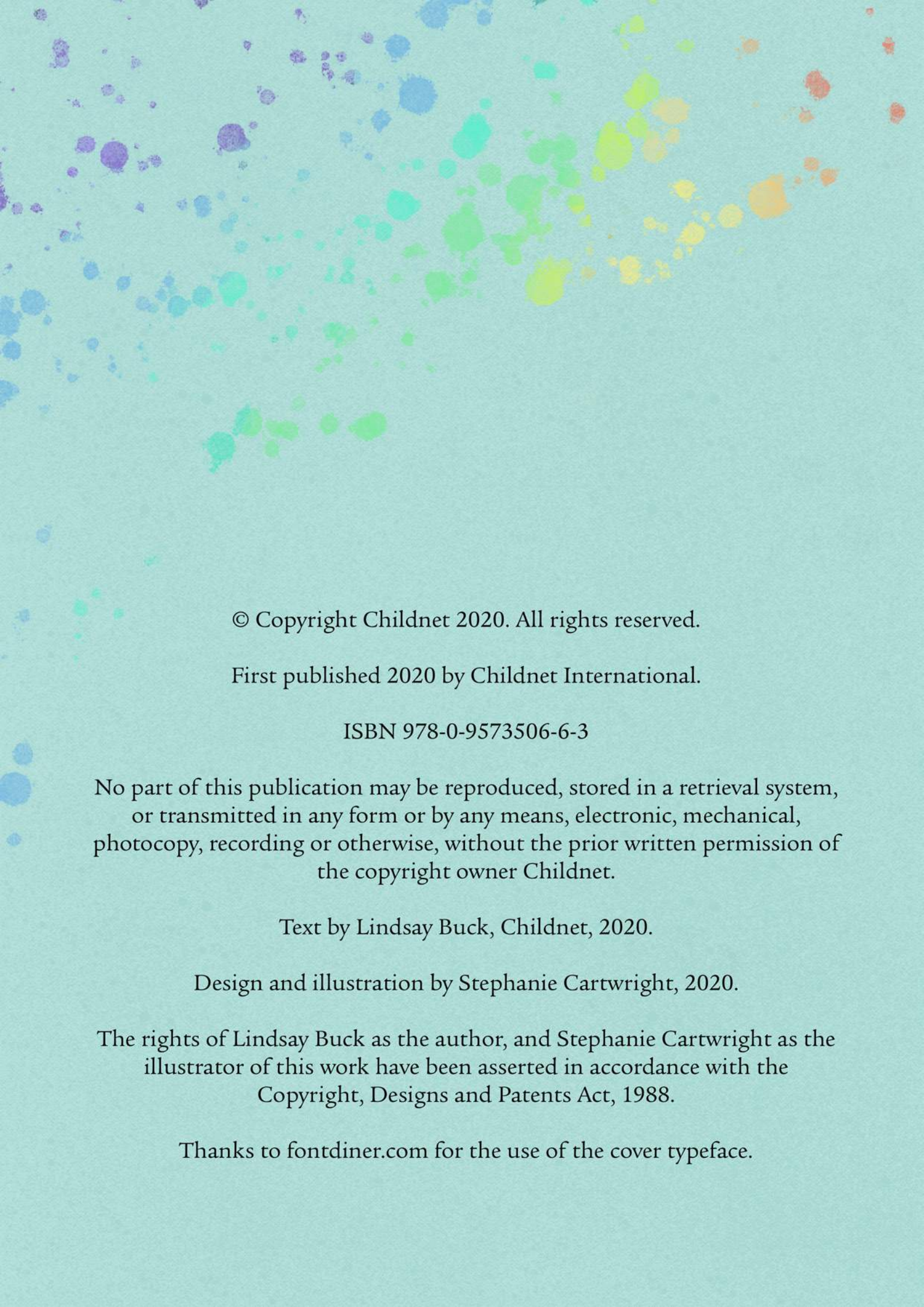


# Detective Digiduck

*Written by*  
**Lindsay  
Buck**

*Illustrated by*  
**Stephanie  
Cartwright**





© Copyright Childnet 2020. All rights reserved.

First published 2020 by Childnet International.

ISBN 978-0-9573506-6-3

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopy, recording or otherwise, without the prior written permission of the copyright owner Childnet.

Text by Lindsay Buck, Childnet, 2020.

Design and illustration by Stephanie Cartwright, 2020.

