Virtually Safe

www.virtuallysafe.org

@ virtuallysafe

Together For A Safer Internet

Programs Report

In this report, we've captured the great work that we've carried out over the course of the year to further support diverse groups; parents, educators, young people and internet stakeholders.

You'll find insights on how our collaboration with our partners and online safety experts has made a difference in young people's lives online, the various projects we have implemented, what we monitor and evaluate, our theory of change and what we hope to accomplish in the future.

Key Programs

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A Mission To Impact

From campaigns and partnerships to supporting professionals and vulnerable young people, we are proud to have served the online safety and digital well-being needs of young people across Nigeria and beyond.

1

A Destination Website

Virtuallysafe.org has become a destination for teachers and parents with traffic increasing up to 50% in the past 1 year.

2

Support for Vulnerable Young People

Our work to support the most vulnerable in society, who are more likely to experience online harms, has included research and bespoke resources to help navigate a digital world.

3

Understanding Data

Our unique approach to gathering data around internet safety has helped us deliver insights into certain areas of digital technology and the cyber space, including both negative and positive impact

4

Supporting Professionals

Wide ranging support for professionals include resources and training for educators.

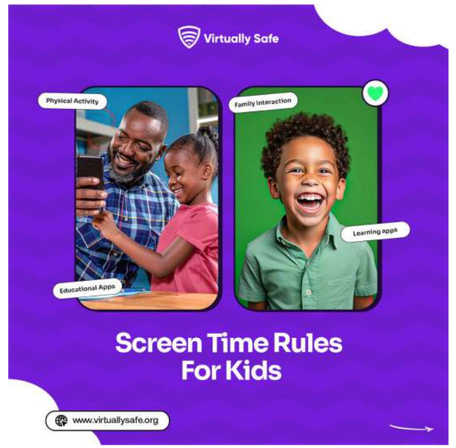
5

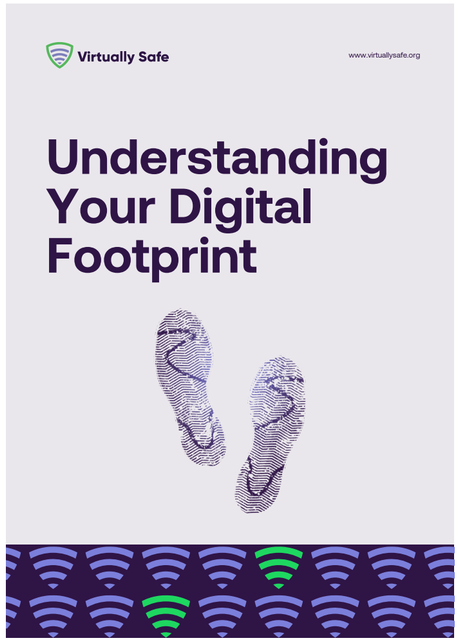
Our Theory of Change

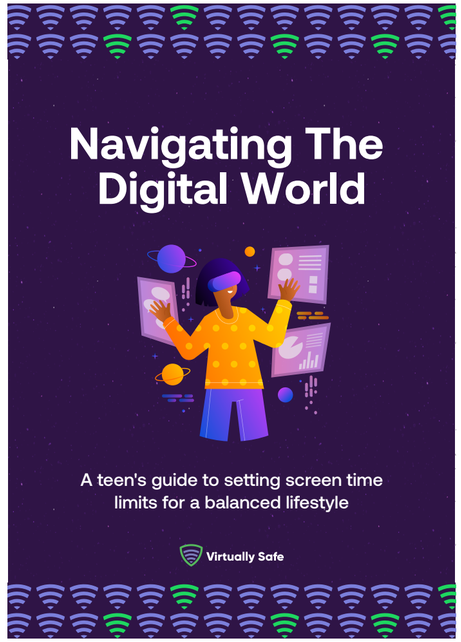
We measure our success by actions taken to help keep young people safe online.

Impactful Resources

Whether it is encouraging parents to take positive action to support their children's safety and wellbeing or supporting educators as they work with young people or providing resources directly to young people, providing impactful resources around cyber safety is a fundamental part of our work. We've covered many different online safety and digital wellbeing issues either as articles on our website or as posts on our instagram handle.







