

An underwater scene with a cartoon hippo named Hector floating upside down. He is grey with a white face and belly, and a small blue ring on his tail. He is smiling and looking towards a large sign. The sign is purple with a white center and contains the text 'HECTOR'S WORLD' in large blue letters and 'Planning Pack' in smaller dark blue letters. The background features various colorful corals (pink, blue, red, green) and rocks in shades of teal and blue. Sunlight rays filter down from the top. The 'netsafe' logo is in the bottom right corner.

HECTOR'S WORLD

Planning Pack

netsafe

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Welcome message

Welcome to Hector's World and thank you for taking the opportunity to use this programme within your school or kura.

The new and improved Hector's World programme has been created to support the development of online safety skills from an early age, in an engaging and entertaining way. We know that as teachers and educators you play a significant role in building this competency, and yet our research suggests there are limited resources readily available to make this easy for you.

We also understand the importance of having a strong link between the school and home environment when it comes to safe technology use, and that a coordinated approach to building digital citizenship inside and outside of the classroom will have the greatest impact. This is why we've developed the new Hector's World programme with an additional focus on take-home activities and parent packs to provide wrap-around education and support.

So once again, welcome to Hector's World. We hope you'll find the information in this pack useful and informative, enabling you to create a strong plan for how to bring Hector's World and online safety learning to life in your classrooms.

Ngā mihi nui

The Hector's World team

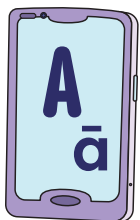


Introduction to Hector's World

Hector's World is an animated series created for tamariki in Years 1 – 6. There are seven episodes available in both English and te reo Māori, each lasting around 8 minutes, which explore important and relevant issues related to online safety and digital citizenship through fun and entertaining storylines.

The series follows our hero character Hector and his friends Felix, Jazz and Milly. They attend classes at Coral Cove School and hang out together after school both online and offline – all the while learning valuable lessons about respect, consent, kindness, and safety.

Each episode is accompanied by a selection of resources for use in the classroom and these have been written for Years 1 – 3 and Years 4 – 6 to ensure the messaging and learning is age and context appropriate. The supporting resources extend the learning from each episode creating a comprehensive programme that is ready to download and use in the classroom.



7 episodes
in English & te reo
Māori



Fun
storylines & characters



Valuable
safety lessons



Programme Overview

We gathered feedback and input from teachers and educators across New Zealand to understand what is of most value in the classroom. We used these insights to develop a wide range of resources to support you and your students in the classroom. These resources are available wrapped up in a complete lesson plan as well as individually, enabling you to ‘pick and choose’ the resources that best suit you, or following a suggested structure which includes the activities alongside discussion questions and facilitation tips.

We have also put together some printable resources to support you in recognising the learning and participation in the classroom.

“Hector’s Ka Pai Kit” includes:

- Tokens to print, laminate and cut out
- Achievement maps
- Printable certificates

Find Hector’s Ka Pai Kit [here](#).



Here’s a snapshot of what you will find to accompany the series:



