

# Digiduck's Famous Friend



Written by **Lindsay Buck**

 Illustrated by **Natasha Claire Welch**

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First published 2018 by Childnet International.

ISBN 978-0-9573506-4-9

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*Written by*  
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It was morning and Digiduck was getting ready for school.

“Mummy,” he called as he flew downstairs in a flap,  
“we need to go!”

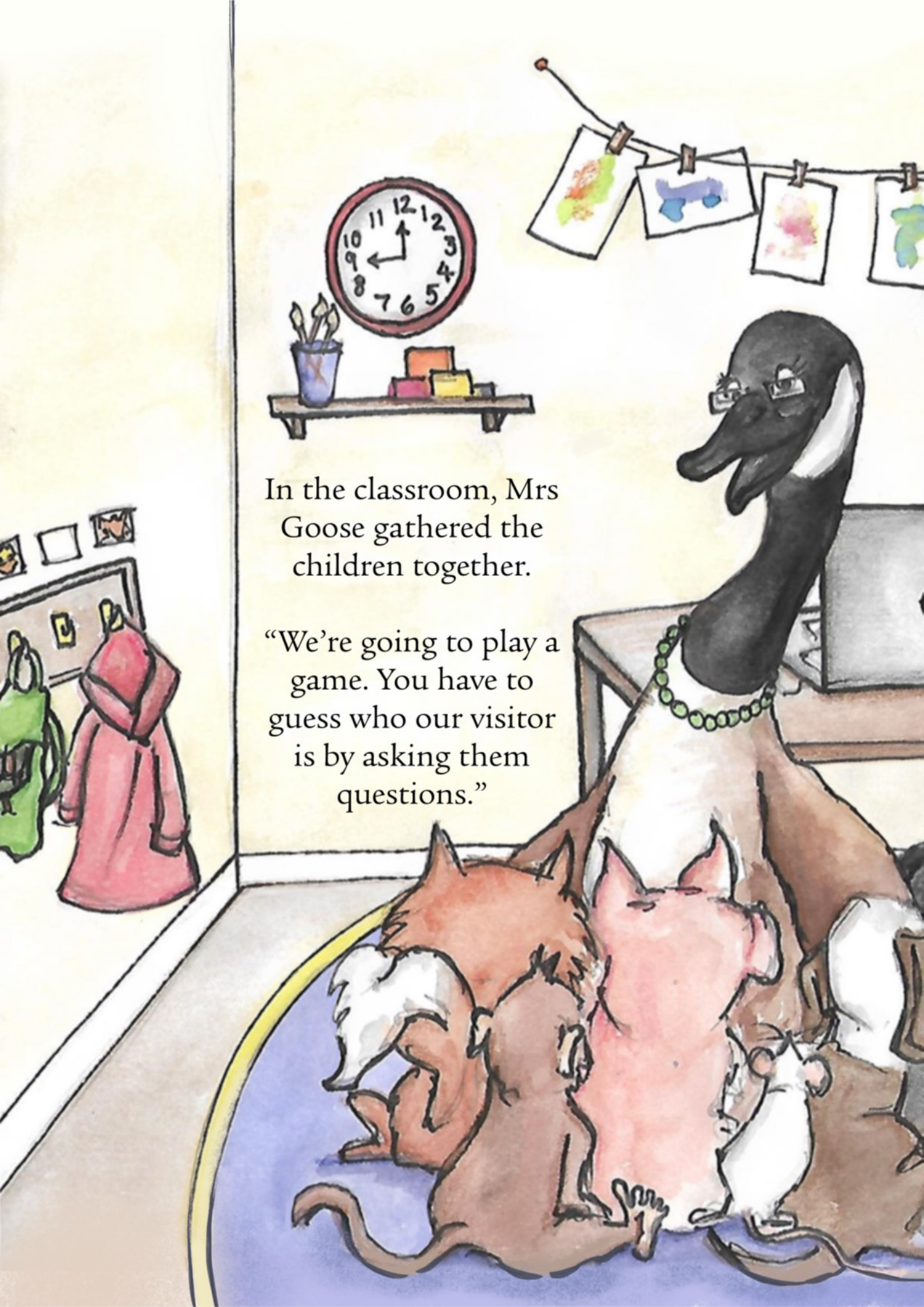
“Goodness dear,” exclaimed Mrs Duck, gathering up  
the last of their things, “what is all this excitement  
about?”



“Mrs Goose said we’re going to have a special visitor today. Someone famous is coming to school!”  
Digiduck quacked with delight.

“Wow,” said Mrs Duck, “I wonder who it is? I can’t wait to hear all about it this afternoon.”





In the classroom, Mrs  
Goose gathered the  
children together.

“We’re going to play a  
game. You have to  
guess who our visitor  
is by asking them  
questions.”



“But how will we do that?”  
asked Krazy\_cat.



“Are they hiding  
somewhere for us to  
find them? In the  
playground maybe?”  
wondered  
Shy-Sheep.

