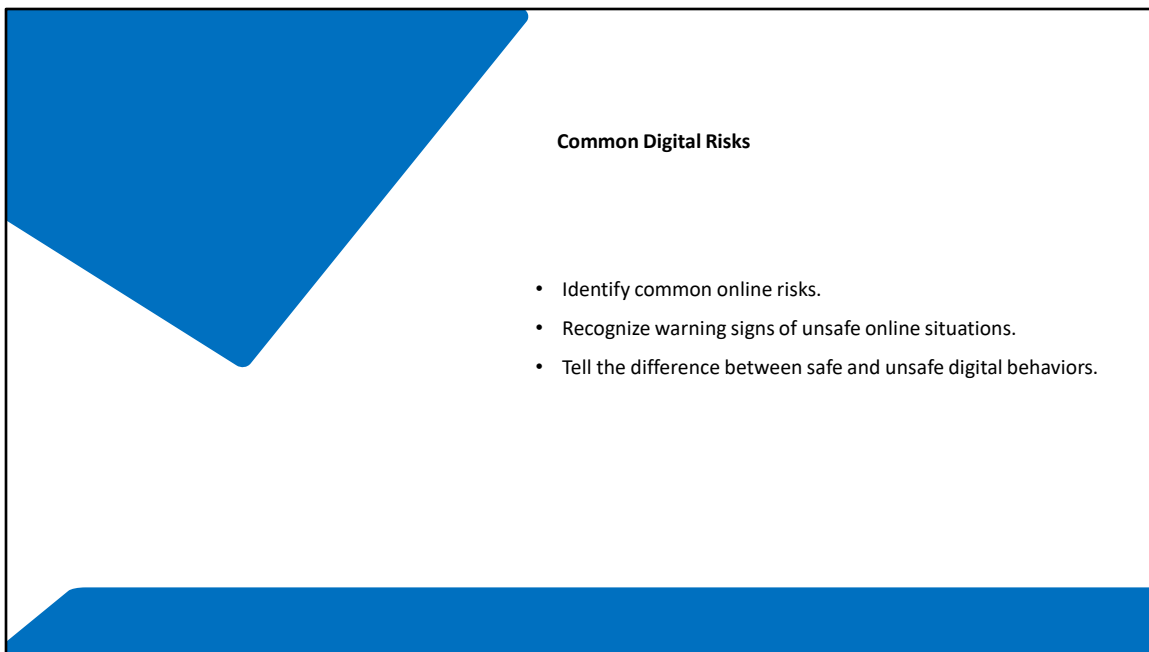
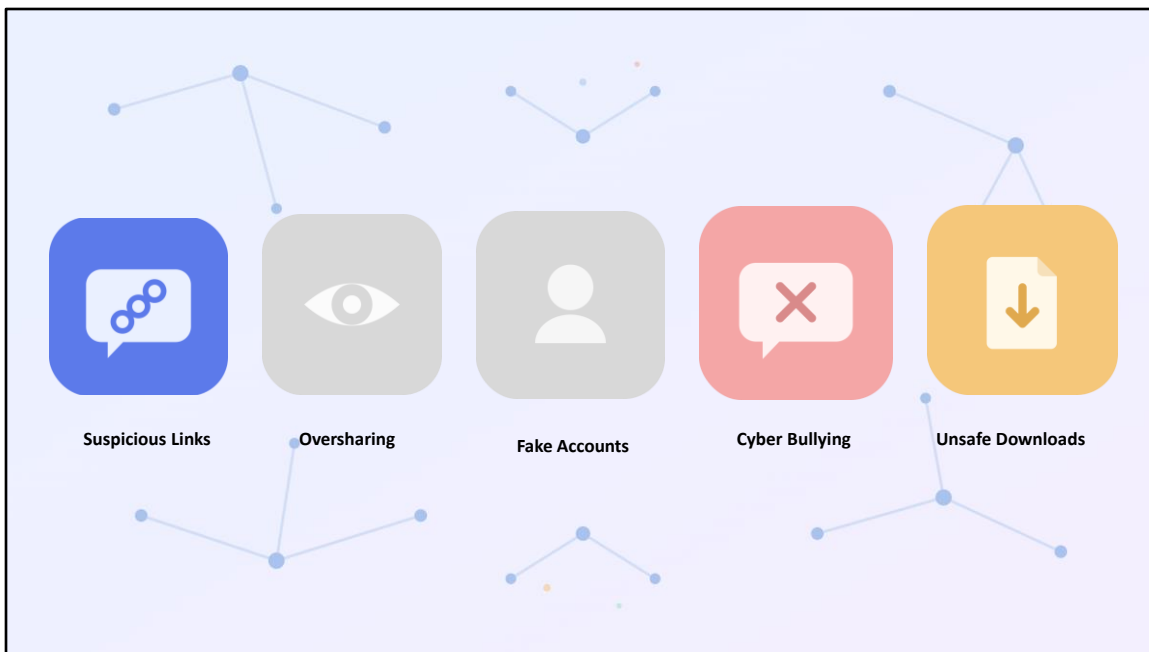




Scene: The learning outcomes slide with bullet points.

Audio: "By the end of this module, you'll be able to spot common online risks, recognize the warning signs that something might not be safe, and tell the difference between safe choices and risky ones. These are super skills for staying safe online. Ready to begin? Tap Continue to start your journey!"

Presentation Sequence: Screen text is presented in parallel with the audio.

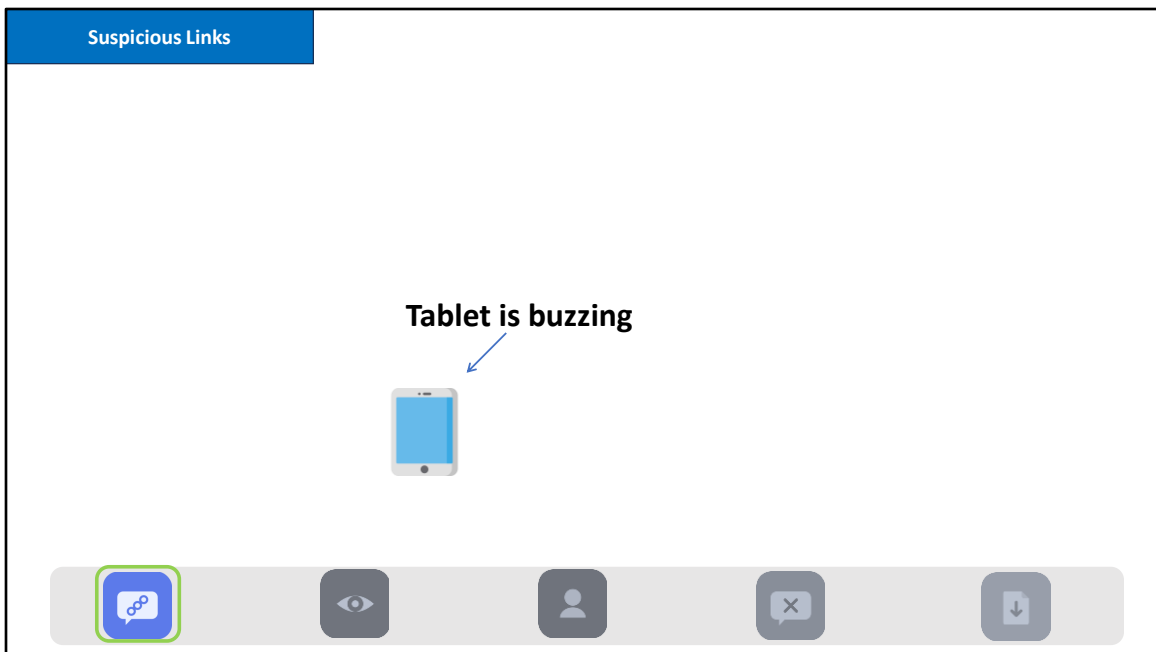


Scene: this slide Serves as the main menu for the course.

Audio: Hi there, friend! Welcome to 'Common Digital Risks'! Get ready, because we're about to go on a fun adventure to learn how to stay safe online. Have you ever seen something pop up on a screen and thought, 'Hmm... is this okay?' Don't worry — by the end of today, you'll know exactly what to look for! Here's what we'll learn together: first, we'll learn to spot common things online that can be risky, like tricky links, pop-ups, and strange messages. Next, we'll learn how to recognize fake accounts and other warning signs that tell us something might not be safe. And finally, we'll practice telling the difference between safe choices and risky ones — and what to do when something doesn't feel right. Sounds exciting, right? Let's get started!

Presentation Sequence: Five icons on the slide with the first one unlocked “Normal state” and the remaining Greyed out. When the first icon is visited, the next one unlocks and its States changes to Normal.

Interactivity: Clickable icons with hover state and emphasize when unlocked. Each icon leads to its dedicated slide.



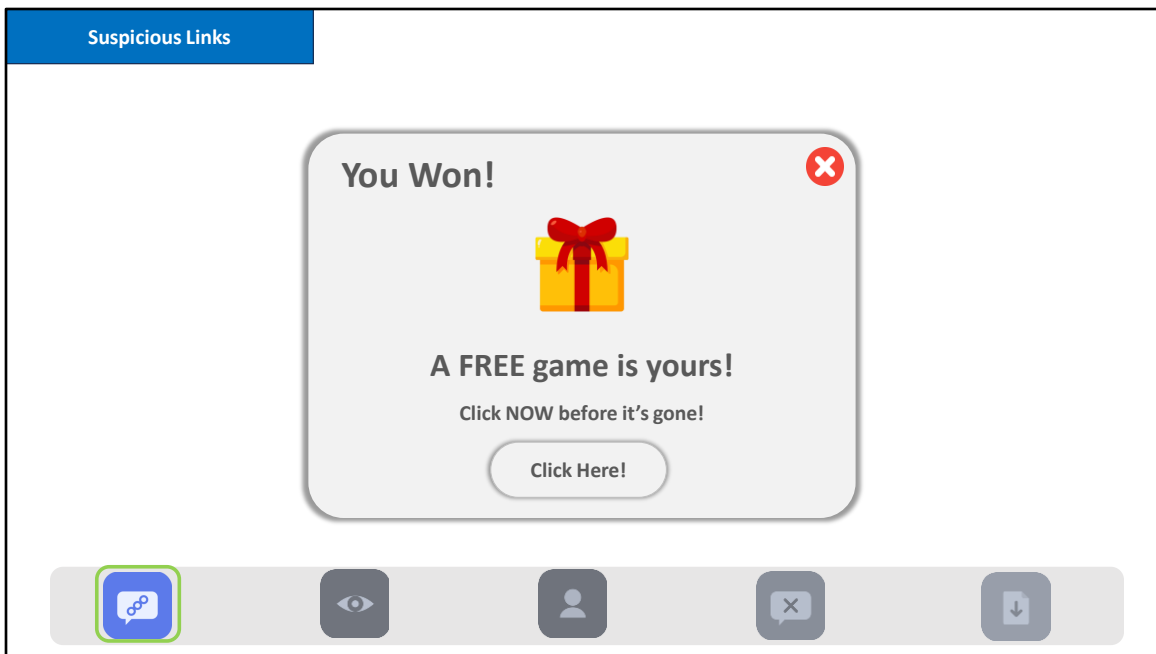
Global: Add a Flat vector illustration as a background in a soft pastel palette, drawn for children aged 6–11. No outlines or strokes, no gradients, no drop shadows, no texture. Every shape has rounded corners. The effect should be calm and uncluttered: this is a backdrop the learner looks past, not at.