lesson plans for Years 1 – 3 and for Years 4 – 6



flashcards



song sheet



student puzzles and worksheets



research project activities



group and individual activities



interactive e-learning modules



take home activities

Accessibility

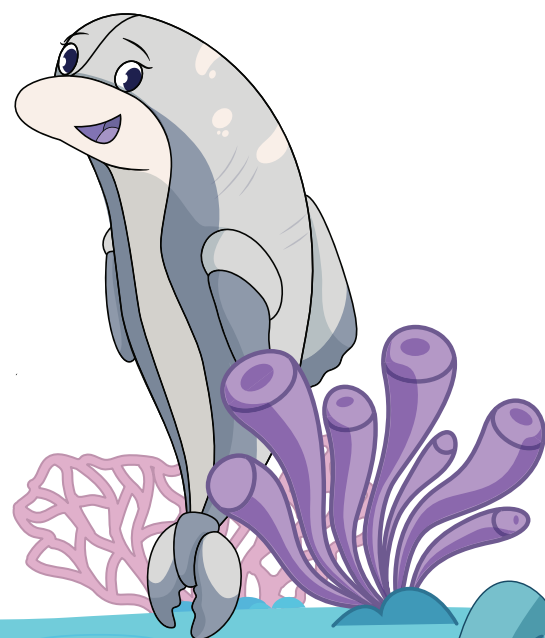
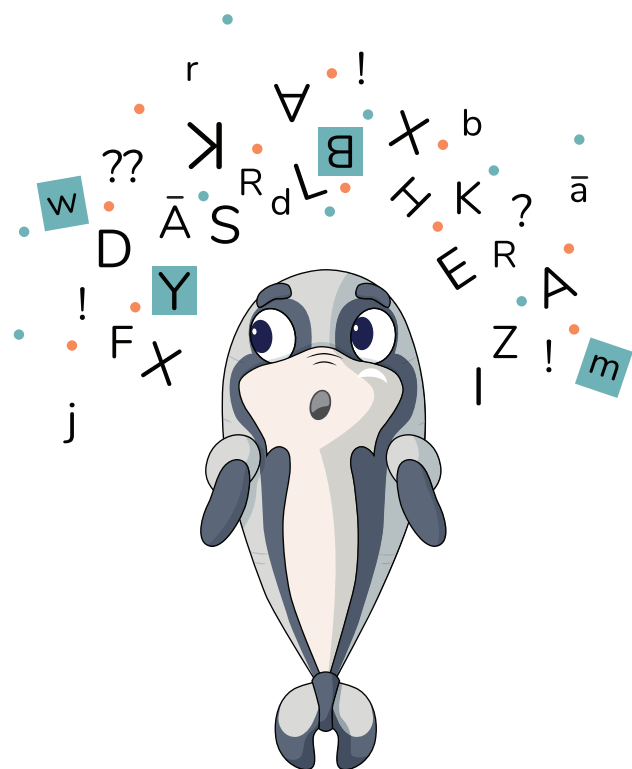
The English and te reo Māori videos are available with full subtitles in both English and te reo Māori to support hard of hearing viewers as well as those wishing to develop their reo skills.

Supporting resources were developed using dyslexic-friendly fonts and the diversity of activities for the classroom provide options for different learning styles and capabilities.

Connecting with whānau and community

The Hector's World programme includes the option to share 'Take-It-Home' activities with ākonga related to each episode and lesson, to bridge the gap between the learning in the classroom and learning in the home environment.

You may wish to share information about the series with parents, whānau and the wider school community to communicate how and why you're including online safety as a topic in your lessons, and how the series can be supported at home with the take-it-home activities.



Content overview

Hector's World

Episode 1 Theme: Online safety

Purpose: Introduce tamariki to hector and his friends and the various ways they use tech to suit their interests and personalities.

A Balancing Act

Episode 2 Theme: Hauora (Wellbeing)

Purpose: Show the importance of balancing time online to maintain hauora (physical, emotional and social wellbeing).

Running A Tight Ship

Episode 3 Theme: Privacy, Safety and Security

Purpose: Explain what personal information is, why it is valuable and how to take control of the information you share online to be more secure.

Best Footprint Forward

Episode 4 Theme: Digital Footprint

Purpose: Explain the concept of a digital footprint and introduce the importance of getting and giving consent to what is shared online.

A Searabbit Hole

Episode 5 Theme: Mis- and Dis-information

Purpose: Explain that what you see or read online may not always be real, truthful or factual and introduce ways to think critically about what's online.

Kick it with Kindness

Episode 6 Theme: Cyberbullying

Purpose: Show why it's important to be kind and respectful online and how to give and get help if it's needed.

Class Acts

Episode 7 Theme: Digital Citizenship

Purpose: Reinforce learning outcomes from the series and link them to some key elements of digital citizenship.

Episode 01: Hector's World

Online safety

Purpose

Introduce tamariki to Hector and his friends and the various ways they use tech to suit their interests and personalities.

Learning Objectives

- ✓ **Identify** Hector and his friends and talk about their personalities and interests.
- ✓ **Explain** what the internet and the World Wide Web is.
- ✓ **Describe** why we need to be safe online.