The rights of Lindsay Buck as the author, and Stephanie Cartwright as the illustrator of this work have been asserted in accordance with the Copyright, Designs and Patents Act, 1988.

Thanks to [fontdiner.com](http://fontdiner.com) for the use of the cover typeface.

# Detective Digiduck



*Written by* **Lindsay Buck**  
*Illustrated by* **Stephanie Cartwright**



School had nearly finished for the year, and Digiduck had one last project.



His teacher Mrs Goose had asked the class to find out about animals that live in the forest.

Digiduck knew his parents had friends in the forest, but he'd never been.

Forests were a mystery!



He needed to rush though! Krazy\_cat and Footie\_fox were on his Family Farmyard games team and they were so close to winning...

If he could do this quickly, they could still play before bedtime.



He searched online for forest animals.

There were so many websites to choose from, but one picture caught his attention straight away...

“Perfect!” he said happily.





Digiduck discovered that a deer's antlers are the fastest growing body-part of any animal in the world, and once they start growing, they don't stop.

Doves travel for thousands of miles when they migrate, and are happiest in cold weather.



All dragons can fly and breathe fire. They live in the deepest darkest forests.





“That’s incredible!” said Digiduck.

He looked at the clock... Krazy\_cat would still be online.

Game time!



Later that week, when Mrs Goose returned his work,  
he was surprised.

“Oh no!” he exclaimed. “I wonder where I went  
wrong?”



He arrived home feeling glum, but soon cheered up when he saw that Wise\_Owl was visiting.

He was a good friend and had helped Digiduck before.



“I don’t understand,” said Digiduck, showing them his work.

“The website I chose had lots of information and fantastic pictures. I thought they were all facts. How can I tell the difference?”



“Something is only a fact if you can prove, or show, that it’s true,” explained Wise\_Owl, “like the fact that all birds have beaks. We can see that; we know that it’s true.”



“So if I said all birds have... umm... eight legs, that is not a fact. I know it’s untrue because I am one!”  
replied Digiduck.

“Precisely!” said Wise\_Owl.



Also, things you read or see online might just be ideas that people have. I could say on the internet that Brave.bat is the best superhero, but you might think that Daring.duck is better! We can't say who's right or wrong; because they're our opinions – or feelings that we have.”

“To check if something is a fact, you have to be a detective, Digiduck and look for information, or clues, in other places too.”



Digiduck leaped up enthusiastically,  
“Detective Digiduck, on the case!”

He quickly stopped in his tracks, “Hang on... where else are we going to look for information?”

“I’m going to teach you three things that you can do, to help decide if what you’ve found on the internet is a fact or not. We’ll use a different one for each forest animal,” explained Wise\_Owl.





“We’ll video call one of the animals, we’ll chat with your parents, and we’ll look on another website too.”