Scene 1 (Suspicious Links): This is the first slide for suspicious link.

Audio: Uh-oh — do you hear that? Your tablet is ringing! It looks like something new just popped up. Should we see what it is? Go ahead — tap the tablet to take a look!

Presentation Sequence: screen text is presented in parallel with the audio

Interactivity: a buzzing tablet on the table with shake looping animation. When learners click on it a pop up add layer is presented

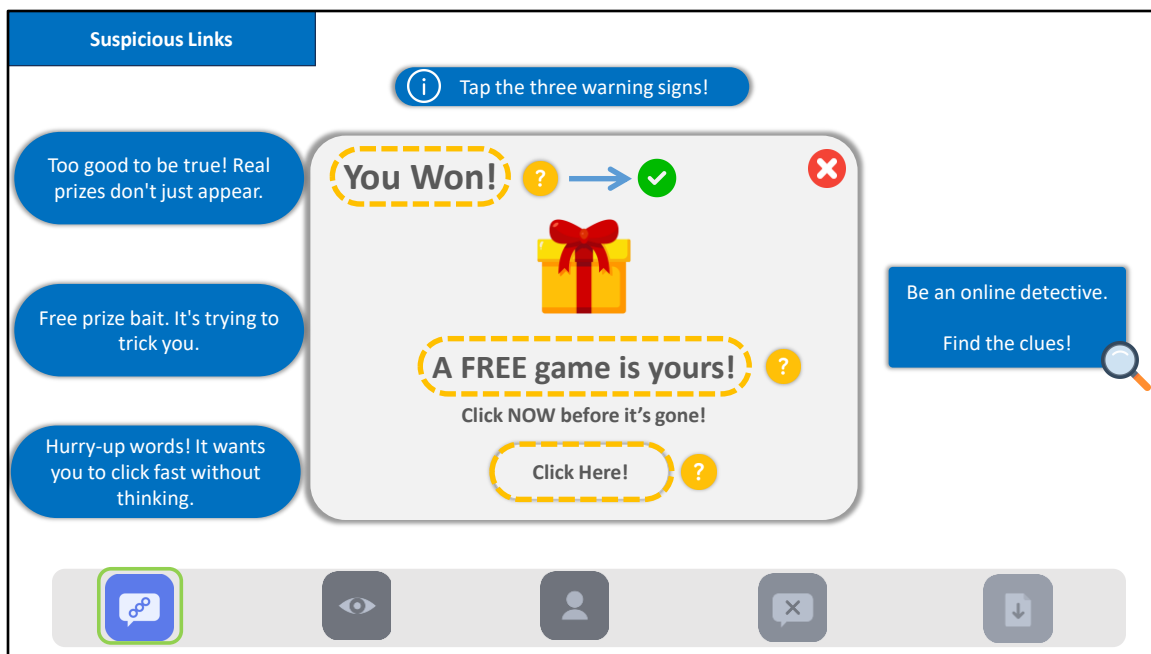


Layer 1: This is layer appears after the learners click on the tab.

Audio: Uh-oh — what's this? A big, flashy pop-up just jumped onto the screen! It says you won a free game, and you need to click right now! Hmm... that seems a little tricky, doesn't it? Let's be online detectives and take a closer look together.

Presentation Sequence: As learners click on the tab, a pop-up ad fades in (Add a ding if possible). As the narration completes, next layer appears. Add a blurry effect to the background if possible.

Interactivity: NONE



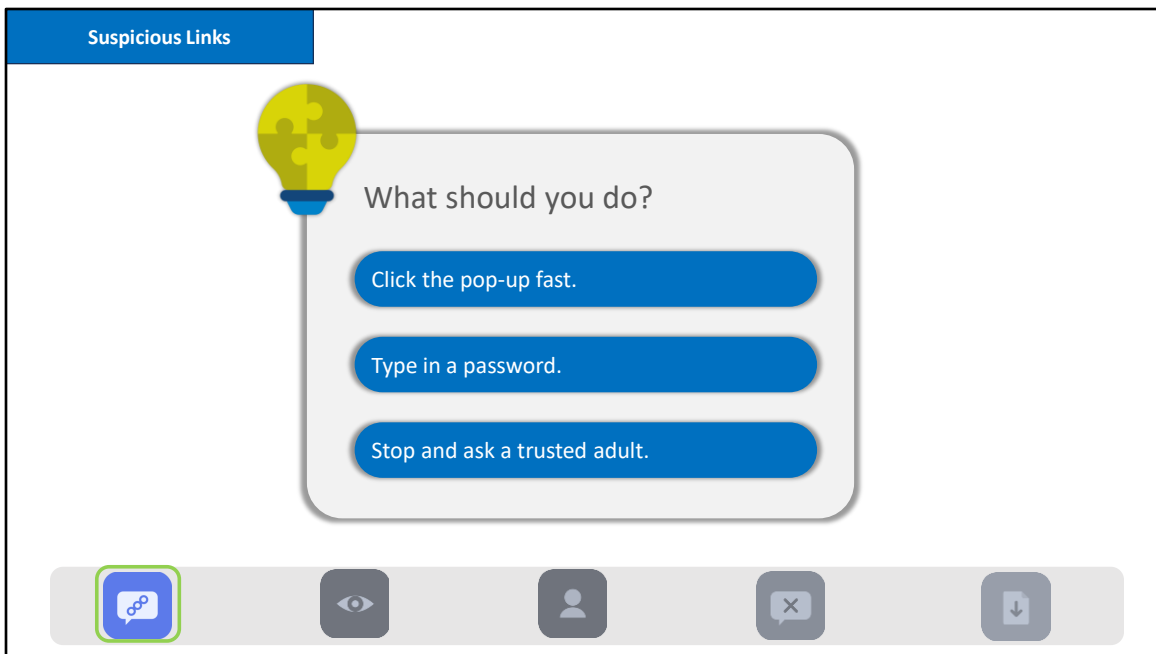
Layer 2: This is layer appears after the narration completes on layer 1.

Audio: This pop-up is trying to trick you! Let's find the warning signs. Can you tap the clues that tell us this might not be safe? Look for words that rush you, and prizes that seem too good to be true!

The Audio for each hotspot is the same as the text box.

Presentation Sequence: As narration complete is layer 1, the pop-up ad stays in its place. The detective box appears after the narration finishes.

Interactivity: 3 interactive hotspots with tags. When each hotspot is clicked a message appears and an audio plays and the question mark state changes to tick mark.

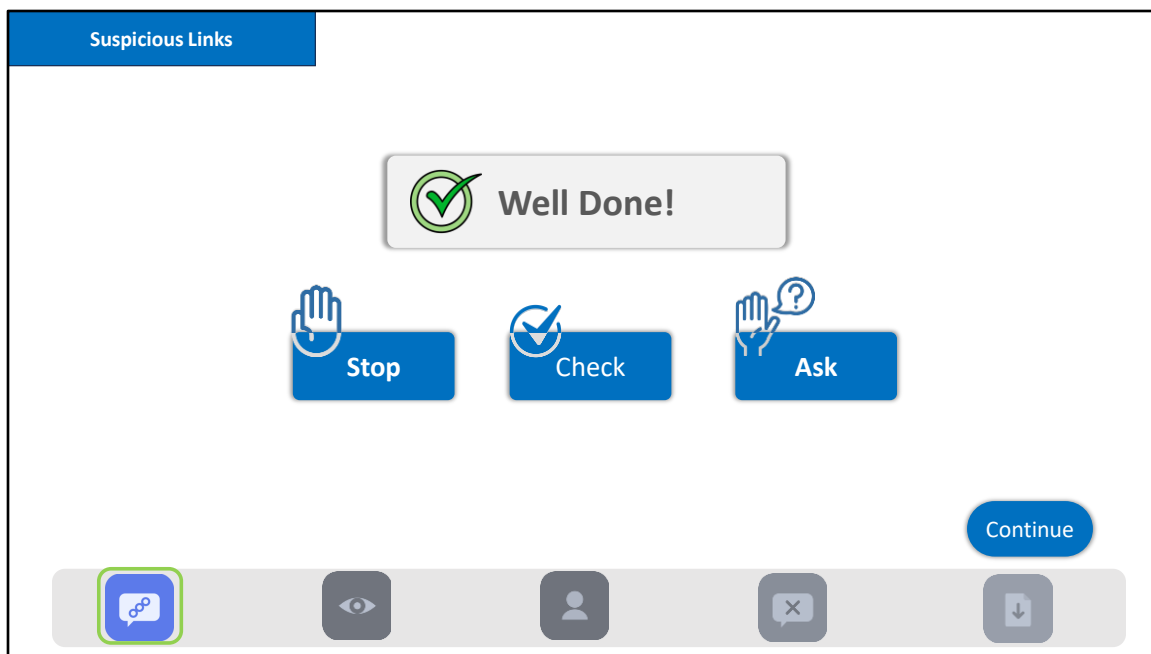


Layer 3: This is layer appears after the learners find all clues in layer 2.

Audio: Great detective work! So, what should you do now? Should you click the pop-up fast, type in a password, or stop and ask a trusted adult? Tap the safest choice!

Presentation Sequence: the text is presented in parallel with narration.

Interactivity: A question with three answer options.

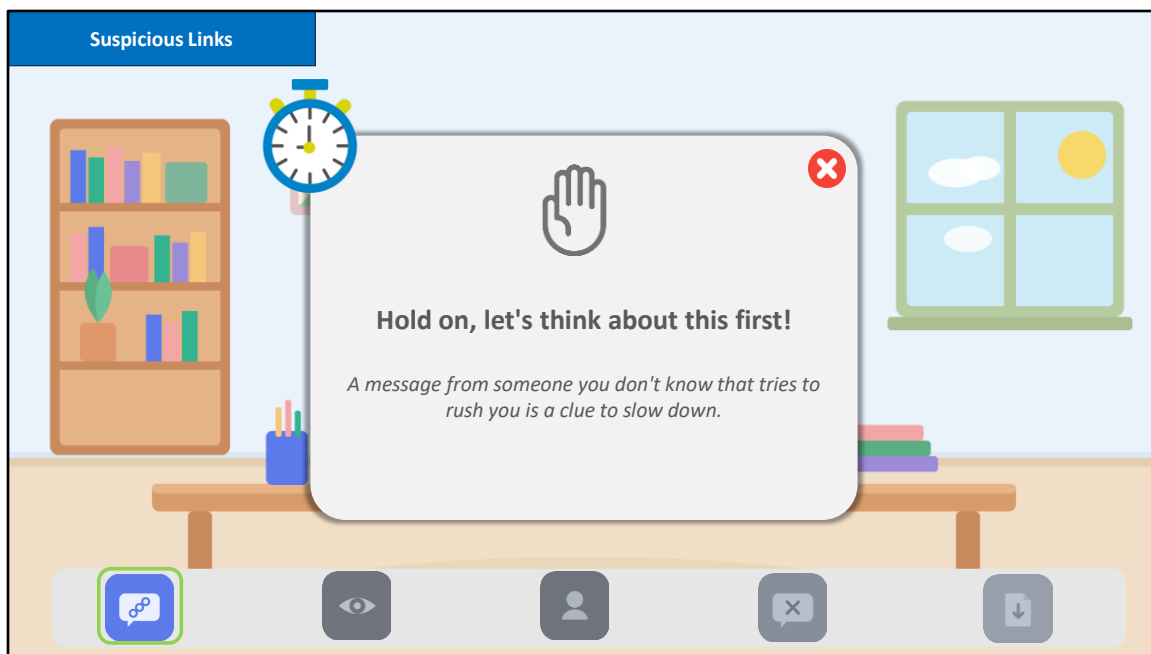


Layer 4: This is layer appears when learners choose the safest choice.