Online Safety Messages

- 💙 The internet opens up a whole new world of learning, games, videos, music and communication which can support you to learn and play and connect with family and friends.
- 💙 It's important to be safe in the online world, just like you try and stay safe in the real world.
- 💙 Some examples of the risks of being online include:
 - people you don't know trying to contact you
 - companies trying to sell you something that you don't want or didn't ask for
 - websites or games asking you to share information about yourself
 - your information being shared with other people without telling you
- 💙 Top Tips for staying safe online:
 - Keep it safe
 - Keep it balanced
 - Keep it real
 - Keep it friendly

Episode 02: A Balancing Act

Hauora (Wellbeing)

Purpose

Show the importance of balancing time online to maintain hauora (physical, emotional and social wellbeing).

Learning Objectives

- ✓ **Explain** how being online can affect us differently.
- ✓ **Recognise** some of the signs that indicate it might be time for an offline break.
- ✓ **Identify** who to go to if you think you're feeling the signs for a break.

Online Safety Messages

- 💙 There are many ways you can spend time online and different activities you do might make you feel either positive, focused or rewarded or could make you feel tired, frustrated or unhappy.
- 💙 It's important to consider how much time you spend online, but also to consider what that time is spent on. For example, an hour of watching videos is a different experience to spending an hour practicing spelling in a learning game.
- 💙 These are some signs that indicate it might be time to take an offline break, or that you might need to spend less time online:
 - Sore eyes, neck, shoulders and back.
 - Feeling grumpy or frustrated or tired
 - Not remembering something you just watched or read.
- 💙 Remember that you are in control of how long you stay online. If it's not fun anymore or it's making you feel any of the signs above then you should stop and take a break.
- 💙 If you feel like you need to take a break then pause what you're doing, turn off the tech and go and talk to a trusted adult about how you're feeling.

Episode 03: Running a Tight Ship

Privacy, Safety and Security

Purpose

Explain what personal information is, why it is valuable and how to take control of the information you share online to be more secure.

Learning Objectives

- ✓ **Provide** examples of personal and private information.
- ✓ **Explain** why personal information is valuable online.
- ✓ **Describe** some ways to protect personal information.

Online Safety Messages

- 💡 Your personal information is valuable, and you need to protect it and keep it safe.
- 💡 You shouldn't share your personal information with other people, and especially people you don't know well. If you're not sure, then you should ask a trusted adult.
- 💡 If other people have access to your personal information they may share it without telling you to make money, they may try to sell you things or trick you into giving them money or more information.
- 💡 You can be identified from only a few small pieces of information – even sharing something like your first name and school.
- 💡 The best way to keep your information safe online is to keep it private and to ask a trusted adult if you're not sure.

Episode 04: Best Footprint Forward

Digital Footprint

Purpose

Explain the concept of a digital footprint and introduce the importance of getting and giving consent to what is shared online.

Learning Objectives

- ✓ **Explain** what a digital footprint is.
- ✓ **Explain** what consent is.
- ✓ **Describe** why it is important that they are in control of what is shared about them online.

Online Safety Messages

- 💡 When you spend time online you leave a record of what you've looked at, shared, played or said and this is called a digital footprint. It's a trail of where you've been online just like walking through mud or sand leaves footprints and a trail in the real world.
- 💡 It's important to understand what a digital footprint is because it lasts forever and even if you think you can delete something, often a record of it still stays somewhere online.
- 💡 As you get older, pictures or stories that have been shared online will still be there and you might not like them anymore or might not want people to see them.
- 💡 It's important that you say whether it's OK for a picture or story about you to be shared online. Likewise, it's important you ask other people before sharing anything about them.

Episode 05: A Searabbit Hole

Mis- and Dis-information

Purpose

Explain that what you see or read online may not always be real, truthful or factual and introduce ways to think critically about what's online.

Learning Objectives

- ✓ **Explain** why not everything online is real, truthful or factual.
- ✓ **Identify** what to do if they are not sure if something is real or truthful.