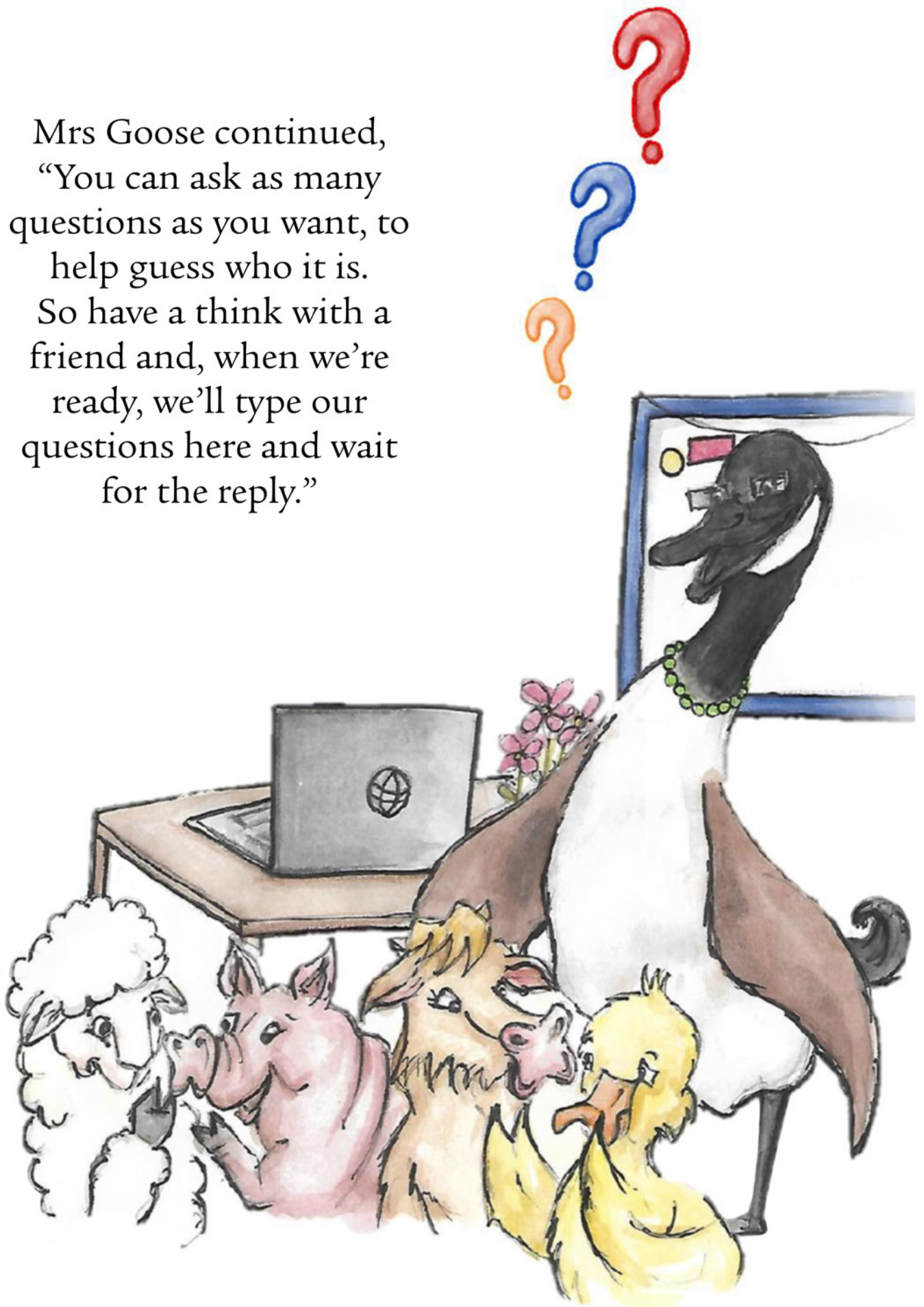


“Actually, our special guest has already arrived,” she said. “They’re waiting for us in the hall. What we’re going to do first though, is talk to them on the internet.”

“Wow!” said all the children.



Mrs Goose continued,  
“You can ask as many  
questions as you want, to  
help guess who it is.  
So have a think with a  
friend and, when we’re  
ready, we’ll type our  
questions here and wait  
for the reply.”



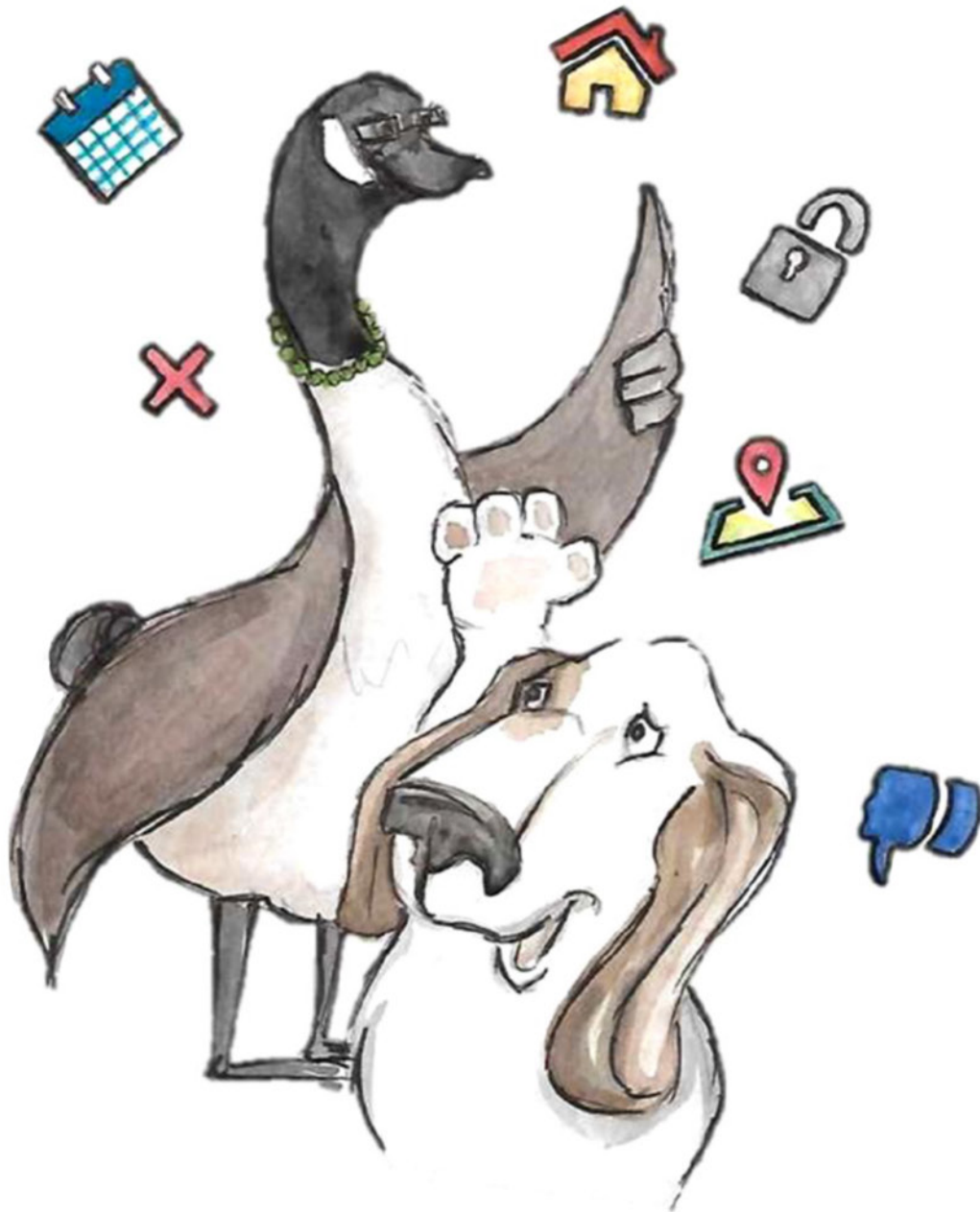
Cool.cow raised a hoof,  
“What sort of questions  
shall we ask?”