Audio: That's right — great job! When something pops up saying 'click now' or promises a free prize, the safest thing to do is stop and avoid clicking and ask a trusted adult. You stayed safe! Let's remember our safety rule: Stop. Check. Ask. You spotted the suspicious link — one risk down!

Presentation Sequence: the text is presented in parallel with narration.

Interactivity: A question with three answer options.

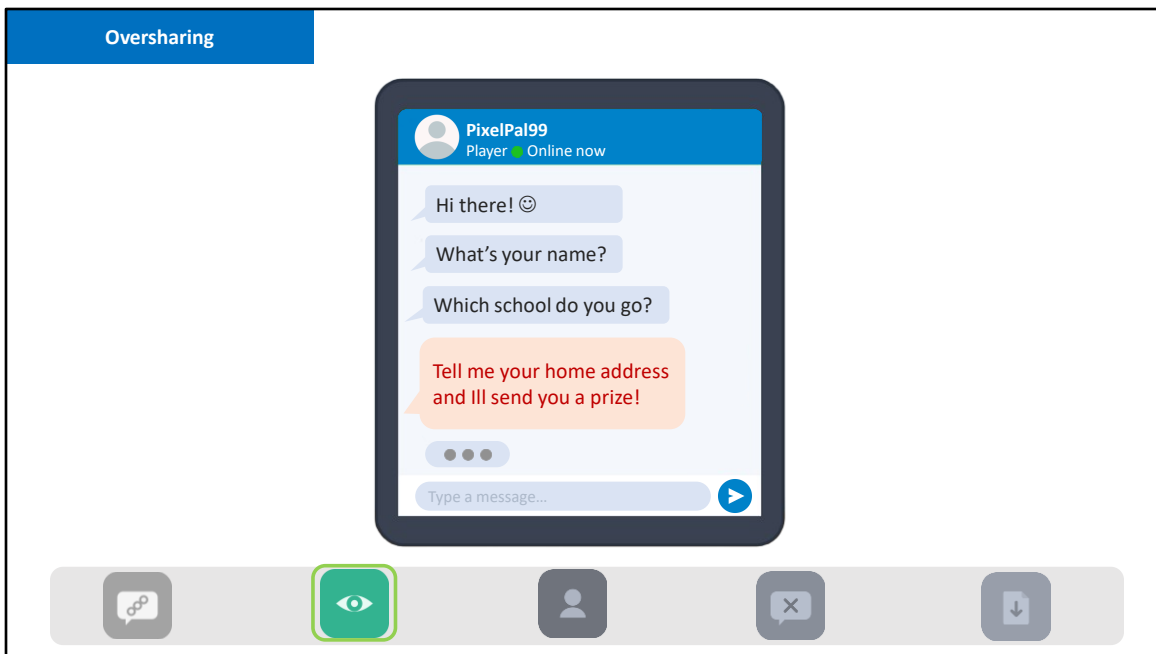


Layer 5: This is layer appears when learners choose the risky choices.

Audio: Hmm, let's think again. Clicking fast or sharing a password could be risky. Remember — when something looks tricky, the safest choice is to stop and ask a trusted adult.

Presentation Sequence: the text is presented in parallel with narration.

Interactivity: An X button. Then it is clicked the layer is hidden and goes back to the question.

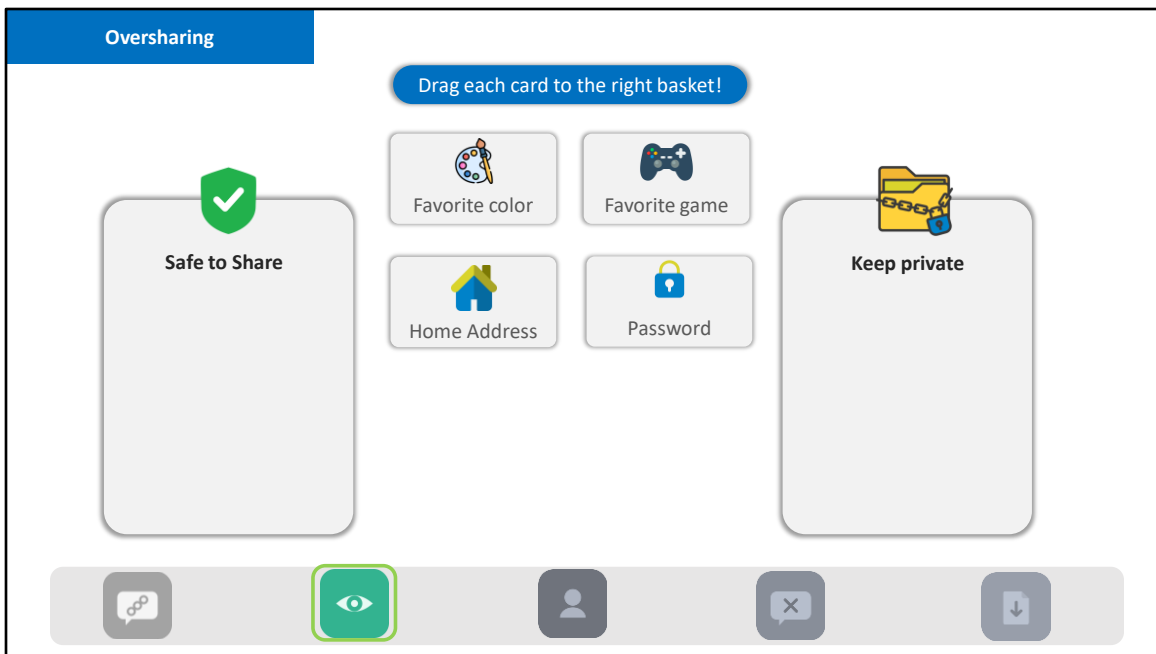


Scene 2 (Oversharing): This is the main slide for oversharing scene. It shows a chat from unknown person.

Audio: Oh look — someone in your game wants to chat! They seem friendly... but wait. They're asking lots of questions about you — your name, your school, even your address! Hmm. Should you tell them everything? Let's figure out what's safe to share and what we should keep private.“

Presentation Sequence: the text is presented in parallel with narration. Try to add sound effects if possible

Interactivity: None.

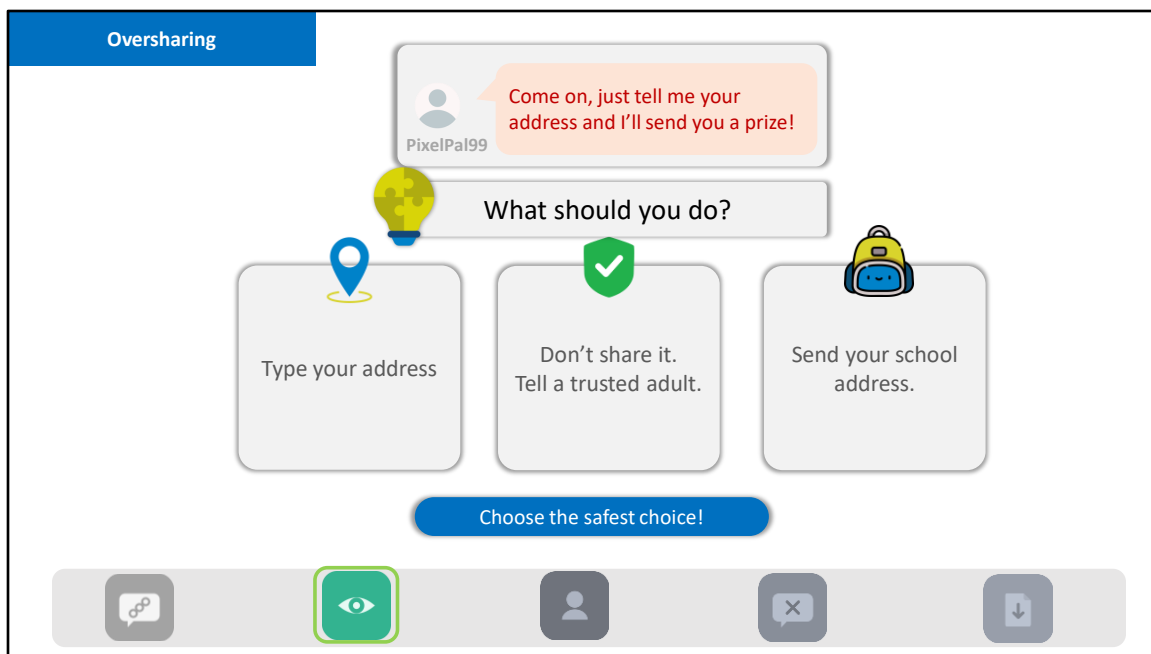


Scene 2 (Oversharing) - Layer 2/slide 2: This is a drag and drop activity.

Audio: Let's sort it out! Drag each card into the right basket. Some things are fun and safe to share, like your favorite color. But some things are private and should stay safe — like your address or password. Ready? Let's go!

Presentation Sequence: the text is presented in parallel with narration. Try to add state (Red and Green) Correct and incorrect choices. Add a well-done icon + sound effect when all is sorted correctly.

Interactivity: Drag and Drop.

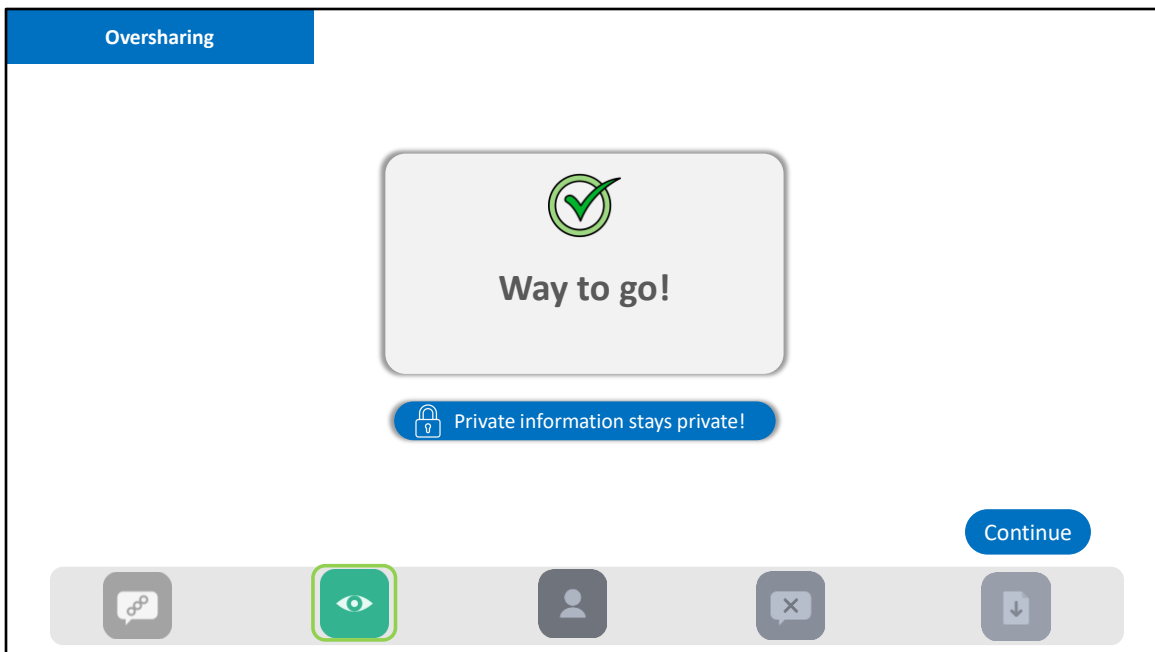


Scene 3 (Oversharing) Layer 3/slide 3: This slide presents a question with answer options to learners.