Our resources are used beyond our shores in various communities in Africa.

For our work to have the most impact, we must ensure it gets into the hands of parents, educators and professionals that support children and young people. Raising awareness of our resources is a key part of our activity.

150,000 + **resources distributed to students across Nigeria**

1000 + **resources distributed to educators**

1000 + **schools in Nigeria and Ghana have a Virtually Safe Material**

Workshops

From campaigns and partnerships to supporting professionals and vulnerable young people, we are proud to have served the online safety and digital well-being needs of young people across Nigeria and beyond.

Teachers Workshop

The Online Safety Workshop for Teachers and Educators is aimed at empowering teachers and educators with digital skills and fostering online safety awareness within their classrooms.

The teachers workshop has been able to train 500 teachers from public and private schools in Lagos State, Nigeria.

The goal was to equip teachers with practical strategies to integrate digital literacy with various digital tools and provide resources on online safety to promote positive online behavior and incorporate them into their curriculum.

Supporting Positive Action

Insight into our Teacher's workshop

85% educators who attend our workshops went on to take positive actions to support their students:

43% Talked to their students about being safe online
32% spent more time learning about online safety
36% Set some rules or boundaries about what students could do online with school device
34% Advised parents to set up parental controls on devices their children use
29% spent more time with their students learning about what they do online
27% Reviewed the privacy settings on schools computers

8 in 10 participants feel more confident about finding information to protect their students online and would recommend Virtually Safe as a trusted resource.

Parent Workshop

In today's digital age, children navigate a complex online world with ease, often leaving parents feeling overwhelmed and unsure how to keep them safe. This parent workshop aims to bridge that gap, empowering parents with the knowledge and tools necessary to ensure their children's online safety and responsible digital citizenship.

The workshop had 60 parents in attendance as they were empowered on communication strategies, the skills to have open and honest conversations about technology use, online safety boundaries, and healthy digital habits.

Internet Safety Stakeholders Forum

ISSF

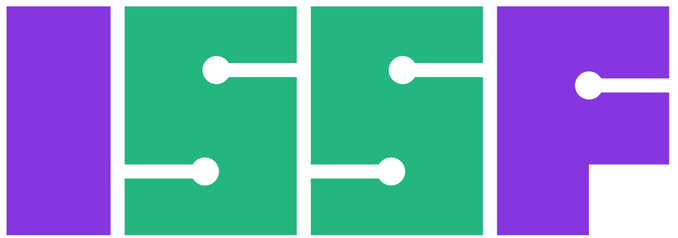
American
Corner
LAGOS NIGERIA

Virtually Safe
ISSF
Internet Safety
Stakeholders
Forum

Award Of
Appreciation
Award Of
Appreciation

The ISSF was one of the most important outcomes of Virtually Safe's Africa Online Safety Fund in 2022, after carrying out various projects funded by Impact Amplifier and Google.org, the team realized there was a need for a forum where internet stakeholders can meet to discuss issues and progress around the internet.

In May 2024, Virtually Safe hosted the first Internet Safety Stakeholders Forum. During the workshop, there were engaging panel discussions on topics which included digital well-being, online betting, social media grooming, and strategies to combat online harassment. It featured keynote speeches, networking sessions, fun online safety games with Virtually Safe's online safety board game (Bambi) and distribution of online safety materials and resources to participants



Internet Safety Stakeholders Forum

School Tour

Through our network of volunteers across Nigeria we have reached 1000+ schools since inception in 2020.

Over 150,000 students have been reached through the school tour

Worked with over 1,000 volunteers across

Click here to view a past report

(Add the link to the report on VS website)

Click here to view our online safety report

BAMBI

Virtually Safe
COMPREHENSIVE
ONLINE
SAFETY
LESSONS
FOR STUDENTS

Virtually Safe
ONLINE
SAFETY
LESSONS

Virtually Safe
0800 800 2000

Competitions

Debate

In our recently concluded debate competition we recorded over 500 applicants. 15 students were selected for a virtual first round, and then 5 students made it to the final stage. The finalists are invited to the Cyber Space Conference to debate publicly and also receive prizes.