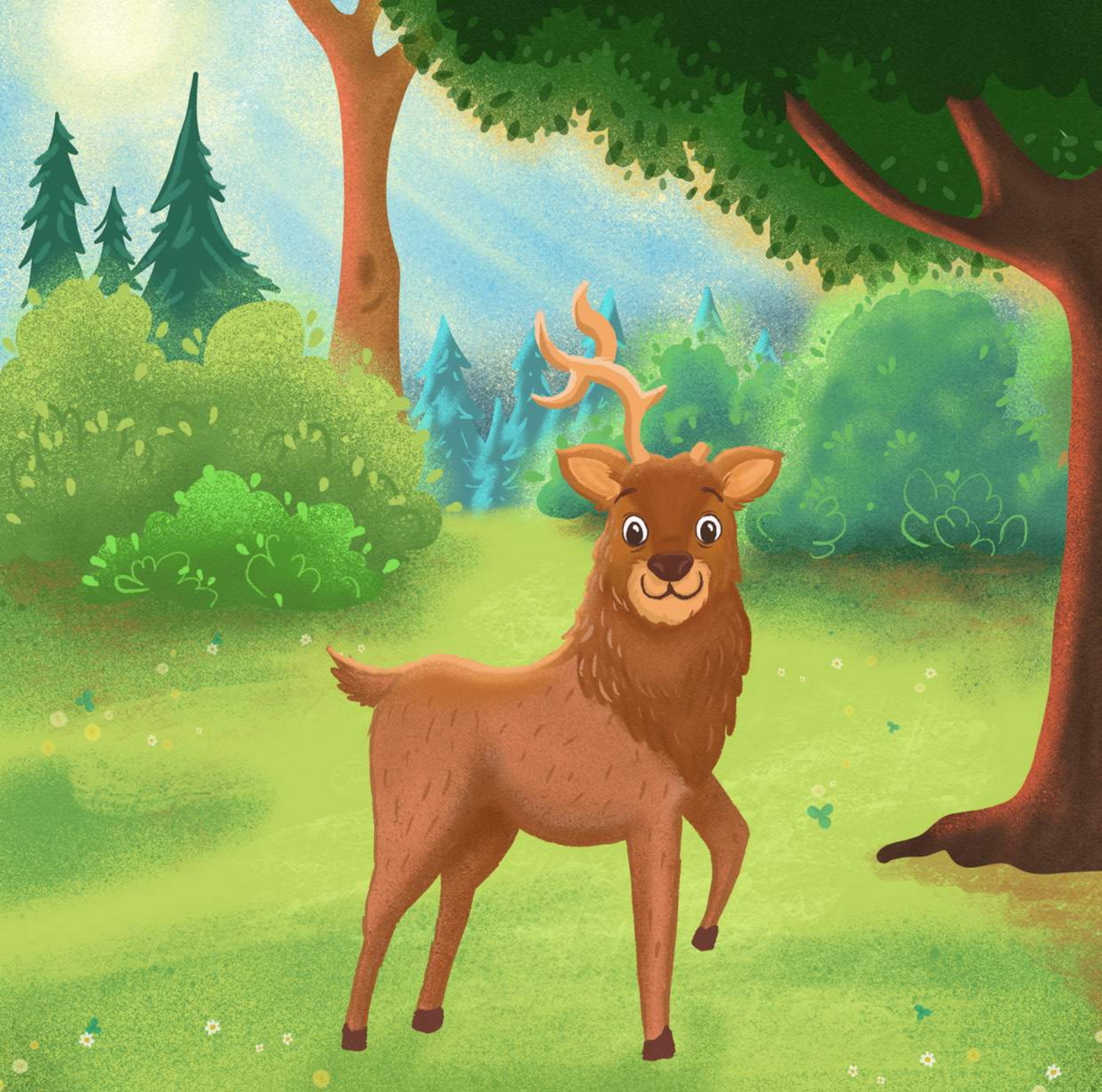


“This is going to be amazing!” yelled Digiduck. “Please can we call the dragon first? Pleeease!”

“We’ll save the dragon for later, but we’ll call my friend Big-Buck first; no one knows more about being a deer, than a deer himself.”



The call connected and a magnificent stag appeared on screen. His antlers were quite unexpected though...



“Hi,” waved Digiduck. “The internet says that your antlers grow really fast, and never stop. But now I’m not so sure.”

“Our antlers grow remarkably fast,” said Big-Buck proudly. “That part’s true. But we shed them in the spring and they grow again in the summer.”

“Wait... they come... OFF?”  
quacked Digiduck, turning a  
little pale.

“It’s ok,” chuckled Big-Buck,  
“they’re meant to and it  
doesn’t hurt a bit.”



They returned to the project over dinner.

“Mummy Duck, can you tell us anything about doves?”  
asked Wise\_Owl.

