internet Only RBS Presentation.bat" or "Play Complete RBS Presentation.bat"

Q: What should I do if the program freezes?

A: Follow these steps to re-start the program:

- (1) Press "Escape" (2) Click on "My Computer" (3) Click on your CD drive (4) Open the "RBS Presentations" folder (5) Click "Play Internet Only RBS Presentation.bat" or "Play Complete RBS Presentation.bat"

Q: Why did the video stop playing?

A: You may have pressed the pause button or clicked the mouse. Click the pause button or the mouse again and the video will resume.

Q: Why is there no image on the screen, even though I have connected to the projector?

A: You may need to use a keyboard command to tell the laptop that something is connected to its external output port. Look for a symbol of a monitor on your function keys. For instance, on some laptops, the command is "Function key + F4."

Q: Do I need a password?

A: You do not need a password to use the NetSmartz presentations. However, all of the presentations are password protected in order to prevent the content from being altered. You may only open them as "Read-only" files.

If your password prompt does not offer a "read-only" option, then you may have an administrative rights issue and will need to contact your IT department.

Q: Why have I received an error message stating that I do not have administrative rights when I am the administrator on this machine? (Windows Vista Only)

A: To bypass this error, right click on the file you are installing and click "Run as Administrator." You should now be able to run the program.

Q: How may I share the presentation files with others?

A: If you simply copy the presentation file to a disc, the presentation may not run correctly. It is best to download the ISO version of the files from www.netsmartz.org/presentations and then burn them to a disc. For more information about this process, visit a tech site like cnet.com, which may also direct you to some free CD burner programs.

Q. Why do the videos take so long to load and freeze while playing?

A: If you are running the presentation from the CD, you may need to "prime" the videos by clicking through each slide and video from the beginning to the end of the presentation. Allow each video to start playing but it is not necessary to play through to the end. This will allow the videos to cache and run smoother.

Remember, all NetSmartz presentations may be downloaded for free from **NetSmartz.org**. If your question has not been answered, please e-mail **NetSmartz_contact@ncmec.org**.