500 Applicants

15 Students second around

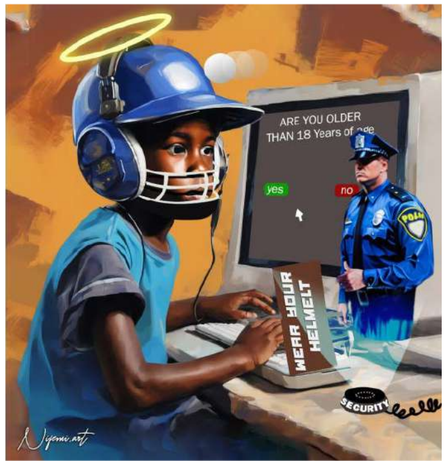
5 Finalist

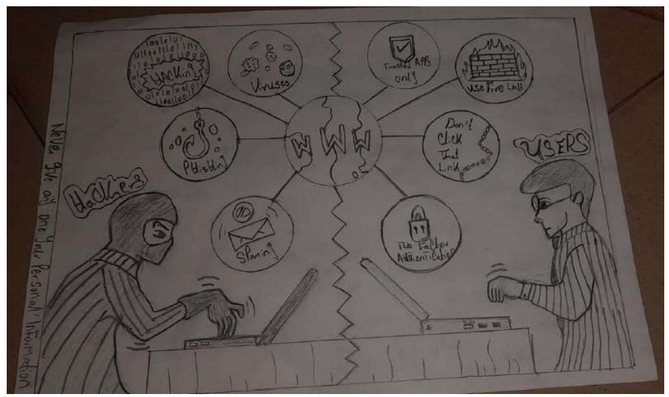
2 Winners

Art Challenge

The goal of the art contest is to engage young people in thinking about online safety through the creation of posters that will encourage their peers to use the Internet safely and securely.

Past Submission from Students





Short film Competition

The Virtually Safe School Short Film Competition is an exciting opportunity for students to showcase their acting abilities, creativity, and teamwork by creating and performing original skits that can inspire internet users to care more about online safety and become responsible users of the internet. Whether they are a budding actor, playwright, or director, this competition is a platform for artistic expression, innovation, and entertainment for the promotion of online safety.

In the last open application we received 10 short film submissions from students.

Young African Internet Safety Fellowship

An important aspect of cybercrime prevention and online safety in our society is the active involvement of young people in building a positive and safe internet future.
Virtually Safe Initiative has designed and run the Young African Internet Safety (YAIS) Fellowship and Awards programs in Partnership with Impact Amplifier (South Africa) and Google. The YAIS fellowship is a one-year program for young people, ages 13-18 years that trains them to be able to understand and respond to digital security challenges they face while using the internet and be able to support other young people.

1 Cohort

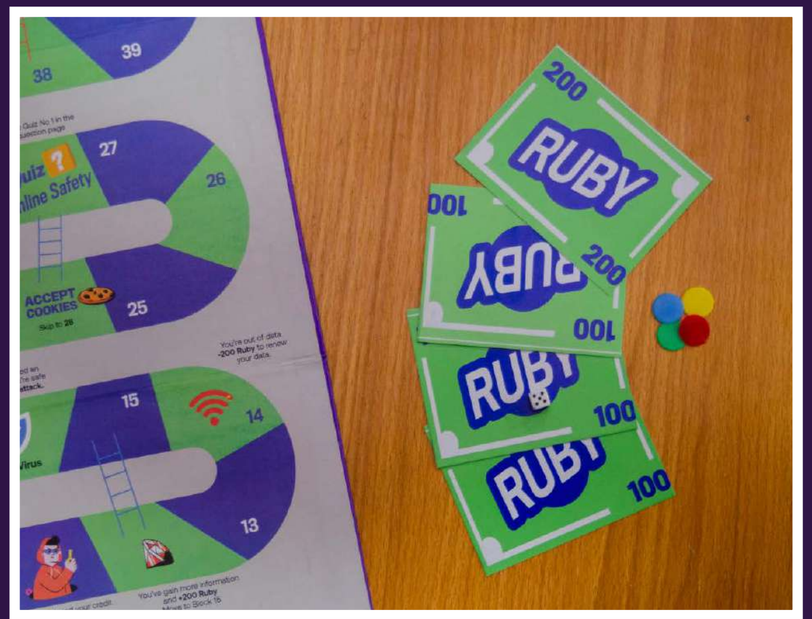
10 young fellows selected

Product

Bambi board game

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.