Audio: Great sorting! But look — PixelPal is still asking for your address. So, what should you do? Type your address, share your school instead, or keep it private and tell a trusted grown-up? Tap the safest choice!

Presentation Sequence: Each choice is presented in parallel with the narration. “Choose the safest choice!” appears when narration completes.

Interactivity: Clickable cards with hover and visited states.

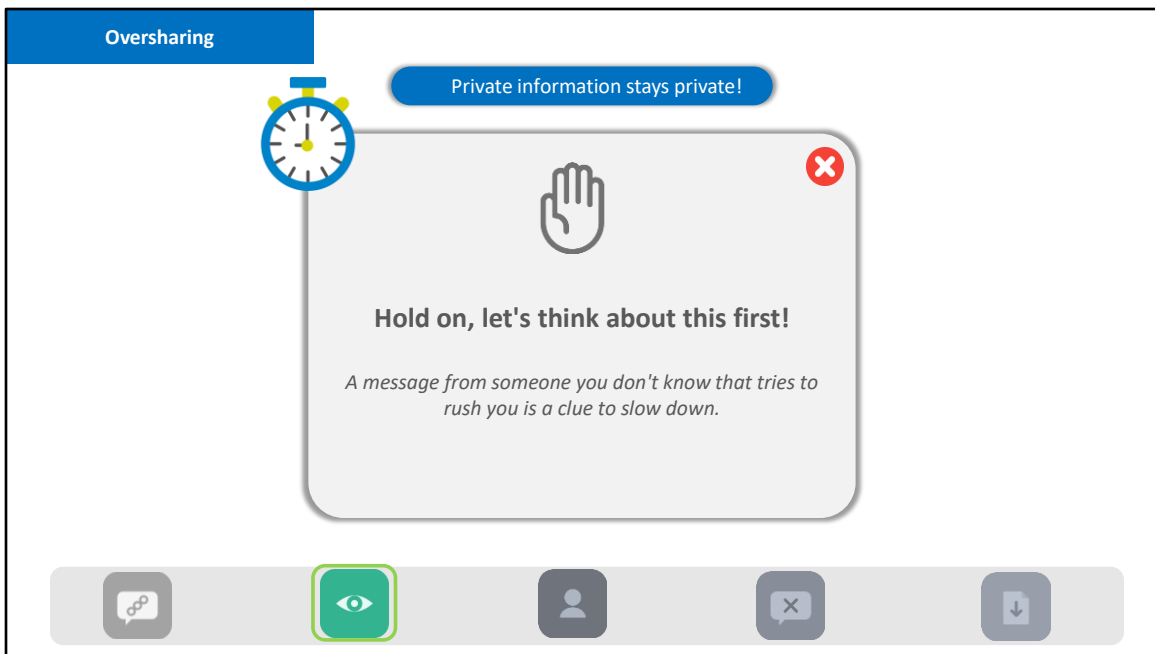


Scene 4 (Oversharing) Layer 4/slide 4: This slide appears when learners choose the safest choice.

Audio: That's right, way to go! Your name, address, school, and password are private. You don't share them with people online, even if they seem friendly. Remember: Private info stays private. That's two risks you've beaten — awesome!

Presentation Sequence: The box is presented immediately after learners choose the safest choice. **Consider adding the chat before this box with a tag in it that indicates that the person has been reported.**

Interactivity: None.

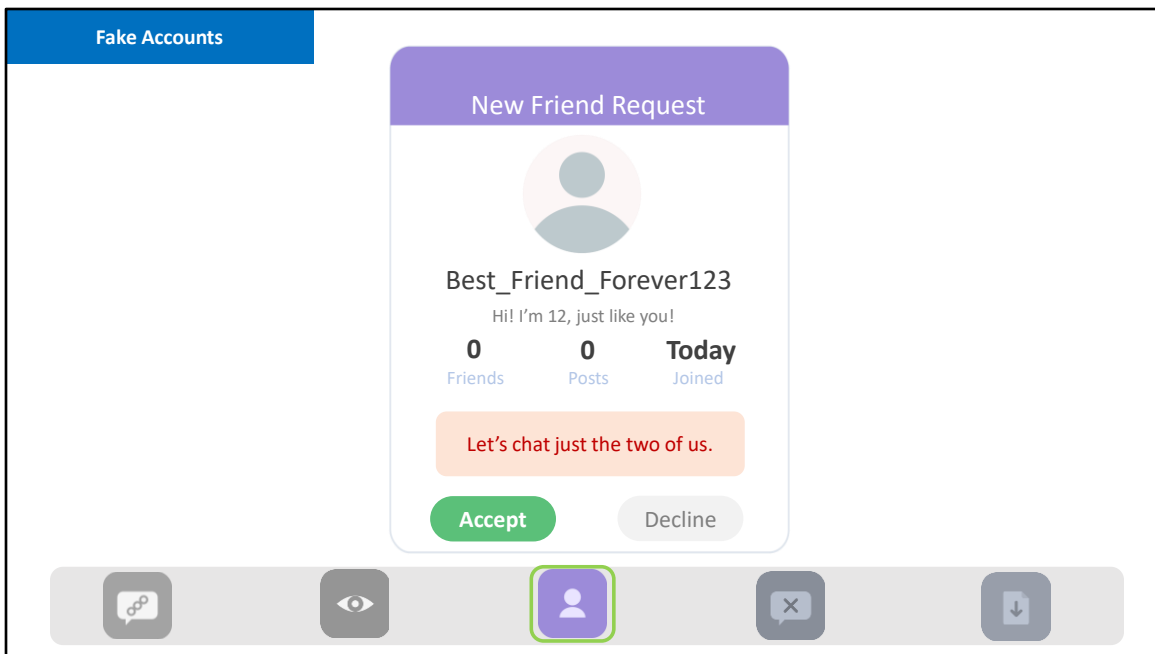


Scene 5 (Oversharing) Layer 5/slide 5: This slide appears when learners choose one of the risky choices.

Audio: Hmm, let's think again. Your address and your school are private — sharing them with someone online isn't safe, even for a prize. The safest choice is to keep them private and tell a trusted grown-up.

Presentation Sequence: The box is presented immediately after learners choose one of the risky choices.

Interactivity: X button to hide the layer and go back to the previous one.

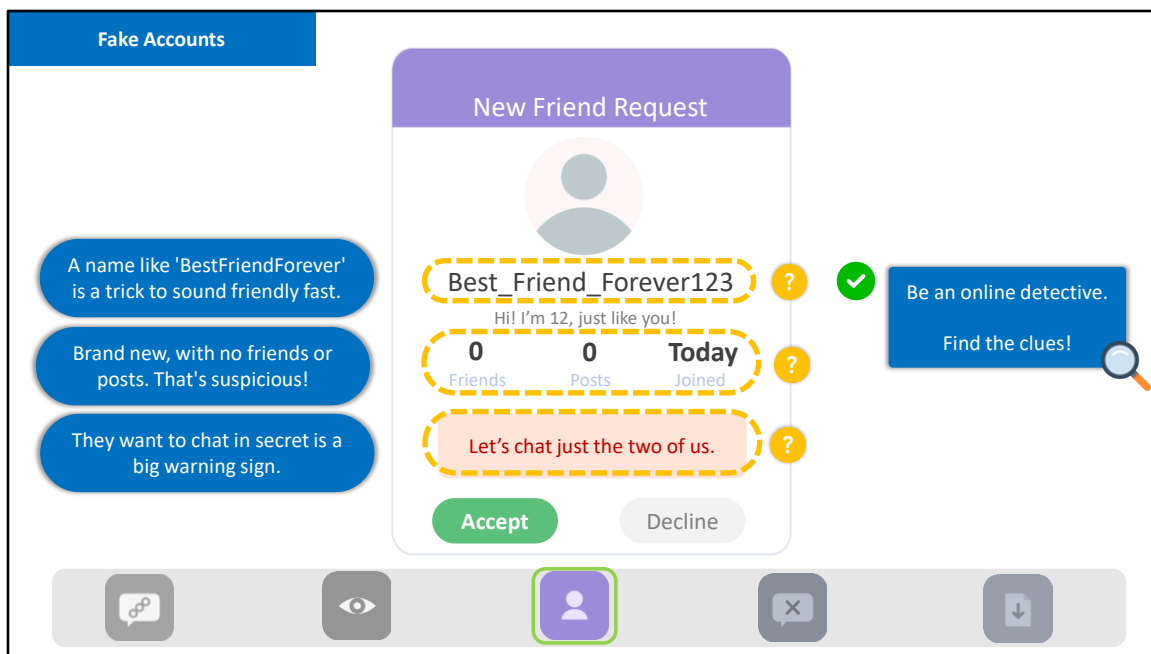


Scene 1 (Fake Accounts) Layer 1/slide 1: This is the main slide for Fake Account scene. It shows a friend request from suspicious person.

Audio: Ooh, a new friend request! They say they're your age and want to be friends... but let's look a little closer before we accept.

Presentation Sequence: The new friend request notification fade in as the timeline and narration start.

Interactivity: Accept and Decline buttons with hover states.



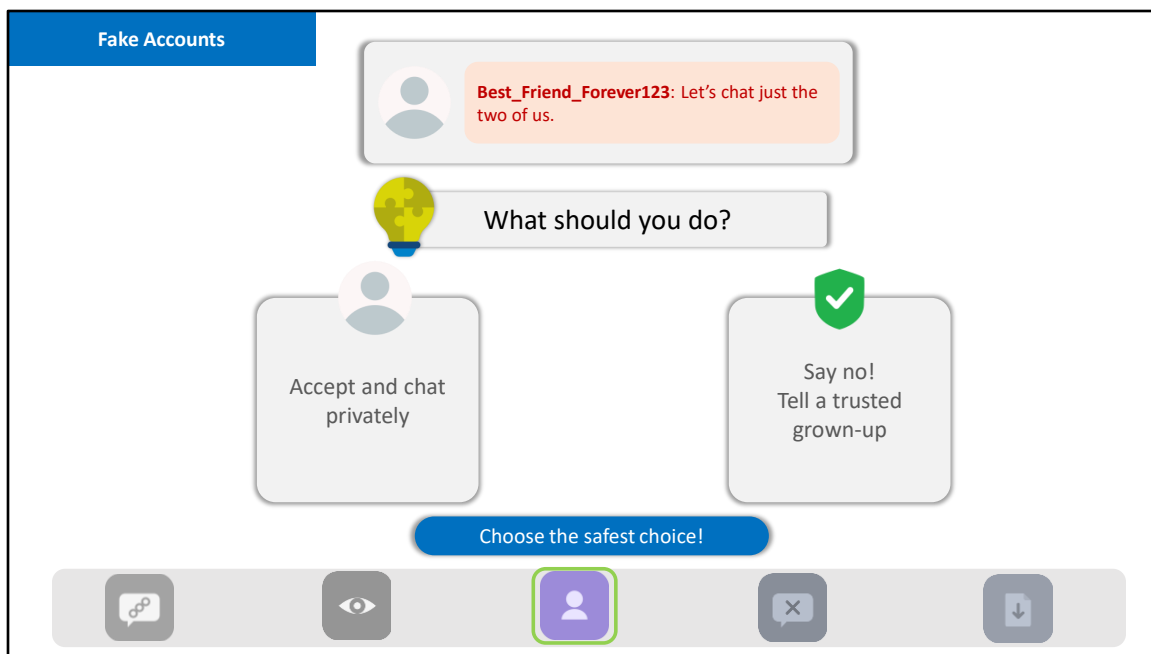
Scene 2 (Fake Accounts) Layer 2/slide 2: This slide appears as the timeline ends in layer 1. Learners have to find the signs.