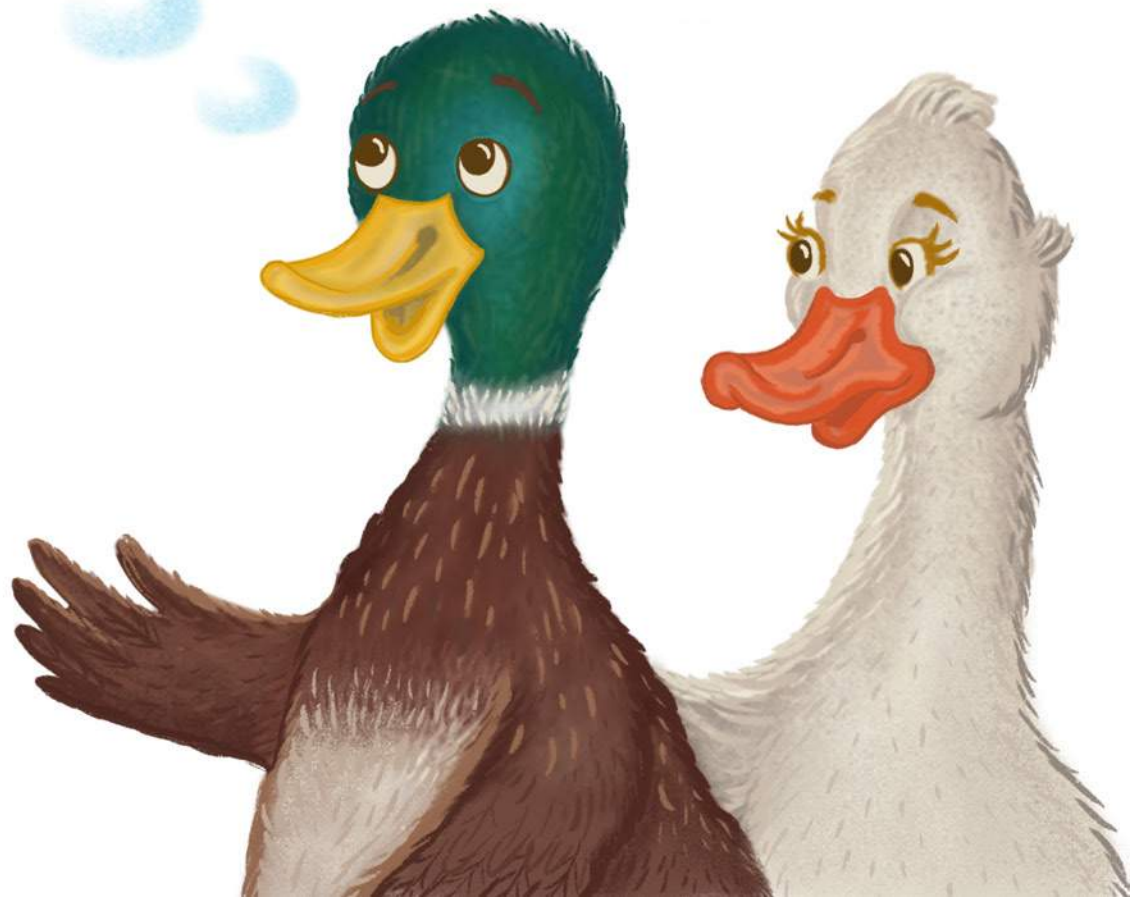


“I know that doves are truly extraordinary fliers. It won’t be long before our friends think about heading off again.”

“Where to?” asked Digiduck. “The internet said they like cold places.”



“Not all doves are the same, but some fly an exceptionally long way to get to warmer places, and this migration lasts many months. Oh, the stories they tell...” replied Mummy Duck wistfully.



“Right Detective, what have you learned so far?” asked Wise\_Owl.

Digiduck studied his notebook, “To check the information you find online, you need to talk about it with an adult. You might even know an expert who can help too!”