Distributed 1000 copies of the board game
Available in 500 Schools across Nigeria
Fun for over 50,000 kids and families

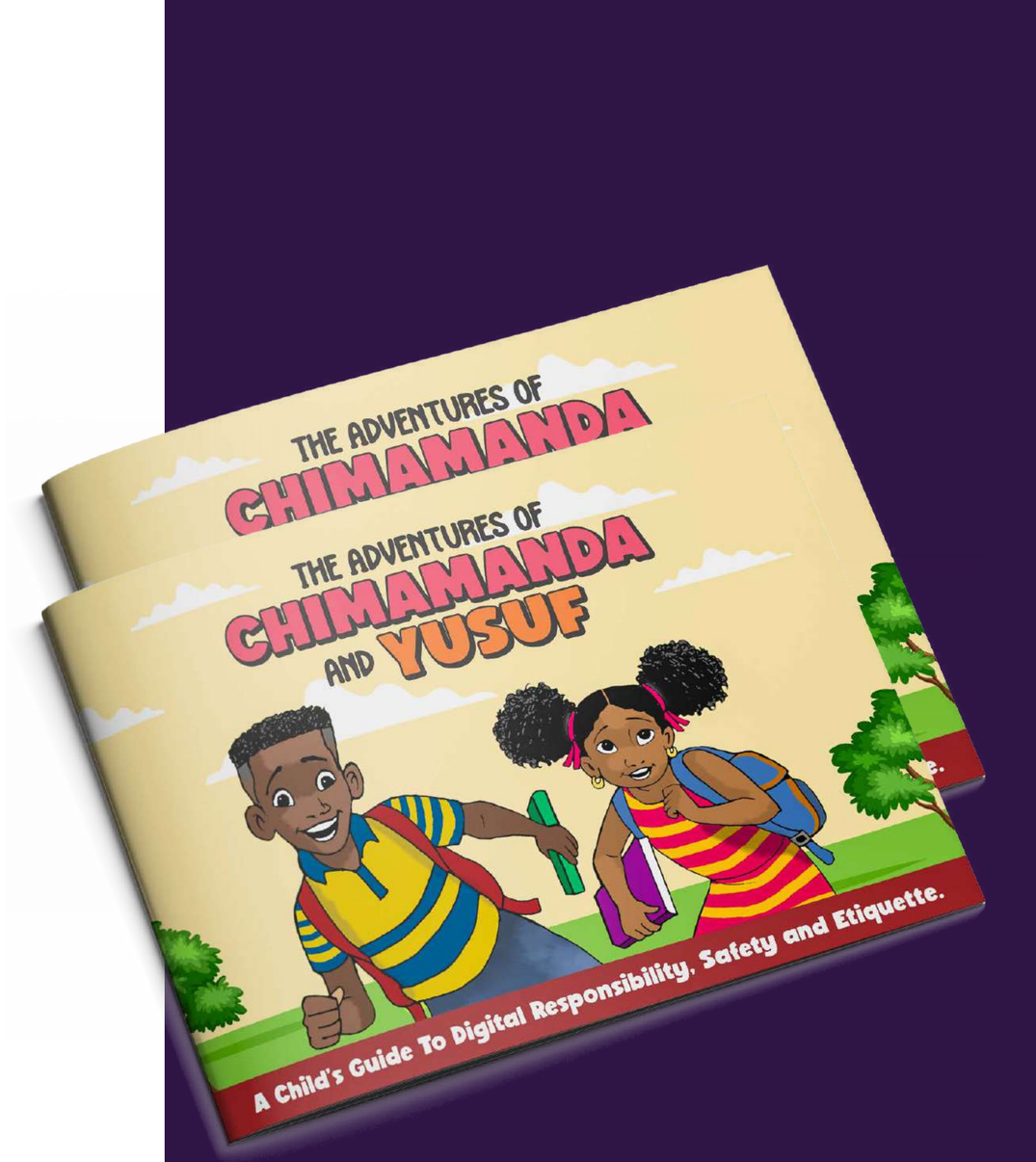


Online Safety Book

Just like the real world, the digital world is full of exciting, helpful, and even life-changing possibilities.

In the book "The adventures of Chimamanda and Yusuf", Amina's children are excited to explore the exciting world of the Internet. 500 copies of the Online Safety storybook have been distributed to schools, offices and homes.

Distributed **1000 copies** of the Storybook
Available in **500 Schools** across Nigeria
Fun for over **50,000 kids** and **families**
Available in top book stores including **RovingHeights** Abuja and Lagos



VS Flash Card

Virtually Safe Flash Card game is a fun way for the young and old to learn new vocabulary around online safety. They are effective because they promote active recall in players' brains and promote online safety education. The Flashcards has over 1000 downloads and is used in schools in Nigeria and Ghana.

Available for free on our website

Reprintable by anyone

1000 downloads

Hacktivated

The goal of Online Safety Hacktivated is to produce innovative tech products, ideas and MVPs that drives transformative internet safety solutions and services into development in areas like; Child Sexual Abusive Materials (CSAM), Gambling, Digital Wellbeing, Data Privacy, Digital Rights, Cyber Bullying, and other cyber and electronic crimes.