Audio: Let's be detectives! Some things about this account just don't add up. Can you tap the three clues that show this 'friend' might be fake? Look closely at their name, their empty profile, and what they're asking you to do!

Message Audio: Use the exact message for audio for each caption.

Presentation Sequence: The slide starts with no animation. When learners click on each clue, a corresponding message appears and an audio plays. The ? Icon changes to tick marks when learners click on each clue. The detective text box appears in parallel with the audio.

Interactivity: Clickable hotspots with glowing/pulsing animation.



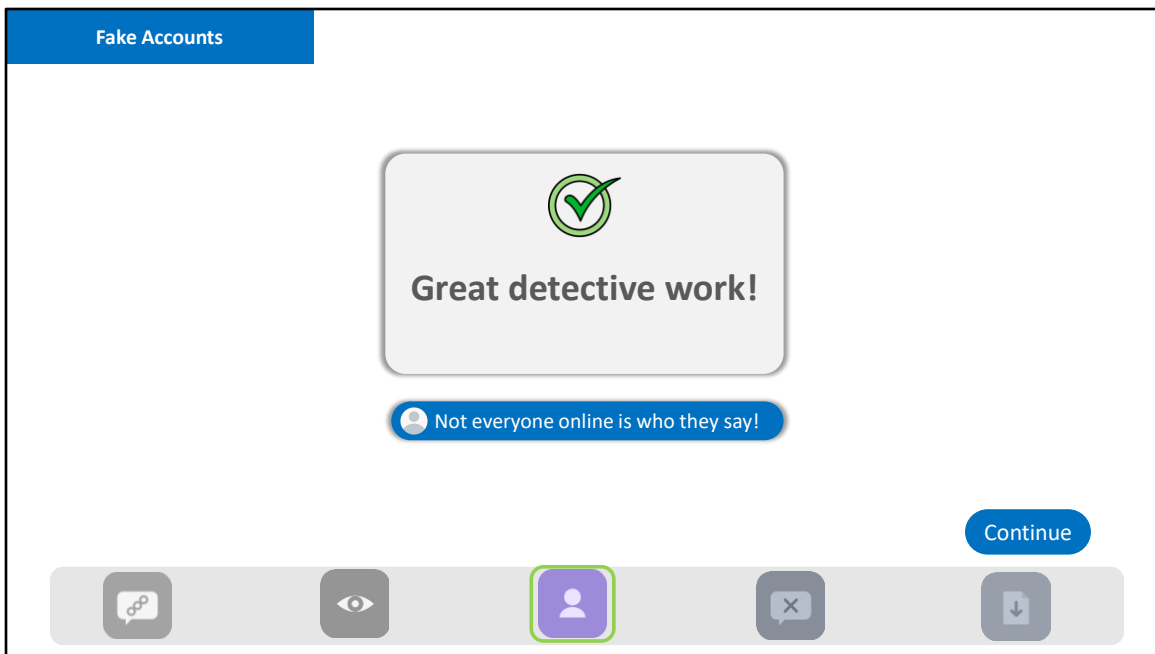
Scene 3 (Fake Accounts) Layer 3/slide 3: This slide presents a question with two answer options to learners.

Audio: So, what should you do? Should you accept and chat privately, or say no and tell a trusted grown-up? Remember — you can't be sure who's really behind this account. choose the safest choice!

Audio for B: That's right! You can't always tell who's really behind an account. If someone you don't know wants to chat secretly, the safe thing is to say no and tell a trusted adult. Three risks down — you're a real online detective!

Presentation Sequence: The answer options and “Choose the safest choice!” box appear in parallel with narration.

Interactivity: Clickable cards with hover states.

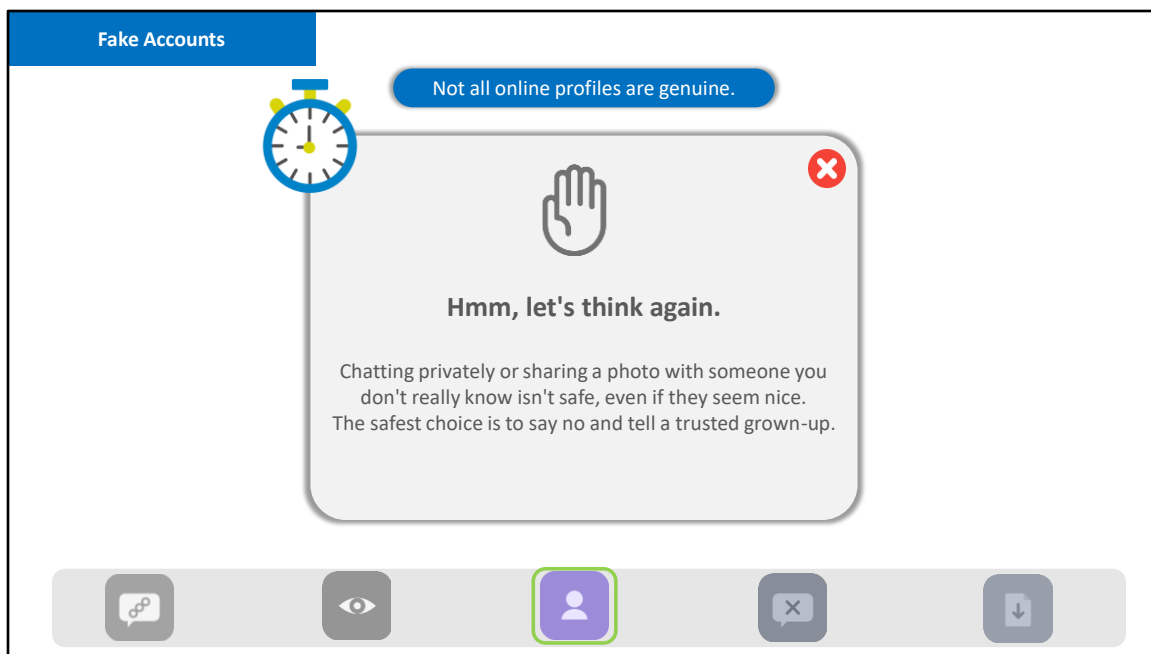


Scene 4 (Fake Accounts) Layer 4/slide 4: This slide appears when learners choose the safest choice.

Audio: That's right! You can't always tell who's really behind an account. If someone you don't know wants to chat secretly, the safe thing is to say no and tell a trusted adult. Three risks down — you're a real online detective! Click continue to keep learning.

Presentation Sequence: The answer options and “Choose the safest choice!” box appear in parallel with narration.

Interactivity: Continue button appears in parallel with narration.



Scene 5 (Fake Account) Layer 5/slide 5: This slide appears when learners choose one of the risky choice.

Audio: Hmm, let's think again. Chatting privately or sharing a photo with someone you don't really know isn't safe — even if they seem nice. The safest choice is to say no and tell a trusted grown-up.

Presentation Sequence: The box is presented immediately after learners choose one the risky choice.

Interactivity: X button to hide the layer and go back to the previous one.



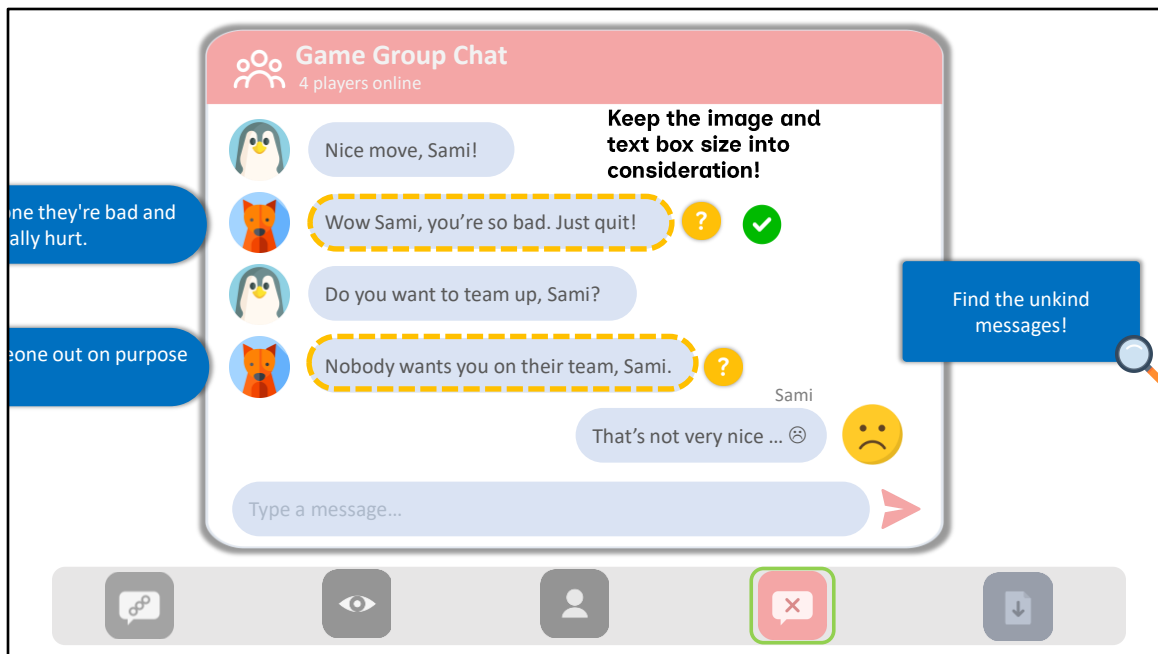
Scene 1 (Cyber Bullying) Layer 1/slide 1: This is the main slide for Cyber Bullying scene. It shows a game group chat with unkind messages.

Audio: You're playing a fun game with others in a group chat. Everyone's having fun... until someone starts being unkind to another player named Sami. That doesn't feel good to see, does it? Let's figure out the kind thing to do.

Presentation Sequence: The group chat appears as the timeline starts. Each message fades in in parallel with the narration.

- Try adding pauses between lines in the narration to build suspense. The “What should you do?” message appears at the end and then the next layer is presented.

Interactivity: None.



Scene 2 (Cyber Bullying) Layer 2/slide 2: This is layer appears after narration is complete on layer 1.

Audio: Let's look at these messages. Some are kind and friendly. But some are unkind. When someone uses messages, games, or the internet to be mean to another person again and again, that's called cyberbullying — and it can really hurt someone's feelings. Can you tap the messages that are NOT kind to Sami?