“Our guest has said that you can ask them anything, except for their personal information,” replied Mrs Goose.

A puzzled look swept across the children's faces.

“What does that mean?” asked DJ-Dog.



“Personal information means the important things about you, that only your close friends and family should know – like your name, age and where you live,” explained Mrs Goose.

After some enthusiastic discussions, the children were ready. Mrs Goose began by writing a message...



“Hello, how are you today?  
Thank you so much for coming to visit us, I know you’re extremely busy.”



“I’m very well thank you, and excited to be here too,” came the reply.

Digiduck asked the first question. “Are you very famous?”



“Well,” replied the visitor, “I’m known by many hundreds of children, and adults too, so I suppose that makes me quite famous, yes.”

“Amazing!” gasped the children.

“Do you like sports?”  
asked Krazy\_cat.

“Definitely!” replied  
the mystery guest.

“I’m brilliant at  
tumbling and turning!”





“Oooh,” said Digiduck, “maybe it’s Filipe\_frog. He’s so good at diving, he won a gold medal!”



“Or perhaps it’s Holly\_hedgehog,” said Shy-Sheep with a smile.  
“She’s a gymnast and that’s what they do best.”





Cool.cow asked the next question.  
“Do you like playing games?”



“I love games,” came the reply, “especially when I can play with other people!”

“I think I know who it is!” said Cool.cow.



“It must be Pip.parrot. She’s on TV and knows all about children’s games.”



“Hang on,” said  
Footie\_fox.



“It sounds to me like Bella-Badger. She’s my favourite footballer, and you need lots of people for a football team.”

“I think we need some more information,” said Mrs Goose.

Proud.pig waved a trotter in the air, “I know! What are your brothers’ or sisters’ names?”



“I can’t answer that one, I’m sorry,” said the mystery guest.  
“That’s personal information that I must keep private.”



Proud.pig thought for a moment.

“Ok. How did you get here today and umm...?”

“What’s your favourite colour?” added Digiduck.

The answers soon came back.

“I’ve flown a long way to get here and my favourite colour is grey.”

“They’ve come by aeroplane!” cried Krazy\_cat.



DJ-Dog’s eyes grew wide, “It’s Rhyming\_rabbit, it must be! She’s come all the way from America just to see us. She’s my hero!”

Digiduck looked  
confused.

“Now I’m not sure who it  
is. We all think it’s  
someone different.”

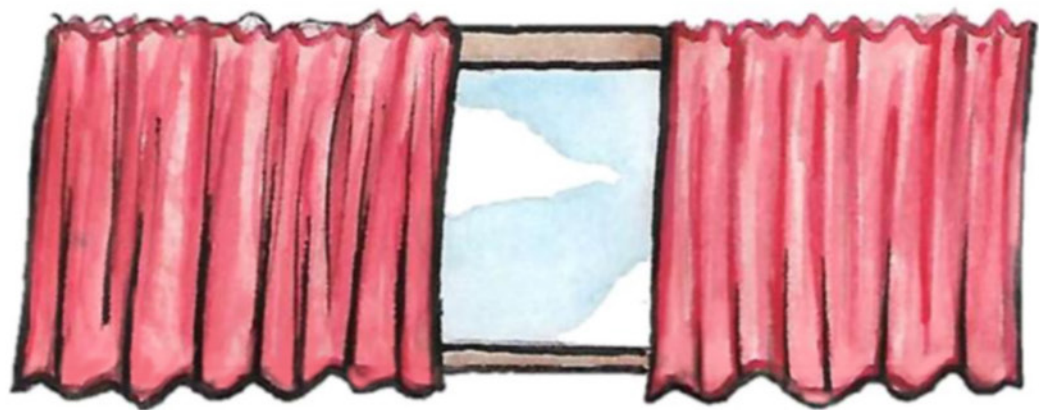


“Shall we go  
and see?” asked  
Mrs Goose,  
with a big grin.