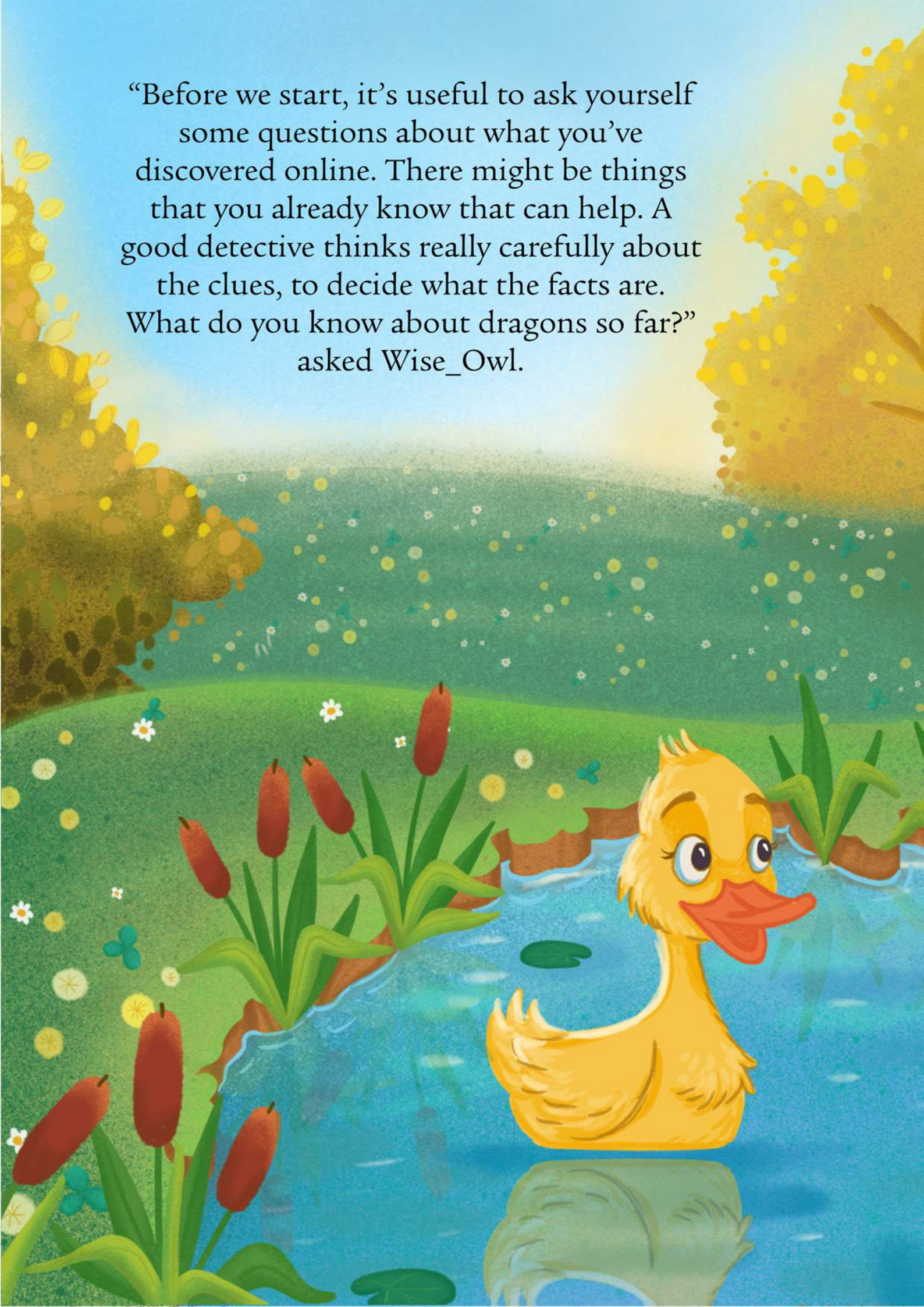




“Very good,” replied Wise\_Owl. “That just leaves the dragon.”

“Ooh I can’t wait!” said Digiduck, hopping excitedly.