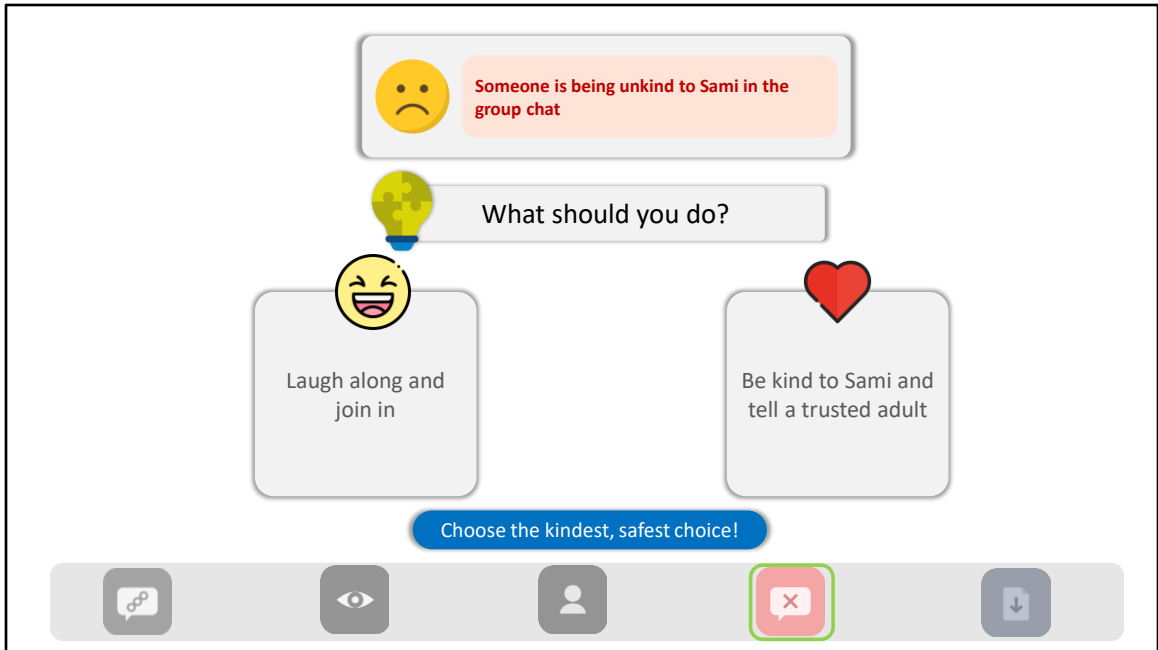
- **Message 1 Audio:** telling someone they're bad and to quit can really hurt.
- **Message 2 Audio:** Leaving someone out on purpose is unkind.

Presentation Sequence: This layer starts immediately after the narration is complete on layer 1. Glowing “?” marks appear next to the unkind messages. The text box “Detective” appears in parallel with narration.

Interactivity: Clickable hotspots.

- When each hotspot is clicked, a caption appears and its associated audio plays.
- After each hotspot is clicked, the “?” changes to a green tick mark.

- After each hotspot is clicked, its associated message is flagged and turns red.

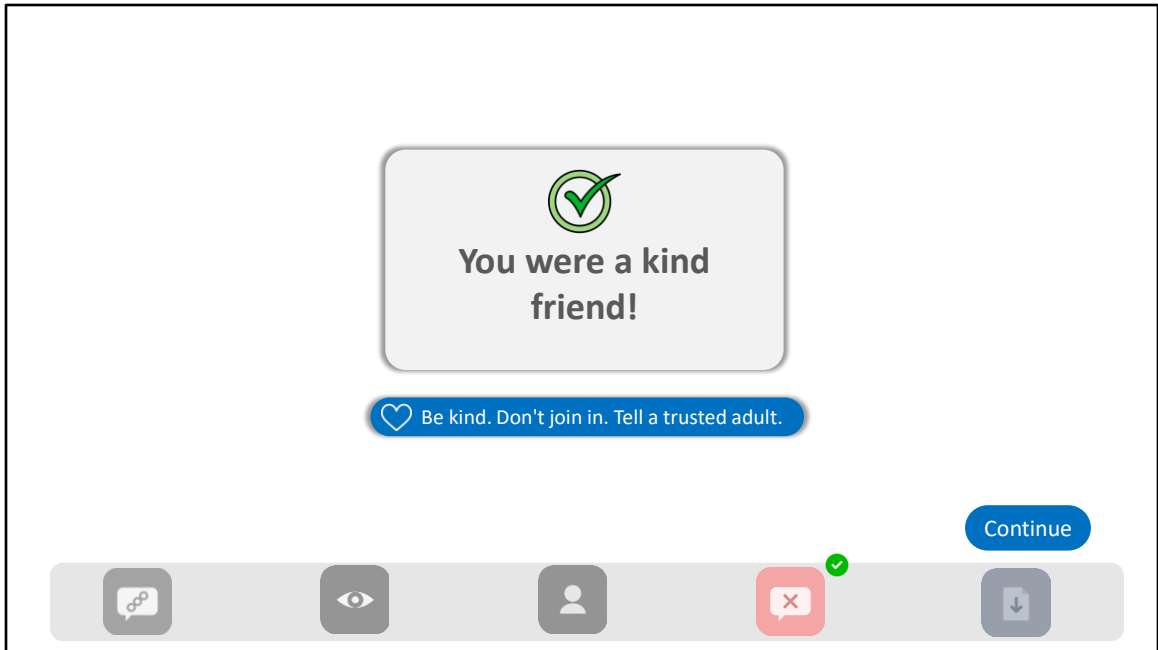


Scene 3 (Cyberbullying) Layer 3/slide 3: This slide presents a question with two answer options to learners.

Audio: So, what should you do when someone is being unkind to Sami? Laugh along and join in, or be kind to Sami and tell a trusted grown-up? Tap the kindest, safest choice!

Presentation Sequence: The answer options and “Choose the kindest, safest choice!” box appear in parallel with narration.

Interactivity: Clickable cards with hover states.

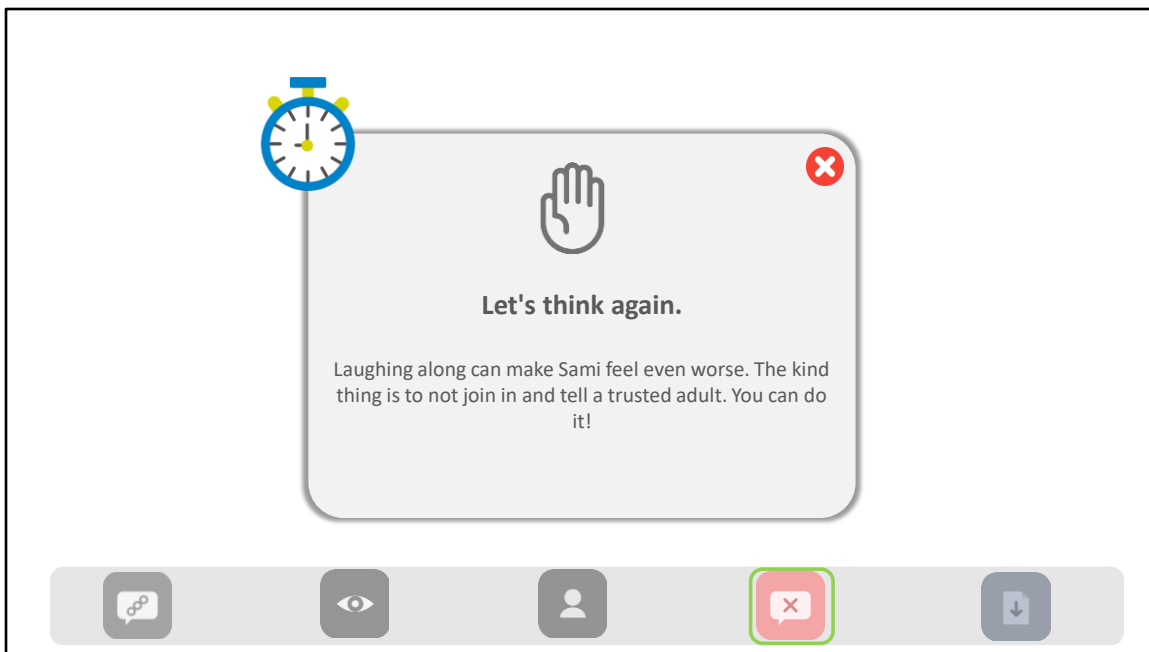


Scene 4 (Cyberbullying) Layer 4/slide 4: This slide appears when learners choose the kindest, safest choice.

Audio: That's right! When someone is unkind to another person online, you don't join in. You can be kind to Sami, and you can tell a trusted adult. Sticking up for others makes the internet better for everyone. Four risks down, amazing!

Presentation Sequence: The box fades in in parallel with narration. "Be kind" fades in in parallel with narration. The box around "Cyberbullying" icon fades out and a tick mark fades in in parallel with narration.

Interactivity: Continue button appears in parallel with narration.



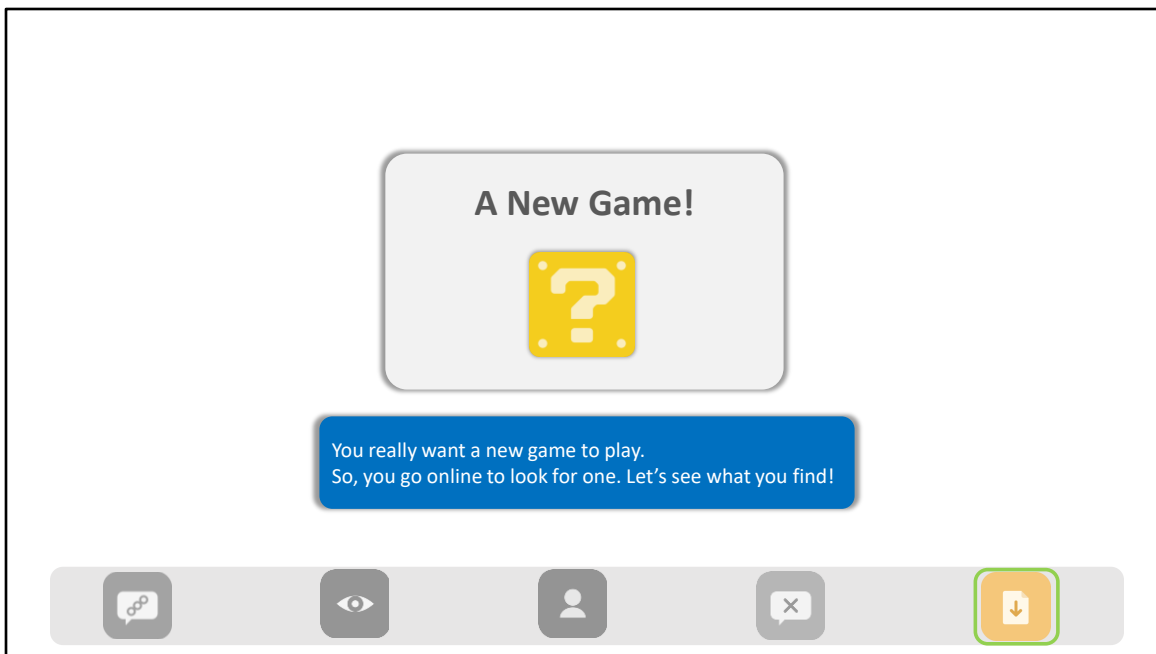
Scene 5 (Cyberbullying) Layer 5/slide 5: This slide appears when learners choose the unkind choice.

Audio: Hmm, let's think again. Laughing along or joining in can make Sami feel even worse. The kindest, safest thing is to not join in, be nice to Sami, and tell a trusted grown-up.

Presentation Sequence: The box fades in as learners choose the unkind choice and narrations starts.