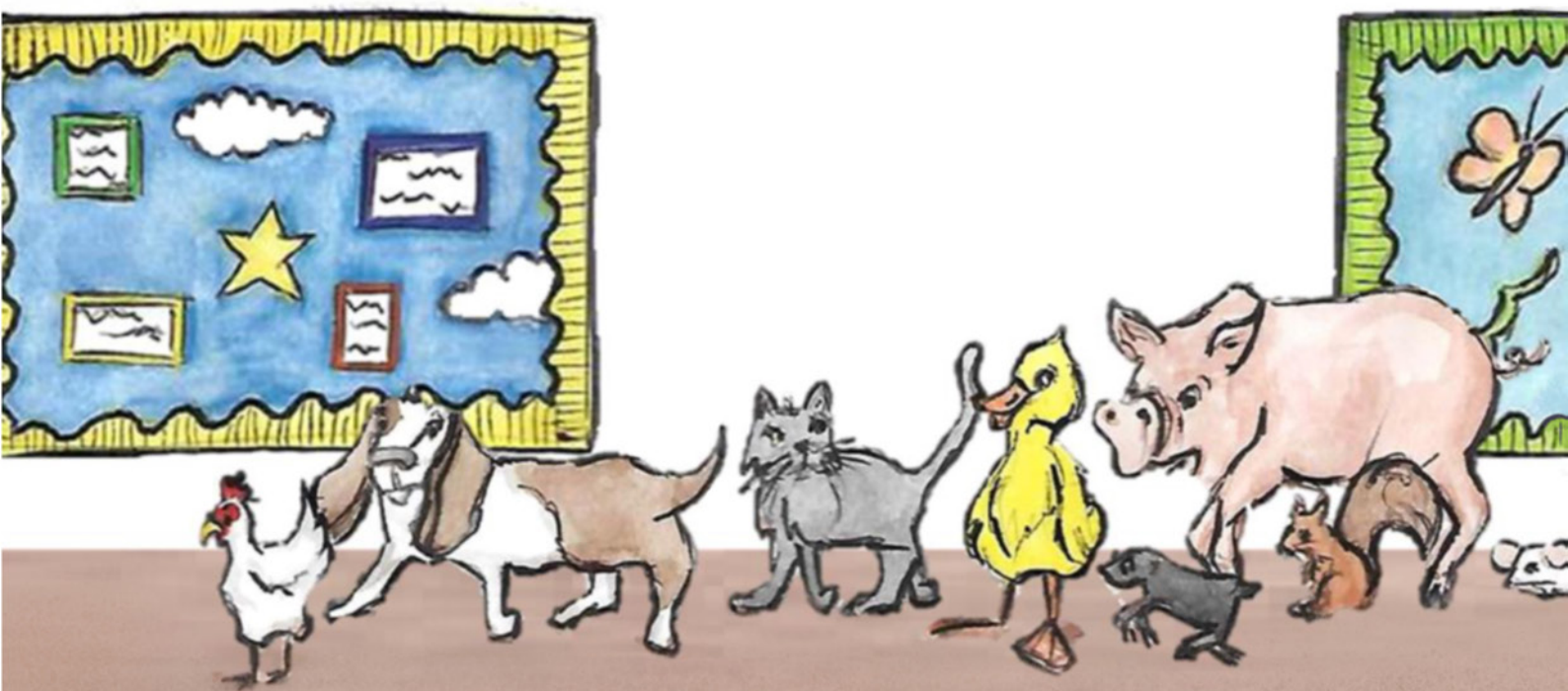
“Yesssss!” shrieked the children,  
unable to contain their excitement.



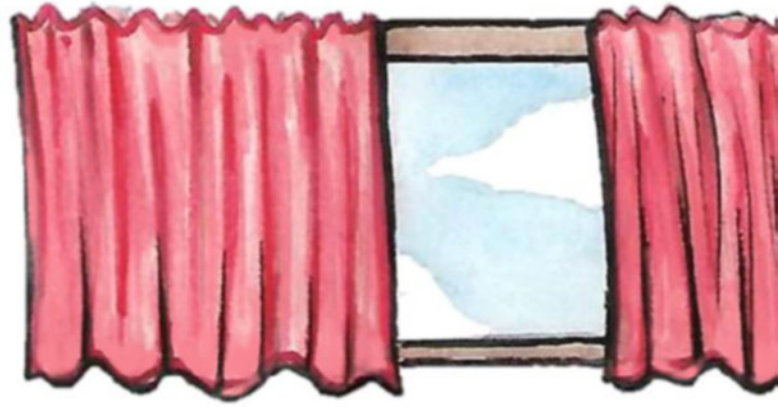
Mrs Goose typed the last message.  
“We’re on our way!” she wrote.



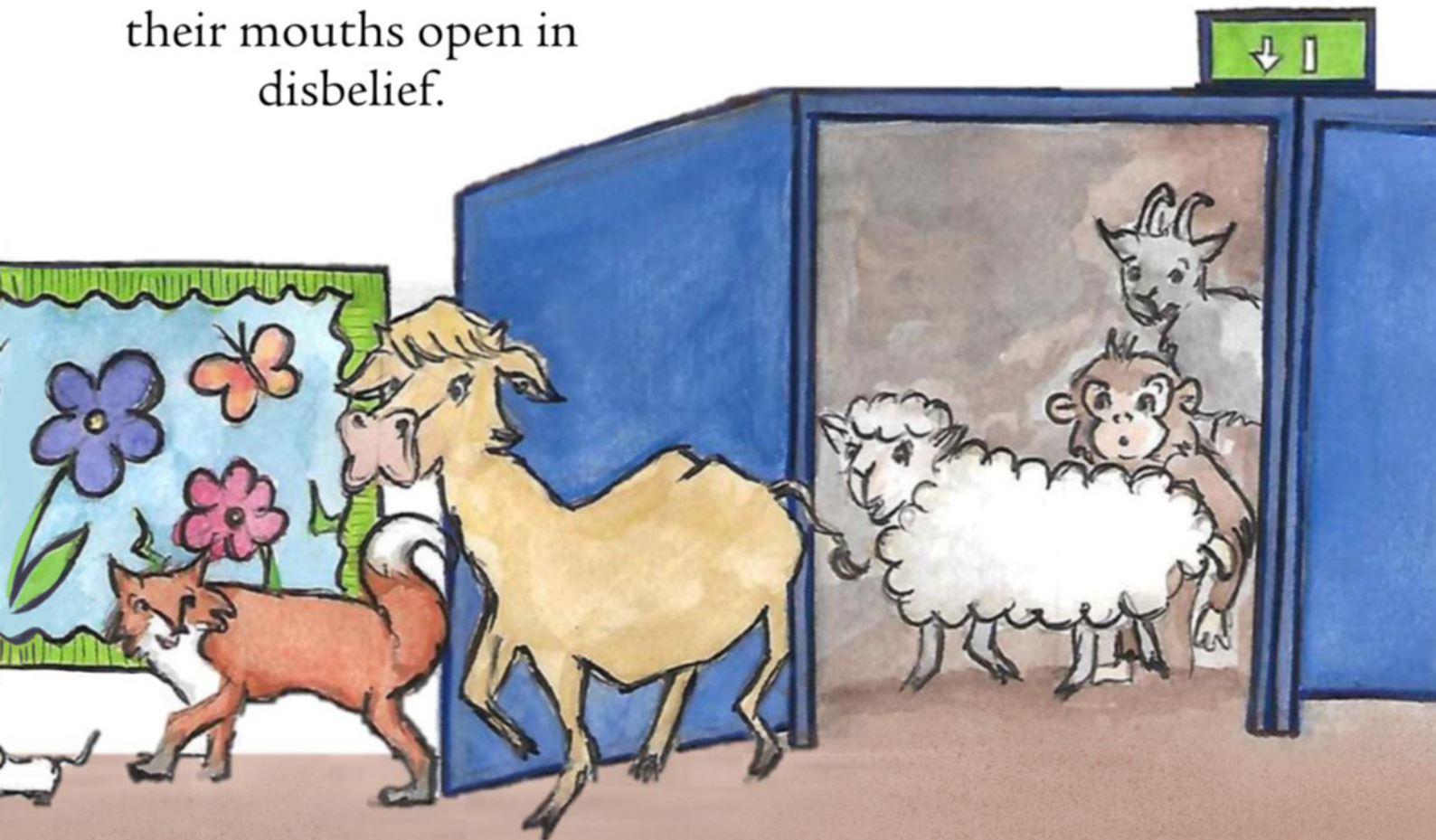
Once the class was calm  
and quiet, Mrs Goose led  
them into the hall.