In 2022, we organized the Safer Gambling Hackathon and Workshop. We welcome 60 participants with innovative solutions to promote a safer gambling space in Nigeria and over 100 participants gathered for the workshop, which was attended by stakeholders including representatives of betting companies, youth organizations and more.

Cyber360 Helpline

Research and Advocacy

Our unique approach to gathering data around internet safety has helped us deliver insights into certain areas of digital technology and the cyber space, including both negative and positive impact. We have organized 6 street Vox Pop in the last 2 years on issues such as: Gambling, Sexual Abuse Materials, Online Safety knowledge

School Clubs

Virtually Safe has received approval from the Lagos State Ministry of Education to set up Virtually Safe Clubs in schools.

500 Teacher's trained
40 school clubs
1200 + students in clubs
A comprehensive one year club guide
Online Safety educators Kit

Cyberspace Conference

Our annual technology and exhibition conference is a large-scale event that gathers over 2000 young people to network and interact with already established tech icons in 2022. The conference is aimed at using technology as a catalyst to inspire and take young people from their communities and turn them into tech creators.

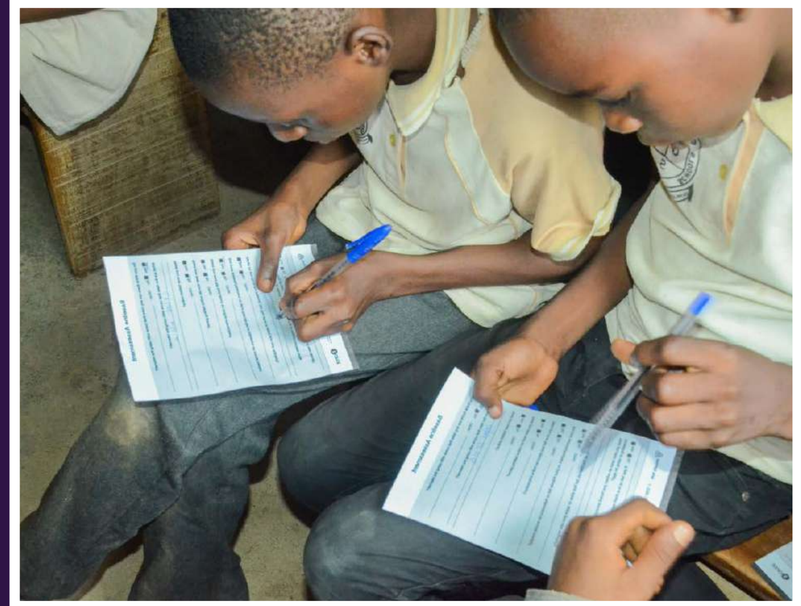
The conference features exhibitions from tech companies, talk shows, breakout sessions, games and lots of fun.
Our next edition is set to hold in October, 2024.