Interactivity: X button.

X button to hide the layer and go back to layer 4.



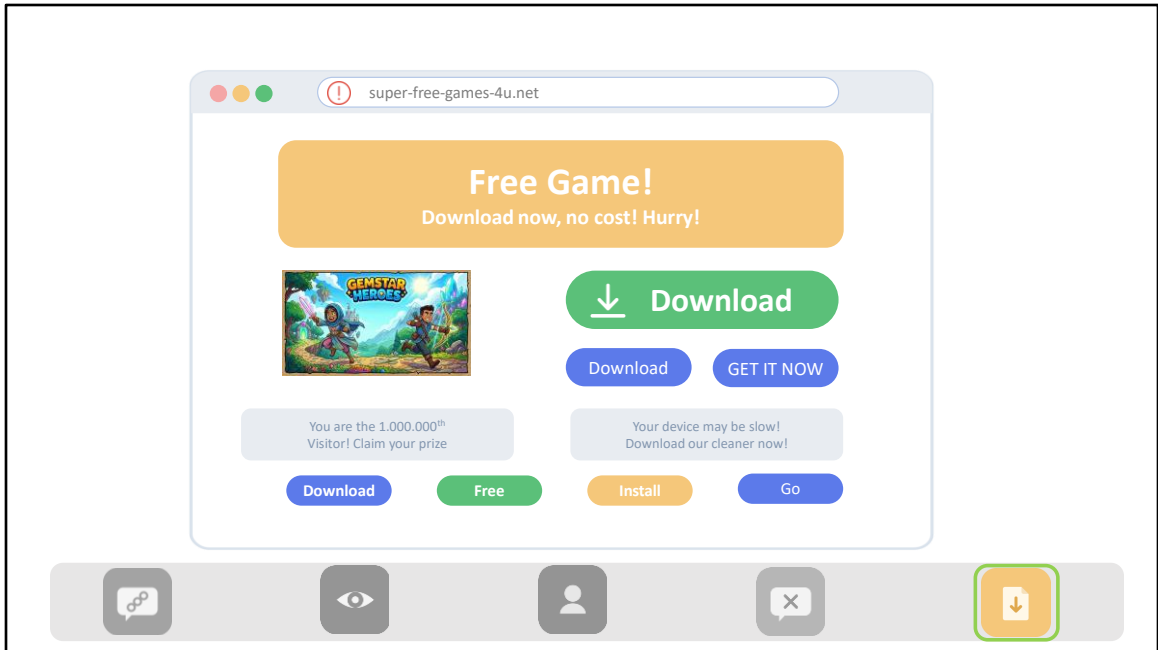
Scene 1 (Unsafe downloads) Layer 1/slide 2: This is the main slide for Unsafe Downloads where the context is established.

Audio: You really want a new game to play, something fun and exciting! So, you go online to look for one. Let's see what you can find. But remember, we always need to be safe online. Ready? Let's go!

Presentation Sequence: The box fades in as timeline starts. The box appears in parallel with narration.

Interactivity: None.

Next layer starts as the narration finishes.



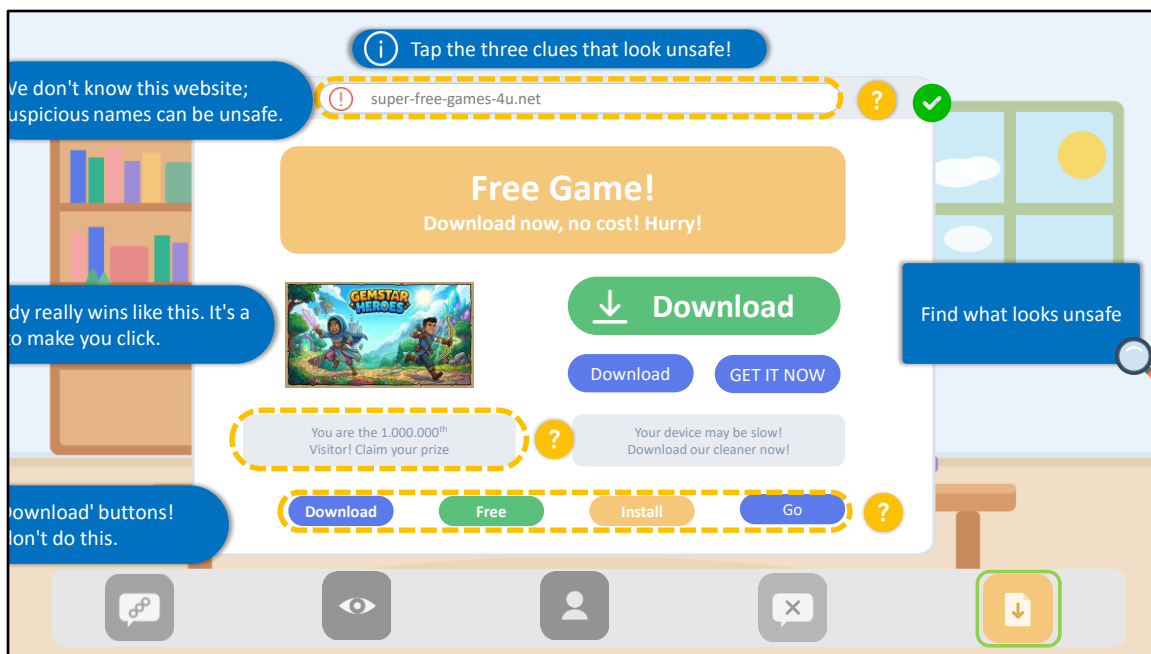
Scene 2 (Unsafe downloads) Layer 2/slide 2: This starts with a random websites that has unsafe download links.

Audio: Ooh, a free game! It's called Gemstar Heros, and it looks so fun! This website says you can download it right now for free. But wait... we don't know this website, and there are SO many buttons. Let's look closer before we tap anything.

Presentation Sequence: The web page fades in as the narration completes in layer one. Add a glowing animation on the game thumbnail in parallel with narration.

Interactivity: None.

X button to hide the layer and go back to layer 4.



Scene 3 (Unsafe downloads) Layer 3/slide 3: This contains clickable hotspots where learners have to find what looks unsafe.

Audio: Let's be detectives! Some things about this download don't look safe. Can you tap the clues that warn us this might not be a safe download? Look at the website name, all those buttons, and the prizes that seem too good to be true!

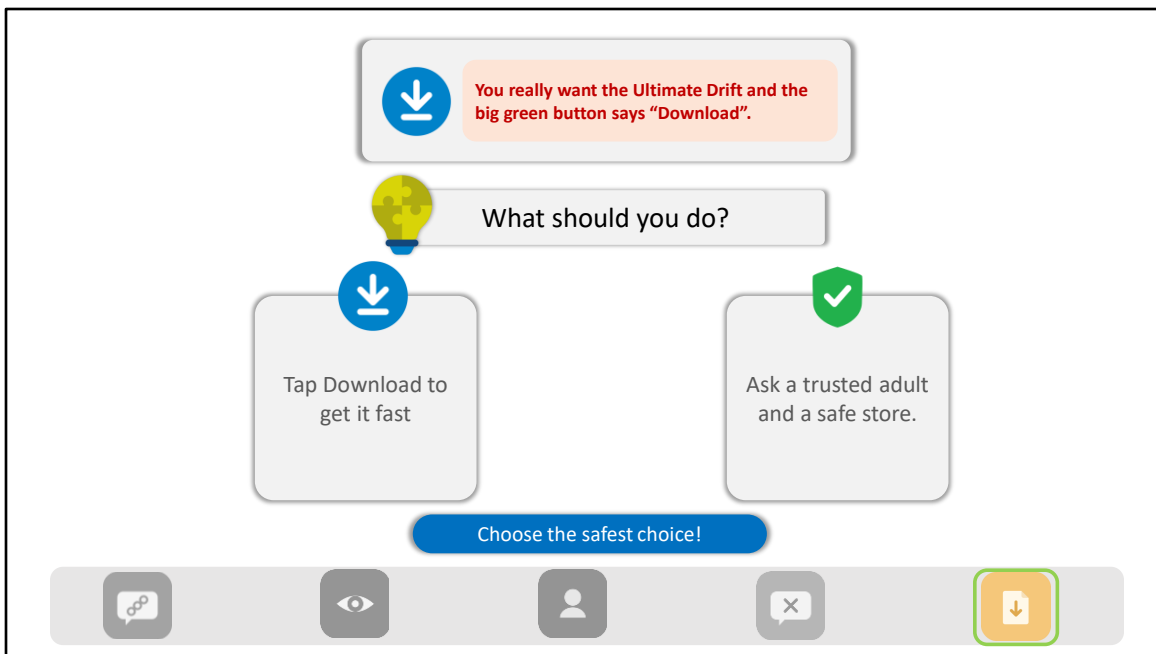
Captions Audio:

- **Audio 1:** We don't know this website; suspicious names can be unsafe.
- **Audio 2:** Nobody really wins like this. It's a trick to make you click.
- **Audio 3:** So many 'Download' buttons! Real sites don't do this.

Presentation Sequence: The layer starts with the web image and 3 “?” marks next to the URL, Click-bait box and the 4 download buttons. The “Find what looks unsafe” box fades in in parallel with the narration. When each hotspot is clicked, its caption fades in and its audio plays.

Interactivity: 3 clickable hotspots.

Next layer starts as learners finds all the unsafe signs and the narration completes.

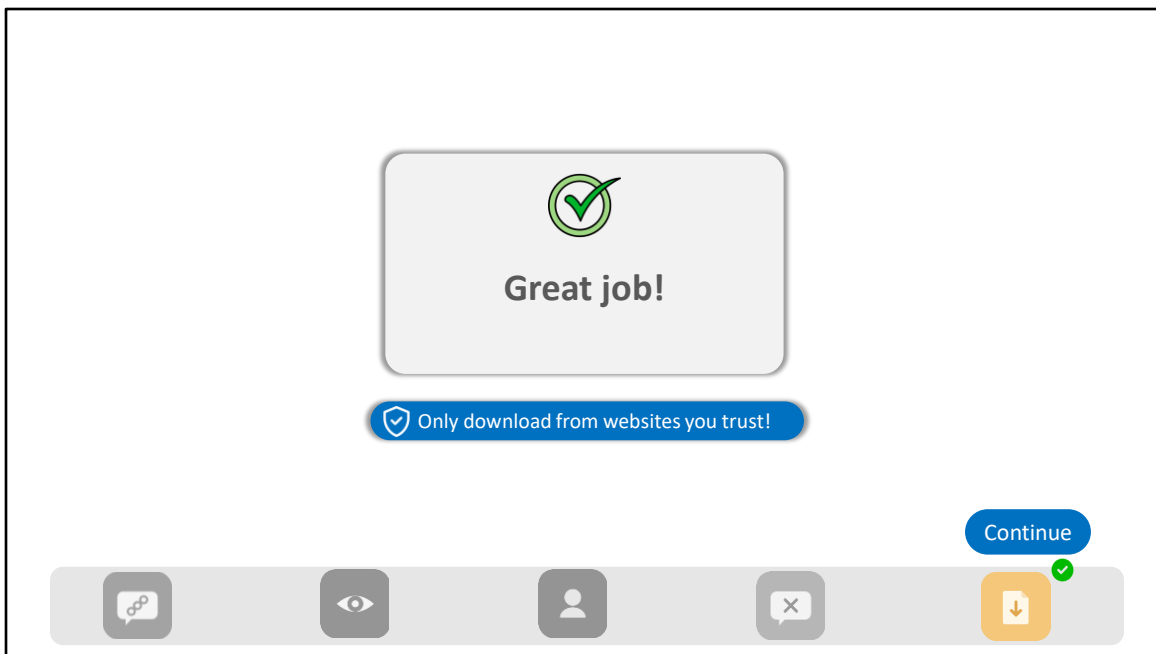


Scene 4 (Unsafe downloads) Layer 4/slide 4: This slide presents a question with two answer options to learners.