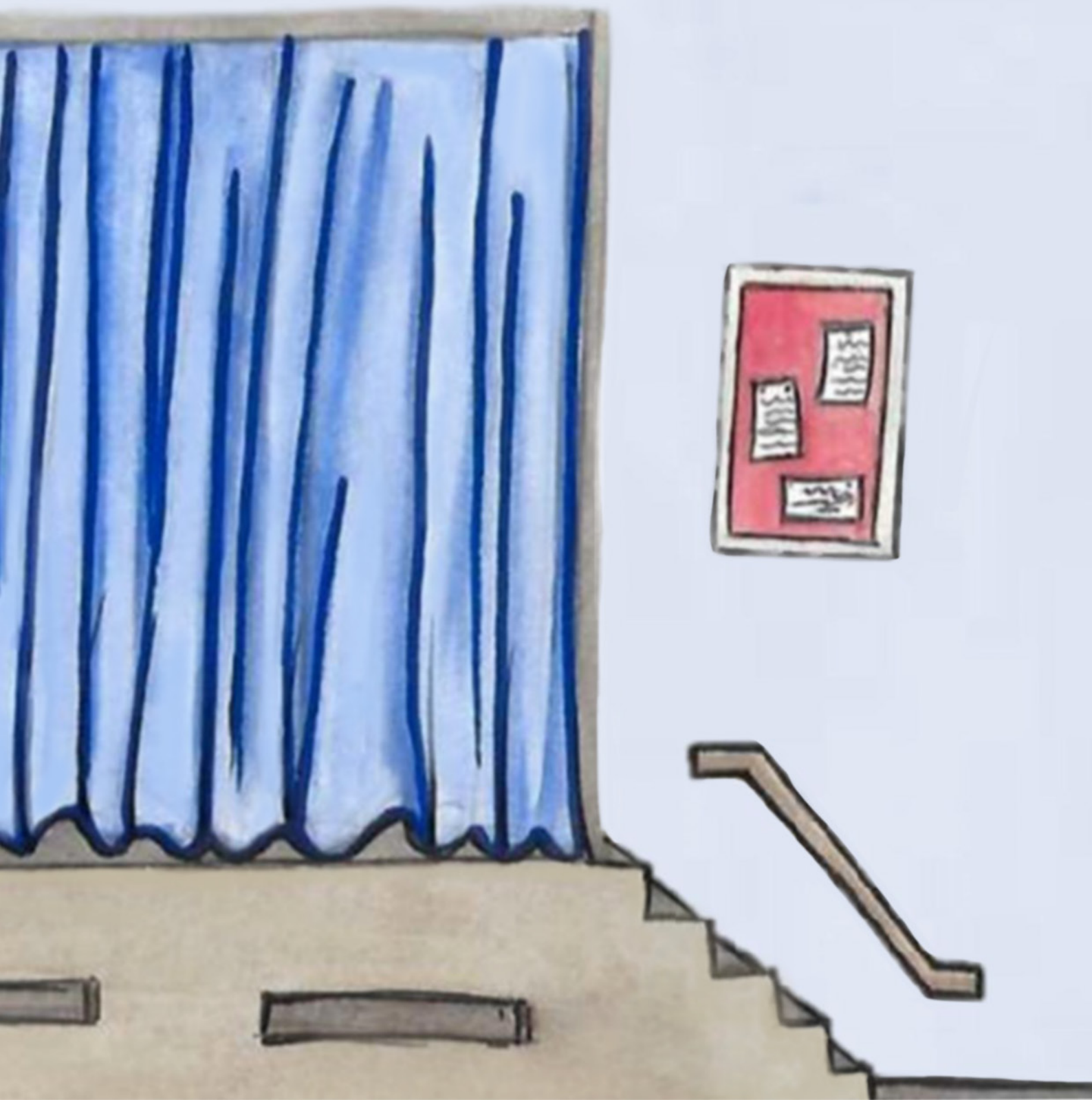
The children walked in,  
their mouths open in  
disbelief.






The stage was empty, apart from a single chair at the side, where Wise\_Owl was sitting.

The children looked around, wondering who their mystery guest was and where they'd gone.







Wise\_Owl stood up and  
began to speak.

“Hi everyone, it was fantastic  
to talk to you online. I really  
enjoyed answering your  
questions.”

Mrs Goose watched the children's faces  
as they realised what had happened.

“It's YOU,” said Digiduck.  
“You're our special visitor!”

Wise\_Owl nodded.

“But we were talking to someone famous,”  
said Shy-Sheep, picturing their favourite  
celebrities on the stage.





“Absolutely,” smiled Wise\_Owl. “I’m in charge of the Family Farmyard website, so thousands of children know and love me!”



“But we thought you’d come from America!” said DJ-Dog. “I said I had flown a long way,” replied Wise\_Owl, “but I used my wings, and of course my screen!”