Project Outcome

Tested the knowledge of 500 students who completed the online safety club in one year and measured how well they have learned, how they have practiced their knowledge in their daily internet experience using our endline forms and comparing with baseline data.

Well analyzed baseline and endline report collected from our workshops, school tour and other activities, detailing how participants hope to implement the gains from our programs.

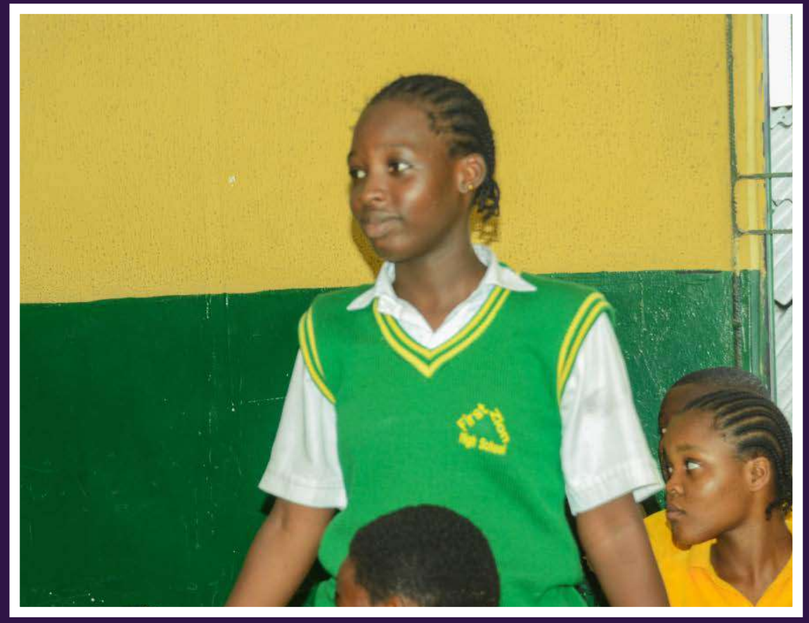
Tested the knowledge of over 100,000 students visited during school tours using our baseline and endline forms to know what they have learned.



Tested teachers and parents and measured how well they are implementing the learnings from our programs.