Audio: So, what should you do? Tap download to get Ultimate Drift right away, or stop and ask a trusted adult to help you find it safely? Tap the safest choice!

Presentation Sequence: The answer options and “Choose the safest choice!” box appear in parallel with narration.

Interactivity: Clickable cards with hover states.

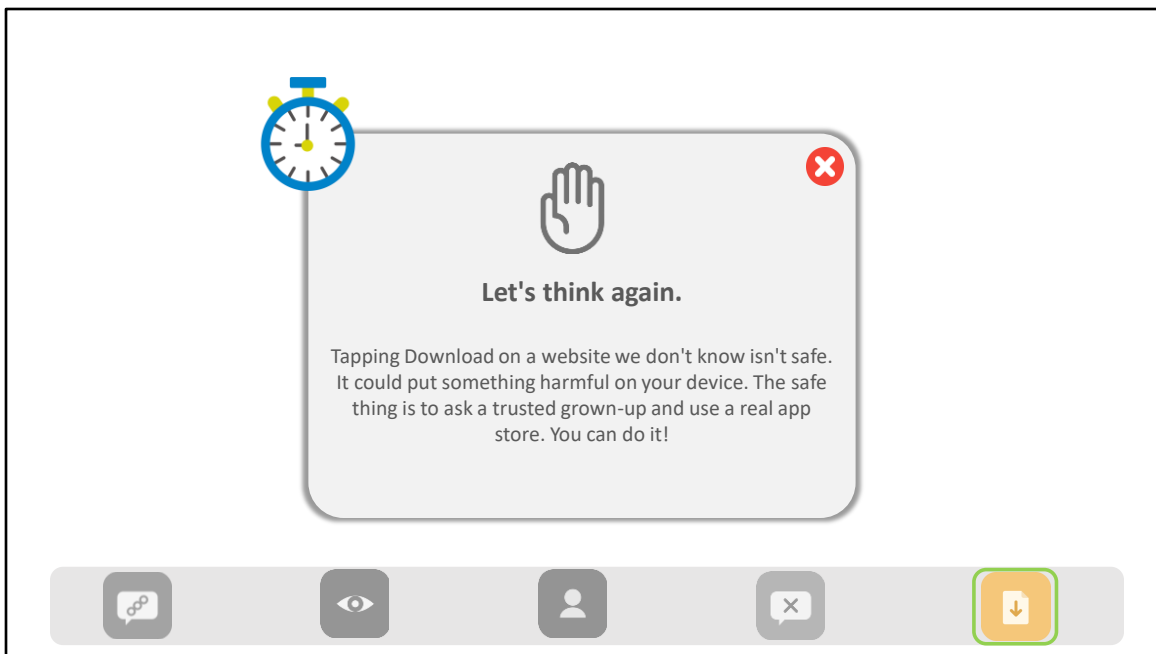


Scene 5 (Unsafe Downloads) Layer 5/slide 5: This slide appears when learners choose the safest choice.

Audio: That's right! Downloading from a website you don't know can put bad stuff on your device. The safe thing is to ask a trusted adult and use a real, safe app store. You stayed safe from an unsafe download , great job!

Presentation Sequence: The box fades in in parallel with narration. “only download.....” fades in in parallel with narration. The box around “Unsafe Downloads” icon fades out and a tick mark fades in in parallel with narration. Continue button fades in in parallel with narration.

Interactivity: Continue button appears in parallel with narration.



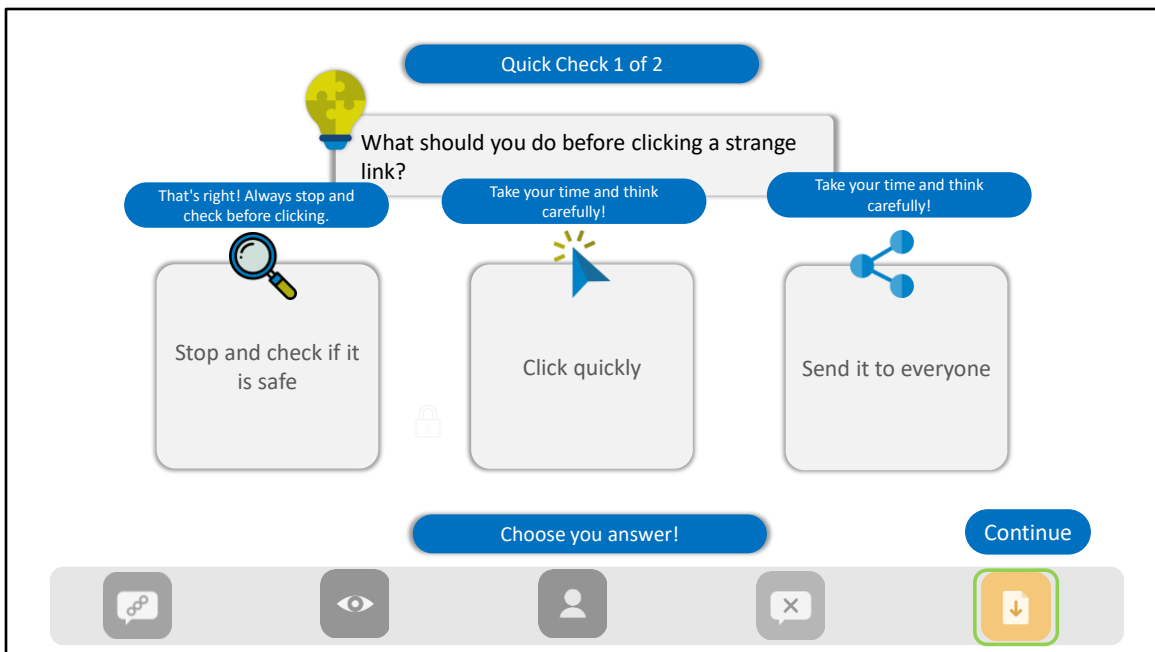
Scene 6 (Unsafe Downloads) Layer 6/slide 6: This slide appears when learners choose the unkind choice.

Audio: Hmm, let's think again. Tapping download on a website we don't know isn't safe. It could put something harmful on your device. The safe thing is to ask a trusted grown-up and use a real app store.

Presentation Sequence: The box fades in as learners choose the unkind choice and narrations starts.

Interactivity: X button.

X button to hide the layer and go back to layer 4.



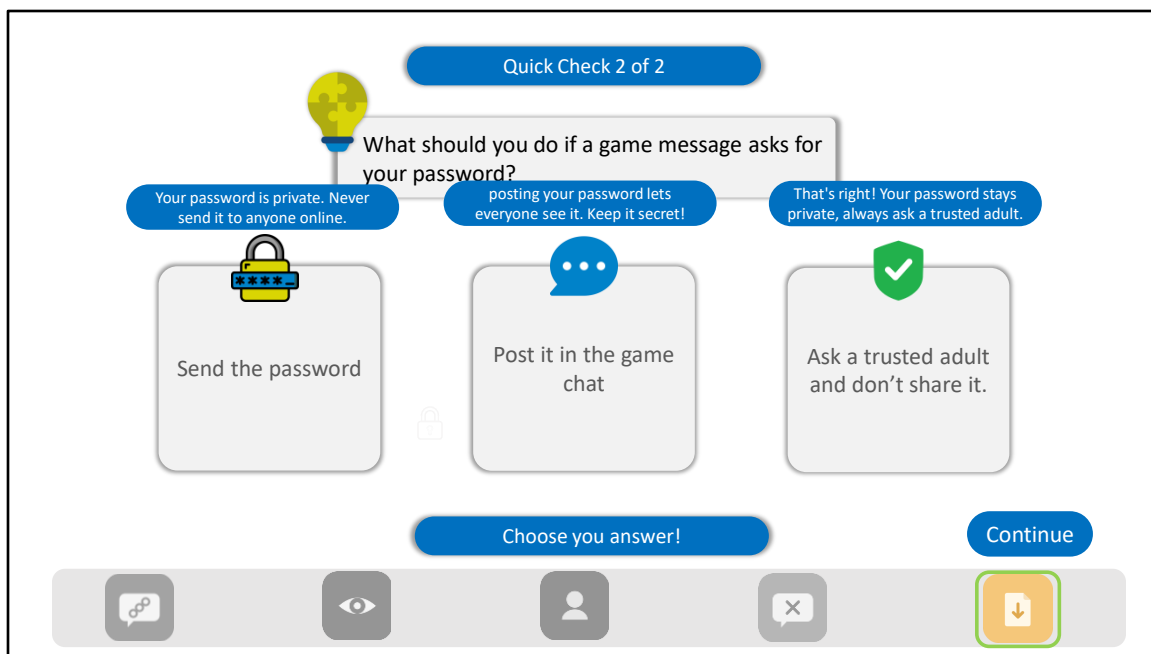
Quick Check: This slide presents the first question in the “Quick Check” section with three answer options to learners.

Audio: Quick check! What should you do before clicking a strange link? Should you stop and check if it's safe, click quickly, or send it to everyone? choose your answer!

Presentation Sequence: The answer options and “Choose your answer!” box appear in parallel with narration. The feedback boxes appear when learners click on their corresponding boxes.

Interactivity: Clickable cards with hover states.

Continue button appears when learners choose the safest choice



Quick Check: This slide presents the second question in the “Quick Check” section with three answer options to learners.

Audio: What should you do if a game message asks for your password? Send the password, post it in the game chat, or ask a trusted adult and not share it? choose your answer!

Presentation Sequence: The answer options and “Choose your answer!” box appear in parallel with narration. The feedback boxes appear when learners click on their corresponding boxes.

Interactivity: Clickable cards with hover states.

Continue button appears when learners choose the safest choice

You're an online safety champion!

You learned how to stay safe from all the five risks:



- **Suspicious links** : Stop, check and don't click strange pop-ups.



- **Oversharing**: Keep private information private (Name, address and password)



- **Fake accounts**: Not everyone online is who they say they are.



- **Cyberbullying**: Be kind, don't join in and tell a trusted adult.



- **Unsafe downloads**: ask trusted adult first and only download from websites you trust

Remember the rule:



Stop



Check



Ask



Dev Note: Add a Flat vector illustration as a background for this slide, in a soft pastel palette, drawn for children aged 6–11 with confetti. No outlines or strokes, no gradients, no drop shadows, no texture. The effect should be calm and uncluttered that matches the background image instructions.

Summary slide: This is the summary slide for the course with bullet points.

Audio: Wow, you did it! You're an online safety champion! Let's remember everything you learned. You can spot suspicious links and stop before you click. You keep your private information private. You know that not everyone online is who they say they are. You're kind, you don't join in on bullying, and you tell a trusted adult . And you only download from places you trust. Whenever something feels tricky online, just remember: Stop. Check. Ask a grown-up. Great job!

Presentation Sequence: Bullet points and The “Remember” box fade in, in parallel with narration.

Interactivity: Restart button with hover states.

Restart buttons with hover states.