The children thought about what the famous visitor had said and realised they had believed what they wanted to be true.



Wise\_Owl was often tumbling and turning, but he wasn't a gymnast or a diver...

He played all the Family Farmyard games, but he wasn't a footballer or a TV presenter...



He was definitely  
grey, but he wasn't a  
young rabbit who  
loved to rap!



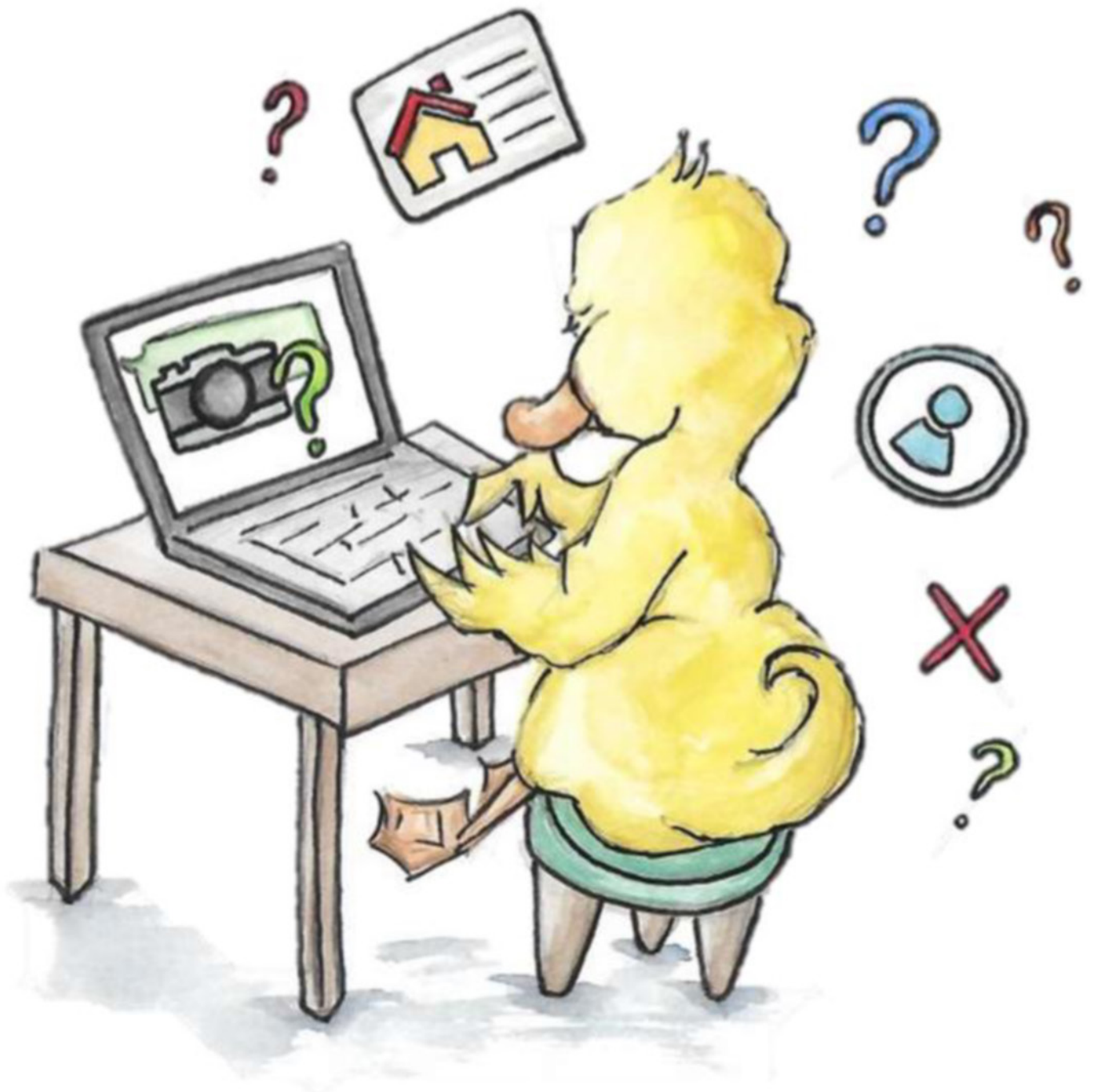
“Mrs Goose and I wanted you to see something very important,” he said with a serious voice.