Online Safety Messages

- 💡 Anyone can put information, pictures, stories, videos etc. onto the world wide web. There is no-one checking whether something is real or truthful, and lots of people share their opinions which aren't the same as facts.
- 💡 Sometimes people share things that aren't real because they think they're funny, but sometimes they might have a different reason or want to trick you into believing something.
- 💡 It can be hard to work out whether what you're seeing online is real, truthful or factual, so it's important that you have some skills to work that out for yourself.
- 💡 If you're not sure whether something is real, truthful or factual then you should ask a trusted adult.

Episode 06: Kick it With Kindness

Cyberbullying

Purpose

Show why it's important to be kind and respectful online and how to give and get help if it's needed.

Learning Objectives

- ✓ **Explain** the importance of being kind and respectful online.
- ✓ **Describe** how our words and actions online might make other people feel.
- ✓ **Identify** how to get and give help if something unkind is happening online.

Online Safety Messages

- 💡 What you say and do online can affect the way other people feel, just like it does in real life.
- 💡 Being online can sometimes make people feel braver to say things they wouldn't normally say in real life, because they feel hidden by the computer. This could mean someone feels braver to say mean things because they don't think they'll get found out.
- 💡 It's important for you to be kind and respectful online so that you don't intentionally or accidentally make someone feel sad or upset by your words or actions.
- 💡 If you feel sad or upset by something you've seen or read – or if you see someone saying mean things to other people, you should tell a trusted adult.

Episode 07: Class Acts

Digital Citizenship

Purpose

Reinforce learning outcomes from the series and link them to some key elements of digital citizenship.

Learning Objectives

- ✓ **Explain** what digital citizenship means.
- ✓ **Describe** why it's important to be a good digital citizen.
- ✓ **Identify** some of the ways to be a good digital citizen.

Online Safety Messages

- 💡 Digital citizenship is about having the skills, values and behaviours that lead you to engage in online experiences positively, confidently and kindly.
- 💡 In Hector's World, a Digital Citizen is someone who can:
 - Confidently surf the web in positive and meaningful ways to learn, play, create and connect.
 - Maintain a balance with offline activities and relationships.
 - Think carefully about what's real, truthful and factual.
 - Protect their personal information and digital footprint.
 - Treat others with kindness and respect.
- 💡 Digital citizenship is important to make the internet and online world a positive and safe environment for everyone.

Curriculum alignment

Hector's World aligns with a number of curriculum areas and key competencies. Below you can review how the series fits in to various strands giving you confidence that the resources accompanying the animations are relevant to your local curriculum.

HEALTH AND PHYSICAL EDUCATION: LEVEL 1 AND 2

HPE Learning Area: Personal health & physical development

A1 **Personal growth and physical development**

Online exposure and experiences can affect wellbeing and social and emotional growth, for example through exposure to cyberbullying or content relating to body image. Hector's World explores the idea that not everything you see online is real (manipulated images for example) and unpacks the topic of cyberbullying and where you can go to for help.

Relevant Episodes: A Balancing Act, Kick It With Kindness, A Searabbit Hole

A3 **Safety management**

The series and supporting resources identify safety risks from various online situations and help tamariki identify steps they can take to stay safe online.

Relevant Episode: Running A Tight Ship

A4 **Personal identity**

The series explores the topics of digital footprints and introduces the notion of consent; empowering young people to own their online identity and have control over what is shared of them online therefore contributing to their self-worth and how they see themselves online as well as offline. Supporting activities for the classroom will also look at what values and perspectives are held offline and whether these change in an online world, again supporting the tamariki to describe themselves in a range of contexts.

Relevant Episode: Best Footprint Forward, Class Acts

Curriculum alignment continued

HEALTH AND PHYSICAL EDUCATION: LEVEL 1 AND 2

HPE Learning Area: Relations with other people

C3 **Interpersonal skills**

The series reinforces the importance of speaking up and talking to a trusted adult if something doesn't feel right online. "Kick It With Kindness" explores the power of words and how they can impact people and the importance of being kind online.

Relevant Episodes: Kick It With Kindness

HPE Learning Area: Healthy communities and environments

D2 **Community resources**

The discussion guides and classroom activities that support the series will enable tamariki to explain the online hazards and safety practices they can use, and how the series supports the broader community.

