BAMBI

Online Safety

BOARD GAME

By Virtually Safe Initiative

Despite the wide range of offline and online resources on internet safety and initiatives in Africa, there is an urgent need for teaching aids in online safety awareness, digital literacy and skill development for young people, educators and parents as 'ready-for-use' resources.

Problem

Children and young people are very active users of digital technology from an early age. Research shows that children learn quickly from mirroring the behaviour of parents, older siblings and peers. On one hand, children have acquired independency and skills within the digital world; on the other, they lack reflective and critical thinking as well as awareness about opportunities and risks such as cyber-bullying or digital identity theft.

Active adult's mediation would allow for the integration of values and critical thinking but so far, adults seem poor active mediators and in need of practical tools of empowerment.

Solution

Virtually Safe Initiative conceived and developed the Bambi Online Safety Board Game as an internet safety edutainment toolkit promoting safe and responsible uses of the internet among adults and young people (6 - 18 years old).

Bambi Online Safety Board Game opens a path to empower teachers and parents in actively guiding young people to become smarter, responsible, and respectful when using digital technologies and help them understand opportunities, skills, risks and consequences behind the decisions they make online.

The game is inspired by the traditional snake and ladders game **(i.e. throw the dice to move your counter)** combined with challenges, obstacles and threats that internet users may encounter while using the internet such as cyber bullying, wireless network, strong password, cookies, virus attacks and misinformation.

This fun family board game is a great way to discuss online safety with young people. Roll the dice and move around the board. There are instructions on some of the spaces. Players would have to follow instructions on the spaces for safety or consequences.

By playing Bambi, players can:

- Reflect and build expertise together on internet safety

- Become digitally-aware citizens who can assess online risks and opportunities
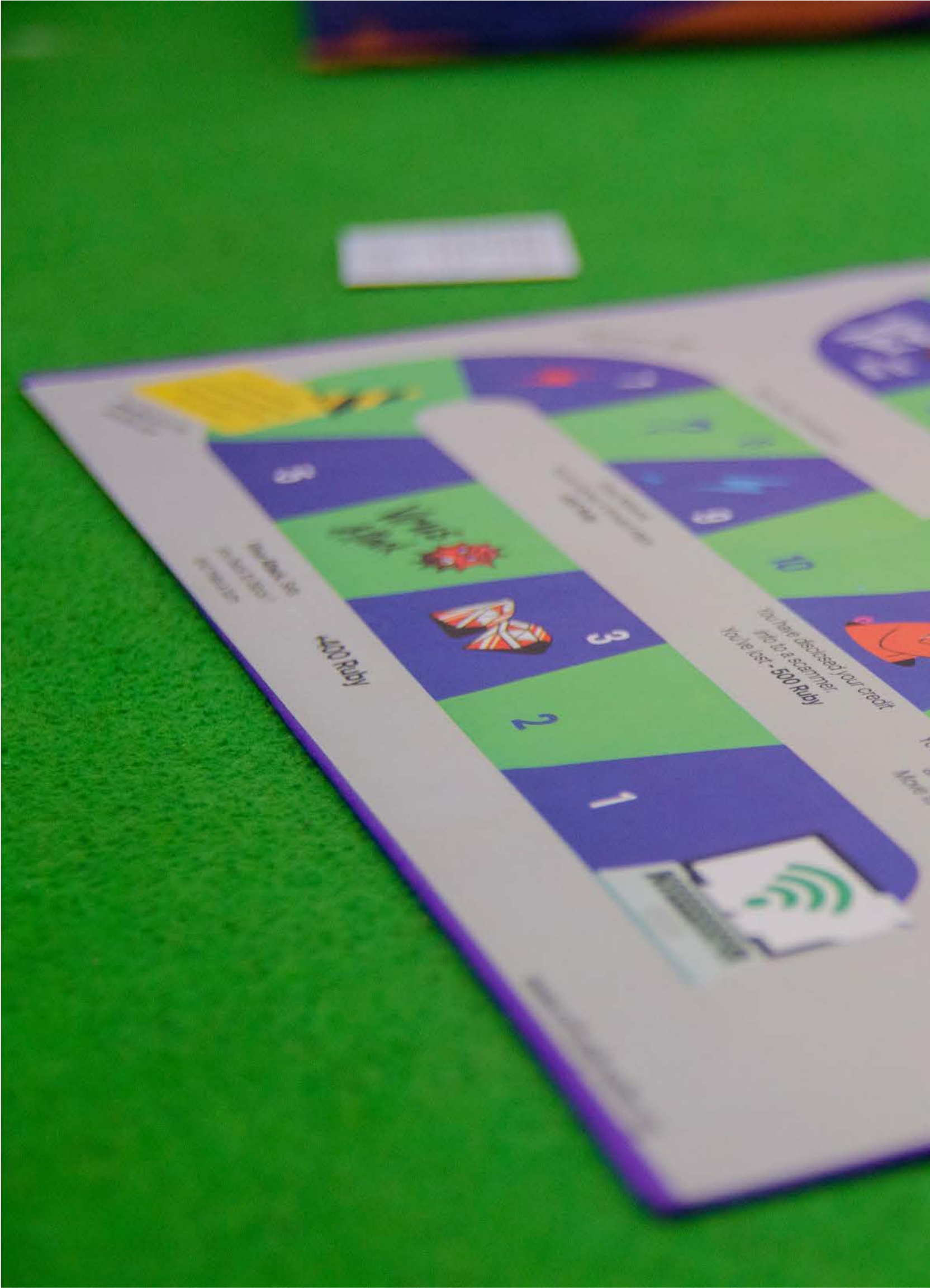
- Have fun while learning about internet safety

The Game Play

An exciting strategy game, where your knowledge of Cyber safety will be your key to winning.

It is designed to help your kids develop their understanding of the Dos and Don'ts when using the internet, tackling cyber bullying, wireless network, strong password, cookies, virus attacks and misinformation

Bambi Board game can be played by three to four players to play first, decide who starts the game, each player takes turns to roll their dice, and move their counter around the board. If a player lands on a virus alert, bad luck!!! then that player must move steps backwards, landing back on block 1.

If a player lands on the same space as an opponent, this is considered cyberbullying and they can send your avatar back to its former position.

If player A lands on a Quiz block on the board game , then another player will shuffle the question card and ask player A to pick a card. If player A answers correctly they are safe and can place the avatar on the board.

The game ends when a player reaches the last block on the game and the player with the highest Ruby wins the game.

The Bambi Board game is designed for kids ages 6 up, parents and teachers and comes with a Board, 25 question cards, 12
6 Ruby cards, 4 avatars and a dice.

Bambi is inspired by the traditional snakes and ladder game with the aim of raising awareness about the risks and opportunities of the internet and promoting safe online practices.

Challenge your friends and family with internet safety knowledge now.
Virtually Safe. Click Smart Click Safe.

Virtually Safe