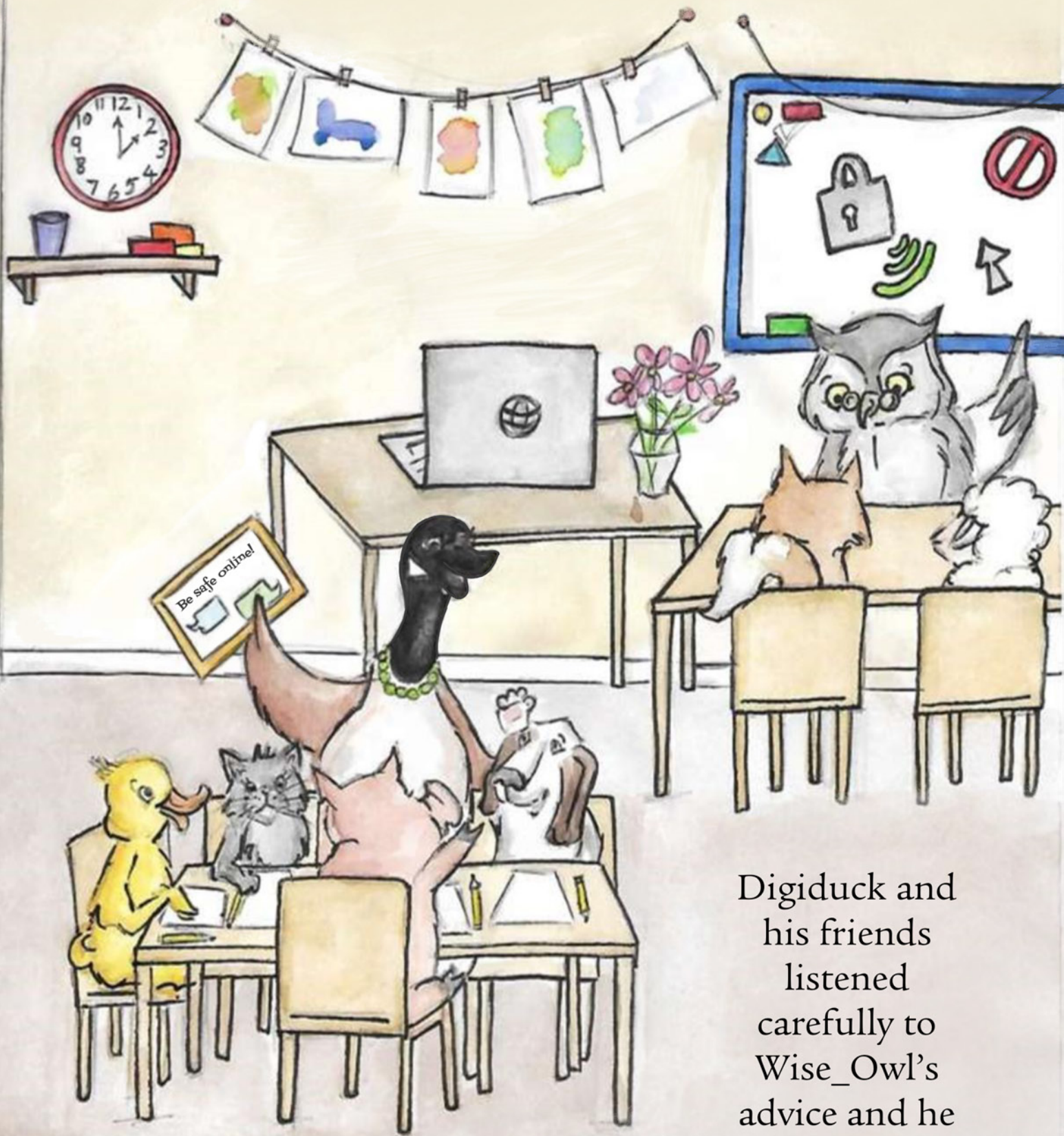


“When you’re talking to someone on the internet, you can’t always be certain who it is. Unfortunately, not everyone tells the truth online, and people can pretend to be someone else.”

“So what should we do?” asked Digiduck.

“When you’re online, it’s best only to speak to people that you already know and trust, and have seen before, like your friends and family. Sometimes people might ask you to do something that you’re not sure about - like add them as a friend, send a photo of yourself, or meet up with them. If any of these things happen, or anything else worries or upsets you, then tell an adult that you trust straight away.”






Digiduck and his friends listened carefully to Wise\_Owl's advice and he spent the rest of the day helping them.




They really enjoyed his visit and he quickly became their most famous, and favourite, friend of all!


## Talk about the story




Why was Digiduck excited to go to school in the morning?



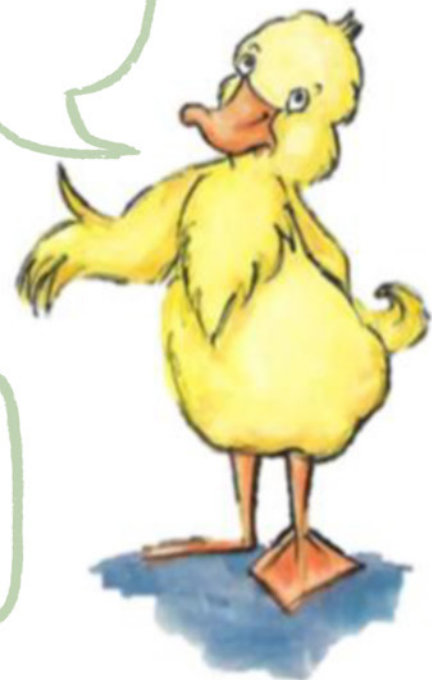
Why does the mystery guest not answer Proud.pig's question?



Why were Digiduck and his friends surprised to see Wise\_Owl on the stage?



What did you learn from the story about staying safe online?





## For parents and carers



### **Keeping children safe online**

Children love using technology and are learning to navigate websites, online games and consoles, and touch screen technology like tablets and smartphones from a young age. Children need support in these environments, to get the best out of using the internet right from the start.



### **Where do I start?**

The best way to keep your family safe online, and to understand your children's internet use, is to use the internet together. Be positive and embrace the technologies that your children enjoy using, and look out for any safety features that may be available.



### **Should I set any rules?**

Creating a family agreement is a useful way to establish your expectations regarding online activities. It might include time spent online, sites that can be visited, and behaviour expected; remember, what's right and wrong offline is also right and wrong online.



### **How can I supervise my child?**

Placing your computer or laptop in a busy part of the house can make it easier for you to be involved in your child's technology use. Portable devices, for example smartphones, games consoles and tablets can still be supervised and used where you can see them.



### **How much time is too much time?**

There are some strategies that can be used to help manage time spent online, such as agreeing time limits or using time limiting tools, designating weekly times to use the internet together, or removing portable devices from your child's bedroom at night to avoid tiredness.



### **Are there tools to help?**

Your internet service provider, and your mobile phone operator, will provide free filters to help block age inappropriate content for children. The websites of device manufacturers (e.g. games consoles) also outline the controls to which you have access. Parental controls are a great help, but not a complete solution, and work best in combination with supervision and engagement, to help your children understand how to stay safe online.



### **What advice can I give my child?**

Education is the best tool that a child can have, so discuss the importance of telling an adult immediately if someone, or something, upsets them online. Other immediate strategies to deal with unwanted content or contact could include; switch the screen off, close the laptop, exit the website, or turn the tablet or phone over and put it down. It is also important that your child realises that other internet users may not be who they say they are and that 'friends' made online are still strangers, so all personal information should be kept safe.



## What games are ok for my child to play?

There are many different online games and playing experiences, e.g. computers, consoles, internet games and apps. Gaming may be the first way that your child encounters life online. Some games however are for older audiences and contain language or images that are not suitable for children. Therefore it is important that the games your children play are the correct age rating, which is determined by the game's content.