Relevant Episode: Class Acts

D3, D4 **Rights, responsibilities and laws • People and the environment**

The series explores the topics of digital footprints and introduces the notion of consent; empowering young people to own their online identity and have control over what is shared of them online therefore contributing to their self-worth and how they see themselves online as well as offline. Supporting activities for the classroom will also look at what values and perspectives are held offline and whether these change in an online world, again supporting the tamariki to describe themselves in a range of contexts.

Relevant Episode: Class Acts

Curriculum alignment continued

TECHNOLOGY: LEVEL 1, 2, 3

Learning area: Nature of Technology

Characteristics of technology

Throughout the series we see how the characters all have a different relationship with and different usage of technology. The Year 4 - 6 lesson plan for 'Hector's World' (episode 1) explores what technology is, what the internet is and how it came to be. Further episodes explore how the technology impacts upon their lives in both positive and less desirable ways.

Relevant Episodes: Hector's World, A Balancing Act, Running A Tight Ship, A Searabbit Hole, Kick It With Kindness, Best Footprints Forward

Designing and developing digital outcomes

The series aligns with progress outcome 2 "...understand that digital devices impact on humans and society" by showing how the use of digital technology plays a part in the everyday life of the characters. Mr. Ling the school teacher includes lessons on digital technology and the online world and provides the societal perspective as well as educating the main characters on how to stay safe and manage their digital use responsibly.

Relevant Episodes: Hector's World, A Balancing Act, Running A Tight Ship, A Searabbit Hole, Kick It With Kindness, Best Footprints Forward, Class Acts

Key Competencies

Thinking

Throughout the programme, ākonga will have opportunities to reflect on the series' key messages and critically consider their approach to consuming, engaging with, and trusting online information. The notion that not everything online should be believed and they will discuss the importance of assessing the accuracy and validity of online information. The program also provides a chance to think critically about their online presence and how it contributes to shaping a digital footprint.

Relevant Episodes: A Searabbit Hole, Best Footprint Forward

Using language, symbols, text

Milly demonstrates how to make meaning of what she finds online and hones her critical thinking skills to interpret information for herself. Jazz learns about the impact of words in the online world and makes a connection with how others interpret what is said online.

Relevant Episodes: Kick It With Kindness, Running A Tight Ship, Best Footprint Forward, A Balancing Act

Managing self

The series highlights the importance of purposeful online time and strategies for managing digital challenges. In the storyline 'A Balancing Act,' Felix becomes consumed with an online game, missing out on real-life experiences. With the support of friends, he develops a strategy to break away from that space and move forward. Similarly, Milly, enamored with an online influencer, discovers through her story that she is happiest being herself and doesn't need to pretend to be someone else.

Relevant Episodes: A Balancing Act, A Searabbit Hole, Best Footprints Forward

Key Competencies continued

Relating to others

Felix discovers the value of cooperation over competition in both online and offline soccer games. Initially unkind to a younger fan, he realizes the importance of kindness. The group, including Hector, learns about giving consent for sharing pictures and managing their digital footprints. Jazz, after being unkind to other players in an online game, understands the significance of leaving positive comments and finds reward in helping others improve.

Relevant Episodes: Kick it with Kindness, Best Footprints Forward

Participating and contributing

Throughout the series we see how Hector and his friends engage with technology in different ways that fit their lifestyles and personalities – contributing to their sense of belonging through engaging in communities online with like-minded people. Ultimately these experiences enable the friends to have happy and fulfilling experiences online once they have learnt some fundamental lessons about how to participate online safely and responsibly.

Relevant Episodes: Hector's World, Running A Tight Ship, Kick It With Kindness, Class Acts

Frequently asked questions

How much time will it take to use Hector's World in the classroom?

You can choose how much time Hector's World takes up in your class planning as the resources have been designed for you to 'pick and mix' the formula that best suits your needs.