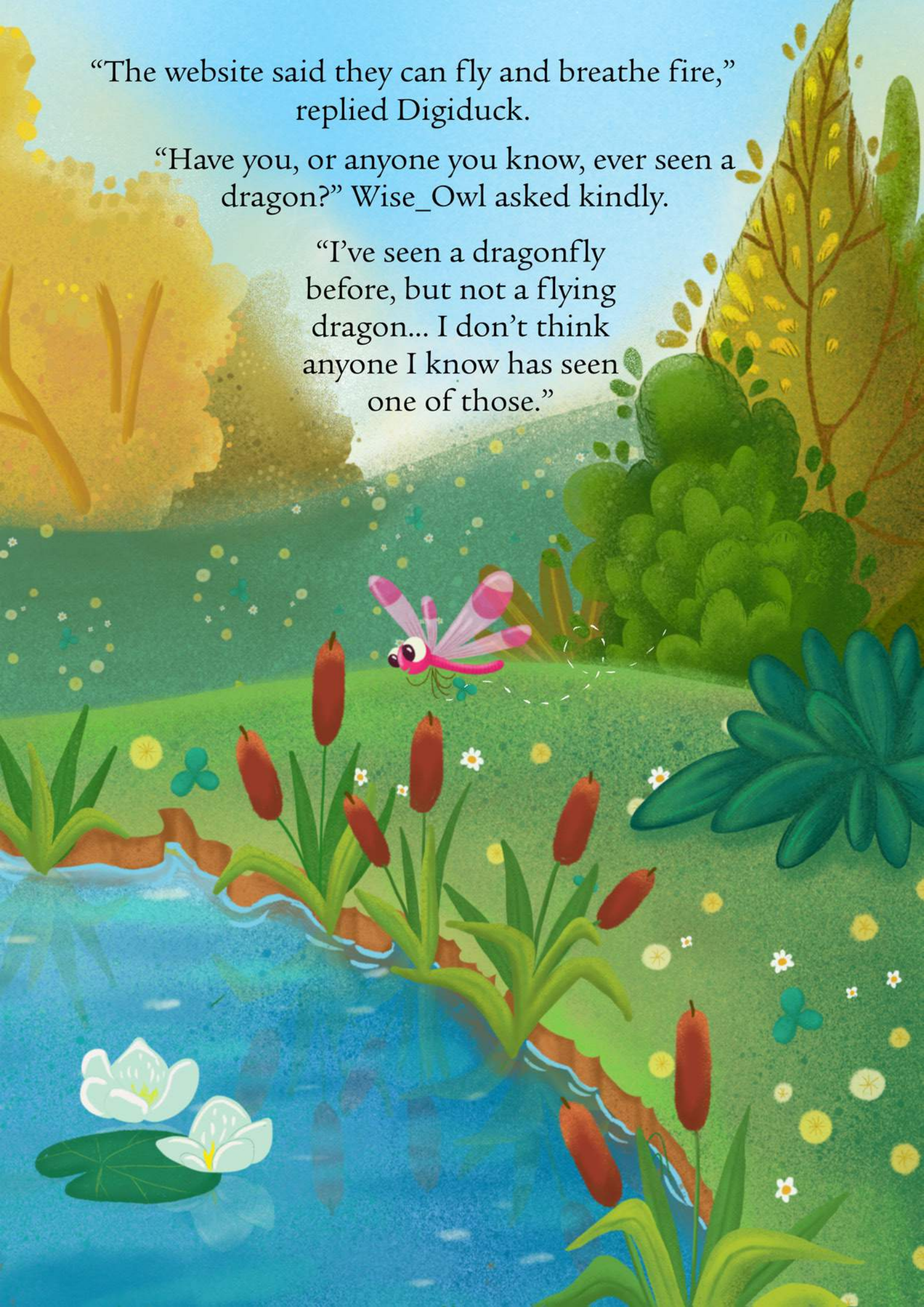
“Before we start, it’s useful to ask yourself some questions about what you’ve discovered online. There might be things that you already know that can help. A good detective thinks really carefully about the clues, to decide what the facts are. What do you know about dragons so far?” asked Wise\_Owl.



“The website said they can fly and breathe fire,”  
replied Digiduck.

“Have you, or anyone you know, ever seen a  
dragon?” Wise\_Owl asked kindly.

“I’ve seen a dragonfly  
before, but not a flying  
dragon... I don’t think  
anyone I know has seen  
one of those.”



“Have you seen any other photographs, videos, or news reports about dragons - in your books, on TV or anywhere online?”





“I watched a video about Komodo dragons, but they’re actually the biggest lizards in the world! There are fire-breathing dragons in my bedtime stories, but lots of made up things happen there too.”

Digiduck sat quietly, considering the clues in his mind. After a while he said with a little sigh, “I think dragons might not be real.”

“I’m afraid they aren’t,” comforted Wise\_Owl. “The information you found about dragons was untrue. They only live in made-up stories. But what terrific stories they are!”