Playing games yourself can be fun and will also enable you to identify the safety features provided, such as reporting to a moderator, and help you identify whether in-app adverts are displayed or purchasing is allowed. You can disable in-app purchasing on a number of devices within the settings.



## Where can I report?

Reports can be made to websites through safety/help centres and moderation services. If you are suspicious about the behaviour of others online, reports can be made to CEOP. Criminal content online can be reported to the IWF. For information about how to report harmful content online and further support visit [www.reportharmfulcontent.com](http://www.reportharmfulcontent.com).



For the full advice, visit **[childnet.com/parents-and-carers](http://childnet.com/parents-and-carers)**.

## **Childnet**

Childnet's mission is to work in partnership with others around the world to help make the internet a great and safe place for children. Childnet is a UK charity that delivers education, policy and youth participation activities. Childnet works directly with children and young people aged 3-18 on a weekly basis, as well as parents, carers, teachers and professionals, to find out about their real experiences online and the positive things they are doing, as well as sharing safety advice.

From its innovative resources for 3-18s, parents, carers and teachers, to its pupil-powered online safety programmes, Childnet has stayed at the cutting edge of the latest trends by working directly with thousands of children and young people each year.

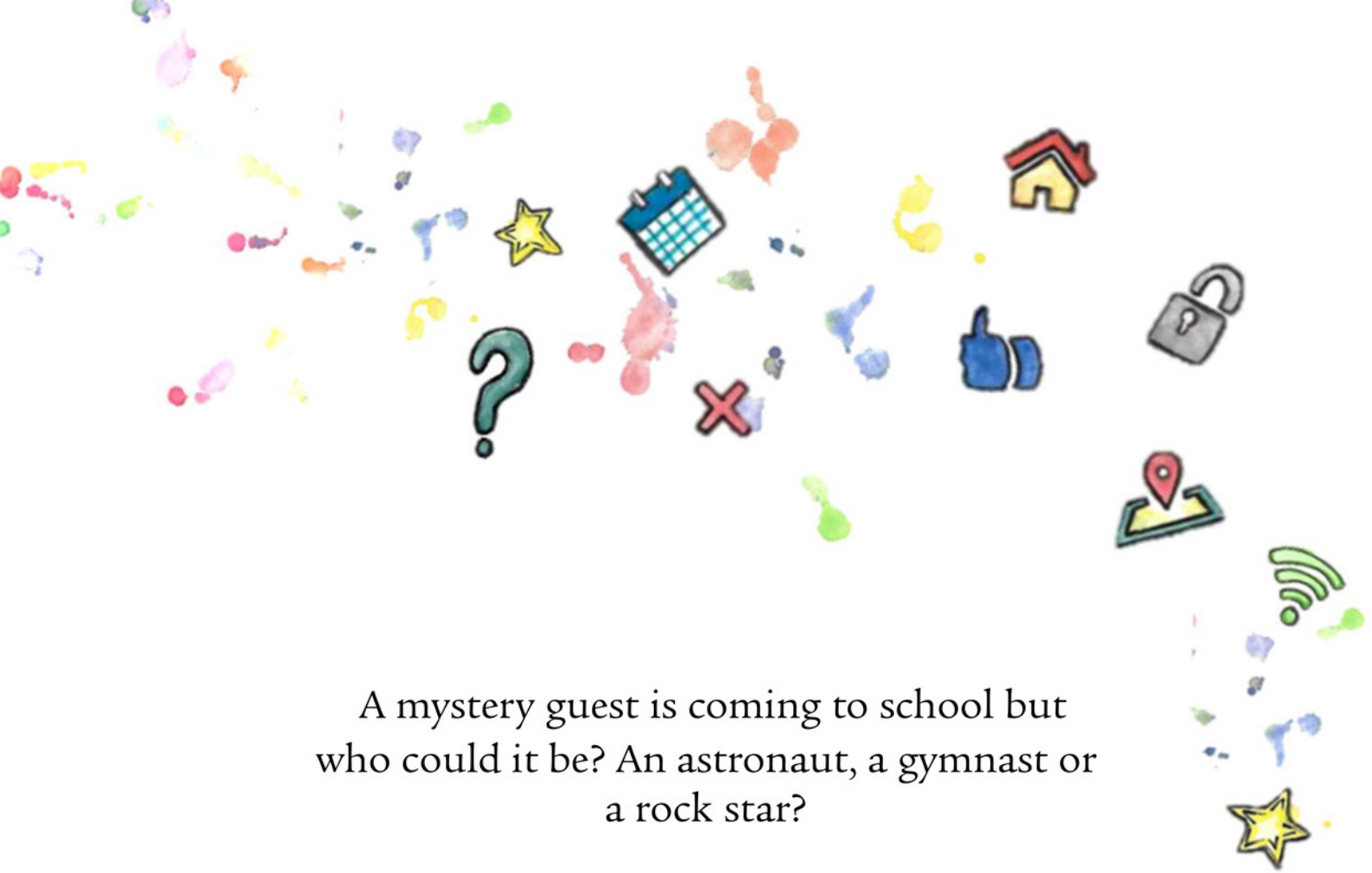
As one of three charities in the UK Safer Internet Centre, Childnet coordinates Safer Internet Day, which reaches millions of UK children every year.

For more information, visit **[www.childnet.com](http://www.childnet.com)**.

## **UK Safer Internet Centre**

Childnet International is a partner in the UK Safer Internet Centre with the Internet Watch Foundation and the South West Grid for Learning. This project is co-financed by the Connecting Europe Facility of the European Union.

For more information, please visit **[www.saferinternet.org.uk](http://www.saferinternet.org.uk)**.



A mystery guest is coming to school but who could it be? An astronaut, a gymnast or a rock star?

Digiduck and his friends must ask questions to find out who they're talking to online but, when you can't see who's behind the screen, everything may not be what it seems...

[www.childnet.com](http://www.childnet.com)



Co-financed by the Connecting Europe Facility of the European Union

ISBN 978-0-9573506-4-9