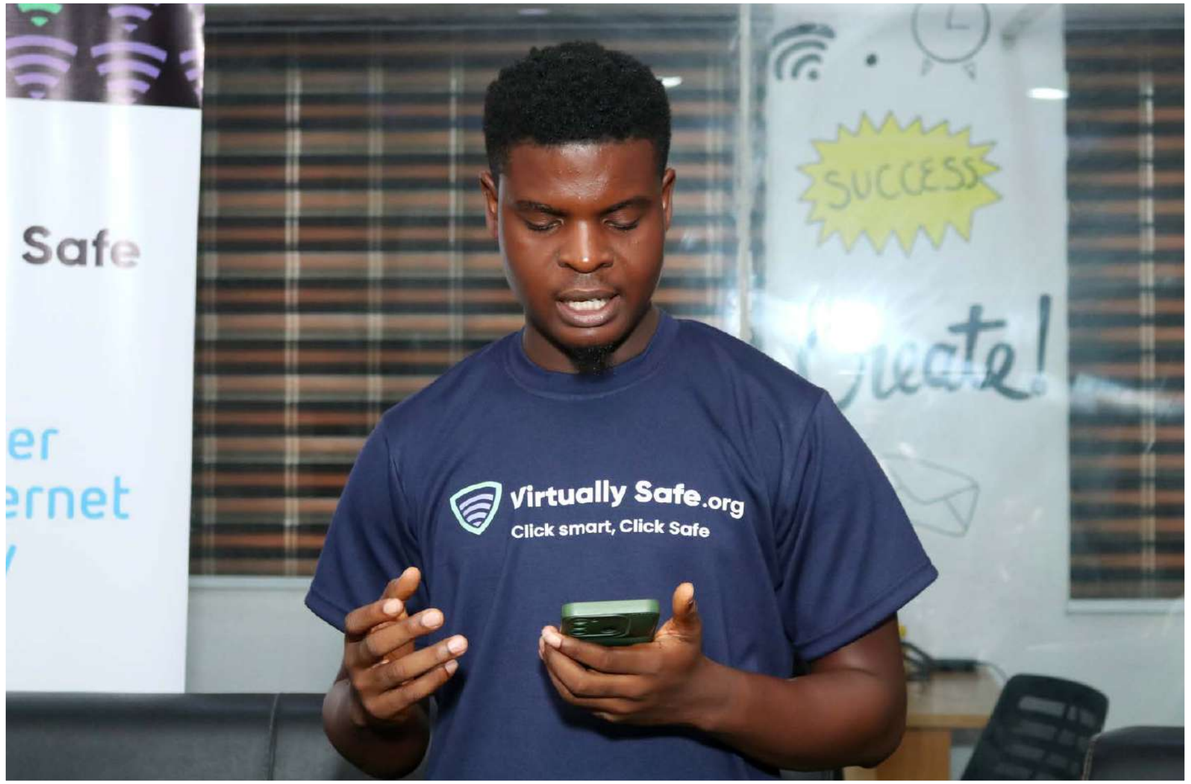
Schools already creating various activities around the Bambi board game.

Reinforced online safety dialogue among young people through the various competitions that got young people thinking, talking and creating their imaginations about a safer internet environment in Nigeria.



Impact

Increased online safety awareness, conversation, actions and responsibility amongst young people, parents, educators, policy makers, researchers, law enforcement bodies, NGOs and other relevant stakeholders who have attended our events or came across any of our resources.



Monitoring & Evaluation

What We Measure

- Number of people reached through various programmes
- Number of feedback received and engagements with the board game and storybook and all activities
- Number of students who complete the Online Safety Club and receive certificate
- Baseline and Endline surveys for every event, workshop and contact
- We measure how much influence the project had on relevant areas like policies, how tech companies collect data, and increased awareness.
- We measure behavioral changes like changes in patterns for both parents, educators and young people.

Educators have a better understanding on how to support the students they work with.

Industries and companies are becoming more interested in collaborating with Virtually safe to deliver projects supporting young people in a digital world.

Parents are feeling confident and empowered to deal with their children's safety and well-being online.

Theory Of Change

Stakeholders have the insight to inform decision making that prioritize young people's online safety and digital wellbeing.

Through our various projects and activities;

Young people have access to free and nonjudgmental consultation with professional coaches, young people have bespoke resources based on prevalent issues and young people are now getting involved in shaping the internet they want.

Audacious Goal

Project Everyone

Introducing Virtually Safe Project at a national level through advocacy and policy changes will have a huge impact in Nigeria and minimize online risks as seen in Nigeria's cyberspace, knowing that the good side of the internet benefits everyone and the dark side also affects everyone, this is how Virtually Safe approaches online safety intervention, "a project everyone approach" because young people's journey through the digital world and their safety in the real world, is everyone's business.

This belief is what guides our approach to support not only young people but those who have a responsibility to nurture young people, sadly most adults have very little knowledge of how the internet works especially with new technologies.

The years ahead promises to be perhaps more challenging than the past. As technology evolves at an ever-increasing pace, we continue to play catchup, and the need for an organization like Virtually Safe only increases.

We look forward to producing and distributing more resources, organize workshops, conduct more research to drive local data and insights, and above all strengthen conversations around internet safety and wellbeing.

The work we do cannot be achieved without our partners, volunteers and supporters, many of whom have given their consistent commitment since Virtually Safe was formed.

Their support and vision of a safer and better internet space has allowed us to work with parents, educators, policymakers and industries to support young people's online safety and wellbeing.

Virtually Safe