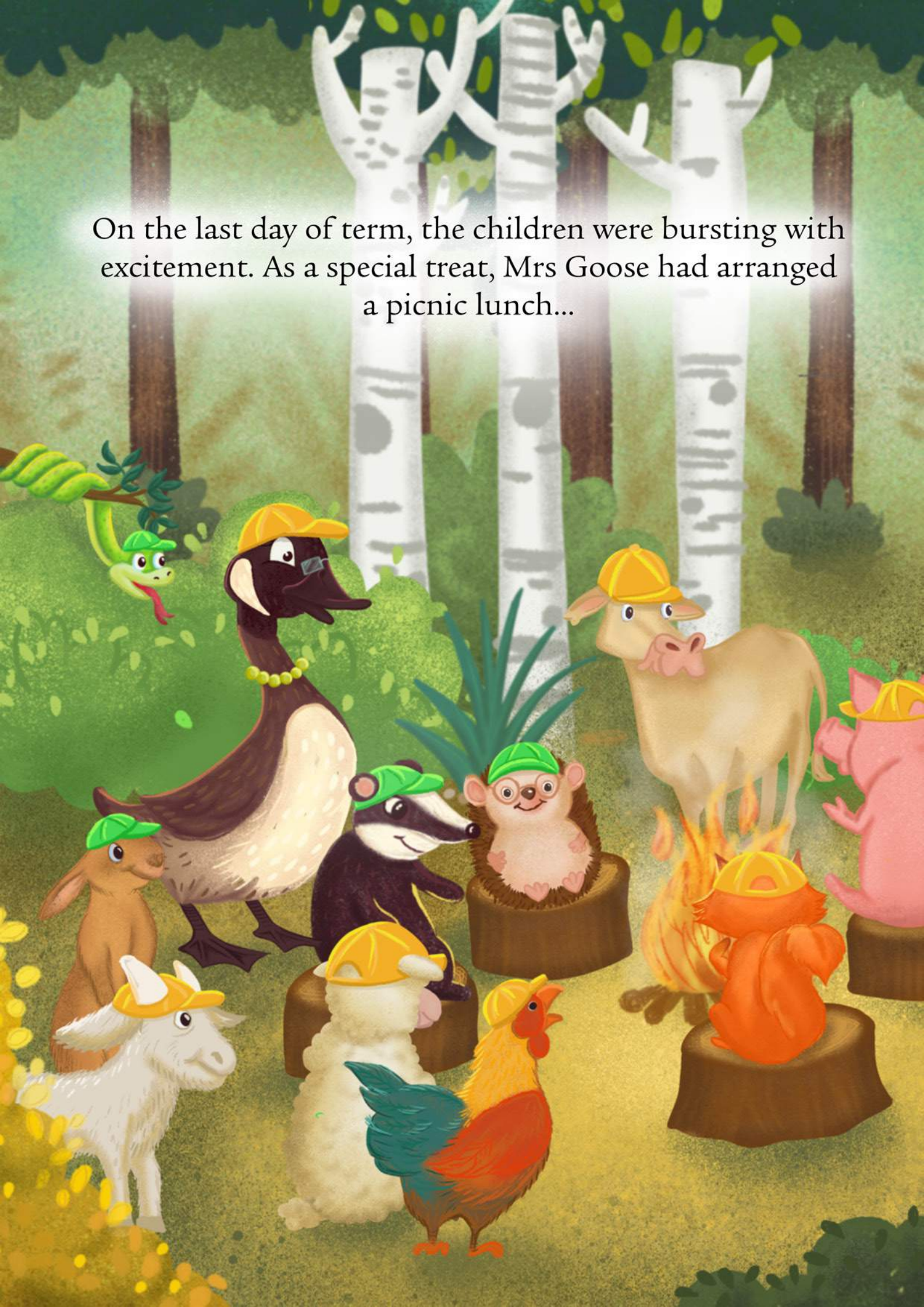




Wise\_Owl and Digiduck searched online for a different animal to complete his project. The Family Farmyard had lots of interesting forest facts, and Digiduck also checked a website that Mrs Goose had shown them.



On the last day of term, the children were bursting with excitement. As a special treat, Mrs Goose had arranged a picnic lunch...





...at the  
forest school!



## Talk about the story

1. What three things did Wise\_Owl teach Digiduck to do, to check what he had found out?

2. Decide if each of these sentences is a fact, an opinion, or untrue.

A duck has feathers.

A duck can spin a web.

A duck is beautiful.

Can you think of your own examples too?

3. Name 5 adults that you know and trust, that could help you with any problems online.

4. If anything online confused, worried, or upset you, how would you ask for help? What could you say?

5. Can you use the internet to find out something new about a forest animal? Remember to use Wise\_Owl's tips to check your facts.

### Answers

Q1: (Ask an expert, ask an adult, check other sources – websites / non-fiction books / documentaries).

Q2: Fact. Untrue. Opinion.

## For parents and carers



### Keeping children safe online

Children love using technology and are learning to navigate websites, online games, consoles, and touch screen technology e.g. 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. You may find it helpful to think about:

- The use of age-appropriate apps, games and other content (e.g. videos).
- Who your child talks to, plays with, and can communicate with online.
- How much time your child spends online and how this is balanced with offline activities.
- Positive behaviours that you want to encourage. Remember, what's right and wrong offline is also right and wrong online.



### How can I supervise my child?

Portable devices e.g. smartphones, consoles and tablets can be supervised and used where you can see them, and 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.



### **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. Search engines may also provide a 'safe search' mode that can be activated and locked. 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, which you can share with your child, include: switch the screen off, pause or exit the app/game, or turn the device 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, images and themes 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?

When making a report online, look for the moderation services, or safety/help features, within the app, game or website. 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 [reportharmfulcontent.com](http://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.