Each episode of the animated series lasts around seven to eight minutes and the range of supporting resources mean that you can extend this out as much as you want, to fit in with your needs. For example, you may like to watch the episode and then have a class discussion which might last ten to fifteen minutes (you can use the 'Discover' section of the lesson plan to support this). Or you may like to add one of the many activities that are ready to download and implement which range from colouring-in sheets to more involved activities such as class research projects. You might also like to follow the suggested Lesson Plan and add in multiple activities to extend the learning across a week or a fortnight.

How much preparation will I need to do before using Hector's World in the classroom?

Whilst the resources have been designed to be ready to use in the classroom, you will need to prepare for the session by watching the episode in advance and reviewing the instructions for the activity or reading the lesson plan and customizing any aspects to suit your class and resources.

Why is Hector's World targeted at Years 1 – 6?

There is a good choice of online safety education available for children aged ten and older, however Hector's World closes a gap that exists in the provision of online safety education to primary school age groups. Despite various online platforms having age restrictions, there are many children younger than those age limits accessing the online world. Netsafe receives reports via the helpline of digital incidents involving children in the five to nine age bracket, and various research suggests that children as young as six are regularly online for entertainment. Netsafe therefore felt it only right to invest in updating Hector's World and creating modern and engaging learning materials to start building online safety skills from this early age.

FAQs continued

How does the content tailor to the different needs of each year group?

The supporting resources have been categorised into Years one to three and Year four to six, to take into consideration the different contexts of these age groups in how children experience the online world, and to cater to the increasing cognitive abilities, reading comprehension and literacy skills for example. For each episode there is a range of options, enabling teachers to revisit the content in subsequent years with a new activity to incorporate. The resources will continue to be updated and added to over time so that the library of Hector's World materials continues to stay relevant and fresh.

Are there any prerequisites for using this resource?

There is no prerequisite learning for ākonga prior to using the Hector's World materials. Teachers will need to do their usual preparations by reviewing the episodes and reviewing the lesson plan and/or activities in advance and customising them where needed. The school may also like to communicate the good news story that Hector's World is being built into the curriculum by sharing information with parents and whānau and the broader school community.

Is the resource accessible by a diverse range of learners and abilities?

The resources and materials have been designed taking into consideration different preferences and abilities, and the range of options available means that there should be a resource that suits the needs of a diverse range of ākonga.

How will student learning be assessed when using Hector's World?

When ākonga have reached the end of the series of seven episodes there is an option to complete an online learning module. For Years one to three this module compounds the key messages from the series and can be followed up with a paper-based quiz that can be facilitated as a class or in small groups or individually. For Years four to six the online module is designed as an interactive quiz which marks their answers as either correct or incorrect.

As well as this, the resources and activities throughout provide opportunities for Kaiako to check in on comprehension and understanding of the topics explored to assess the learning progression in the moment.

FAQs continued

Does the resource require any specific technology or equipment?

To watch the episodes as a class you will require a laptop set up with a projector, or another way of projecting online content for a group audience. All supporting materials will be hosted online with the majority being downloadable PDF documents.

I watched the original HW series – why are the characters in this series different?

Netsafe first created the concept of Hector's World in 2007 and since then the series has been well used and much loved by schools and parents around the world. The decision to update Hector's World was based on the fact that in the past 15 years technology has evolved significantly and we are now more than ever living in a world where being online is a part of everyday life, and this is true of our tamariki as well. Hector's World needed to reflect the way in which tamariki access the web and interact online and also to speak to the challenges and issues that are most common in today's environment. The change in characters is a reflection of the new era of Hector's World, reflecting kiwi tamariki and communicating the relationships between school and home, friends and family.

Do I have to watch the episodes in order?

You do not have to watch the episodes in order, for example if you are only wanting to explore a particular online safety topic with your class. However we do recommend that you watch Episode 1 before jumping to another other episode as this sets the scene and introduces the characters.

Whilst the storylines for each episode are self-contained, the online safety themes do spread across multiple episodes, so if you're planning to use the entire series in your classroom then we recommend following the order that they are presented.



As Netsafe is not-for-profit, Hector's World is supported by:



**Te Tāhuhu o
te Mātauranga**
Ministry of Education