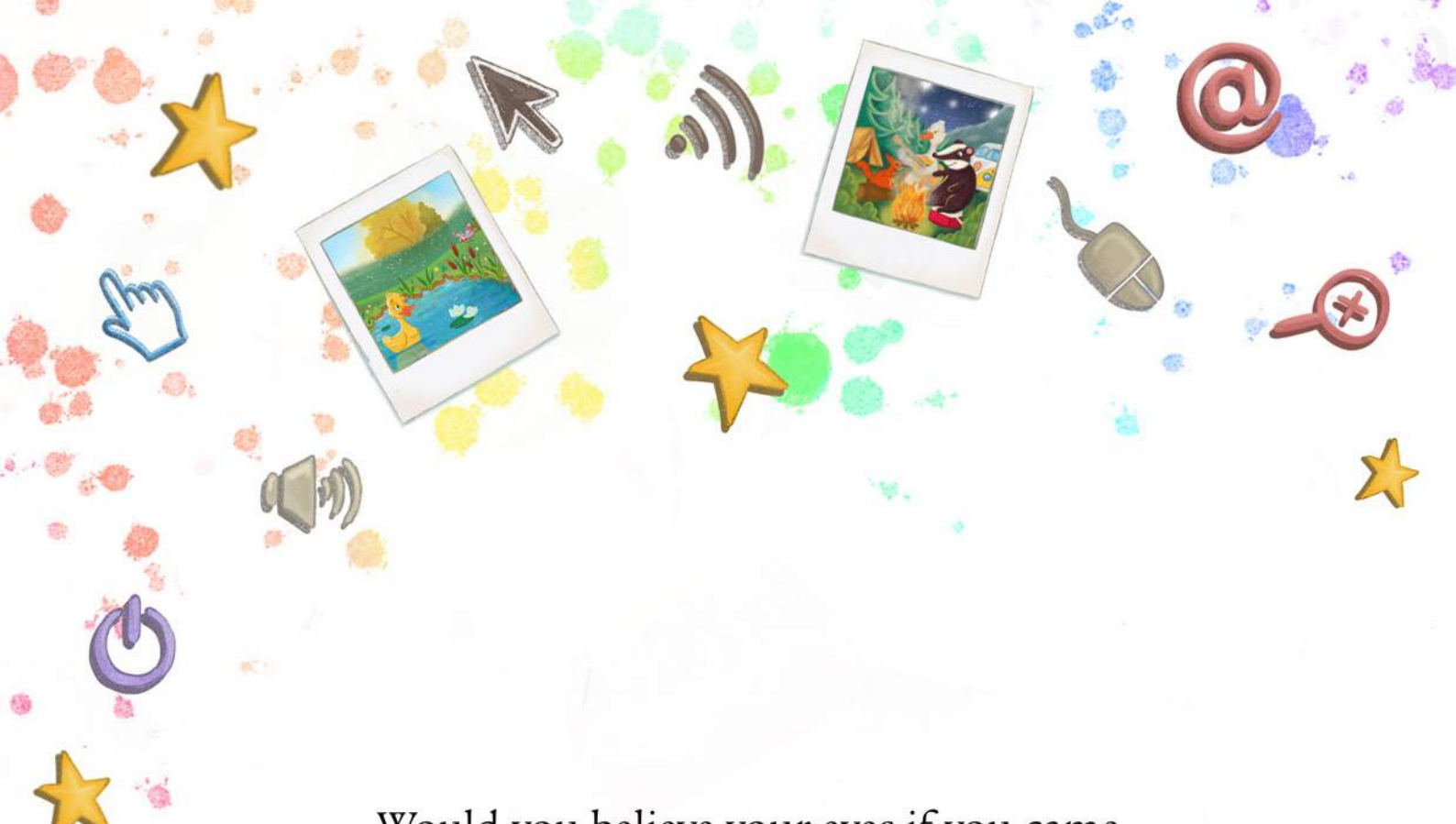
For more information, visit **[childnet.com](http://childnet.com)**.

## 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 **[saferinternet.org.uk](http://saferinternet.org.uk)**.





Would you believe your eyes if you came face-to-face with a dragon in the forest? Digiduck finds some amazing animal facts online, but is surprised to discover they may need checking. Searching the internet for information can be tricky, so Wise\_Owl swoops in with a plan to put everything right.

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



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