

# Digiduck Saves the Day



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Also in the series:  
**Digiduck's Big Decision**  
**Digiduck's Famous Friend**  
**Detective Digiduck**  
**Digiduck and the Magic Castle**

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First published 2021 by Childnet International.

ISBN 978-0-9573506-7-0

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Text by Lindsay Buck, Childnet, 2021.

Design and illustration by Stephanie Cartwright, 2021.

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Thanks to fontdiner.com for the use of the cover typeface.

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The alarm clock buzzed and Wise\_Owl blearily opened his eyes.

“Too early,” he mumbled, pulling the covers over his head, just as the calendar came into view.







“Hold on... it’s today!” he remembered.

Wise\_Owl was retiring from the Family Farmyard website and had been looking forward to his party for weeks.

He flapped energetically out of bed and began to get ready.

Suddenly, he caught sight of himself in the mirror and gasped.

“Oh no!” he squawked. It was an unmistakable case of the bird-bumps.





Digiduck was so disappointed when he heard that the party was cancelled.

“Can we arrange another one for him?” he asked thoughtfully.





“I don’t think we can,” answered Mummy Duck.

“He spent months planning this. The bird-bumps lasts at least five days, and Wise\_Owl leaves to travel the world in one week’s time. So, ours would have to be... on Saturday!”





“Give me two minutes,” said Digiduck, dashing out of the room and bursting back in with a flourish.

“This is a job for Super-Digi!” he announced boldly.





“To organise the party, we just need to use the internet and share out what needs to be done. Wise\_Owl has taught us so much; I KNOW we can do it!”





With one quick message, the team was assembled.

“It’s up to us to help Wise\_Owl,” explained Digiduck. “He can’t leave without a celebration. If we work together, we can do something amazing... in no time at all!”







Everyone offered to help in different ways. DJ-Dog was keen to manage the music, and Shy-Sheep and Footie\_fox volunteered to choose the games.



Cool.cow, Krazy\_cat, and Proud.pig said they would send new invitations to all the Family Farmyard friends who'd been invited, and Eagle\_Owl's job was to get Wise\_Owl there on the day.

Digiduck would oversee the whole operation.

The countdown had begun!







**DJ\_DOG\_42**



Very special  
event...

Entertainer  
wanted  
ASAP!



**DJ\_DOG\_42** Can anyone help?

On Monday, DJ-Dog posted adverts online to find entertainment for the party. He remembered what Wise\_Owl had taught his class, so he used his nickname and was careful not to give away any personal information.





His adverts were shared far and wide and, by Tuesday evening, it had paid off.



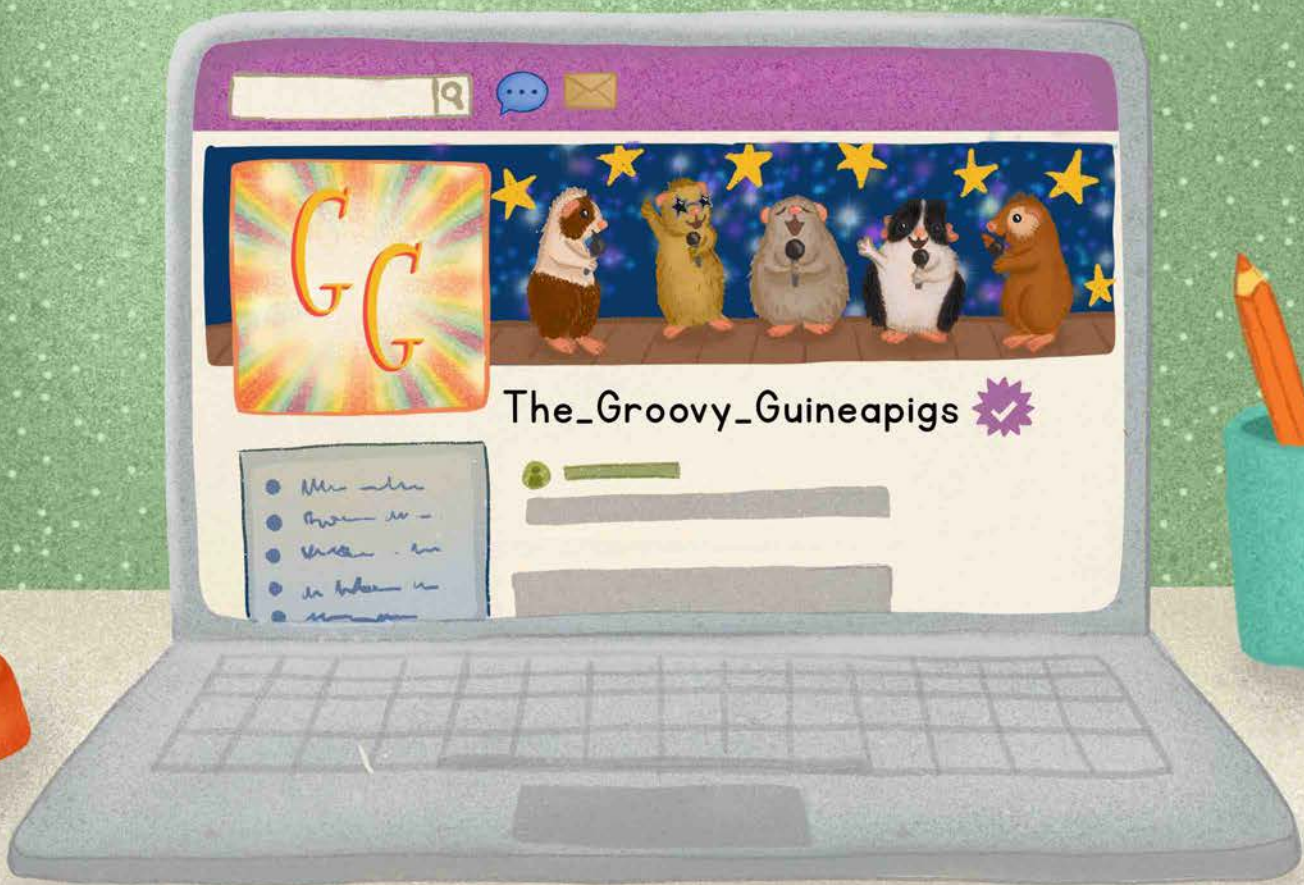
Local celebrities, The\_Groovy\_Guineapigs, got in touch to say they'd love to perform at the party!





Because Wise\_Owl had said that people online are not always who they say they are, DJ-Dog showed the message to Mr Dog straight away.

The message had come from the group themselves! Mr Dog pointed out they had a special badge on their account to prove it was really them. He helped DJ-Dog send his reply, and the band was booked.





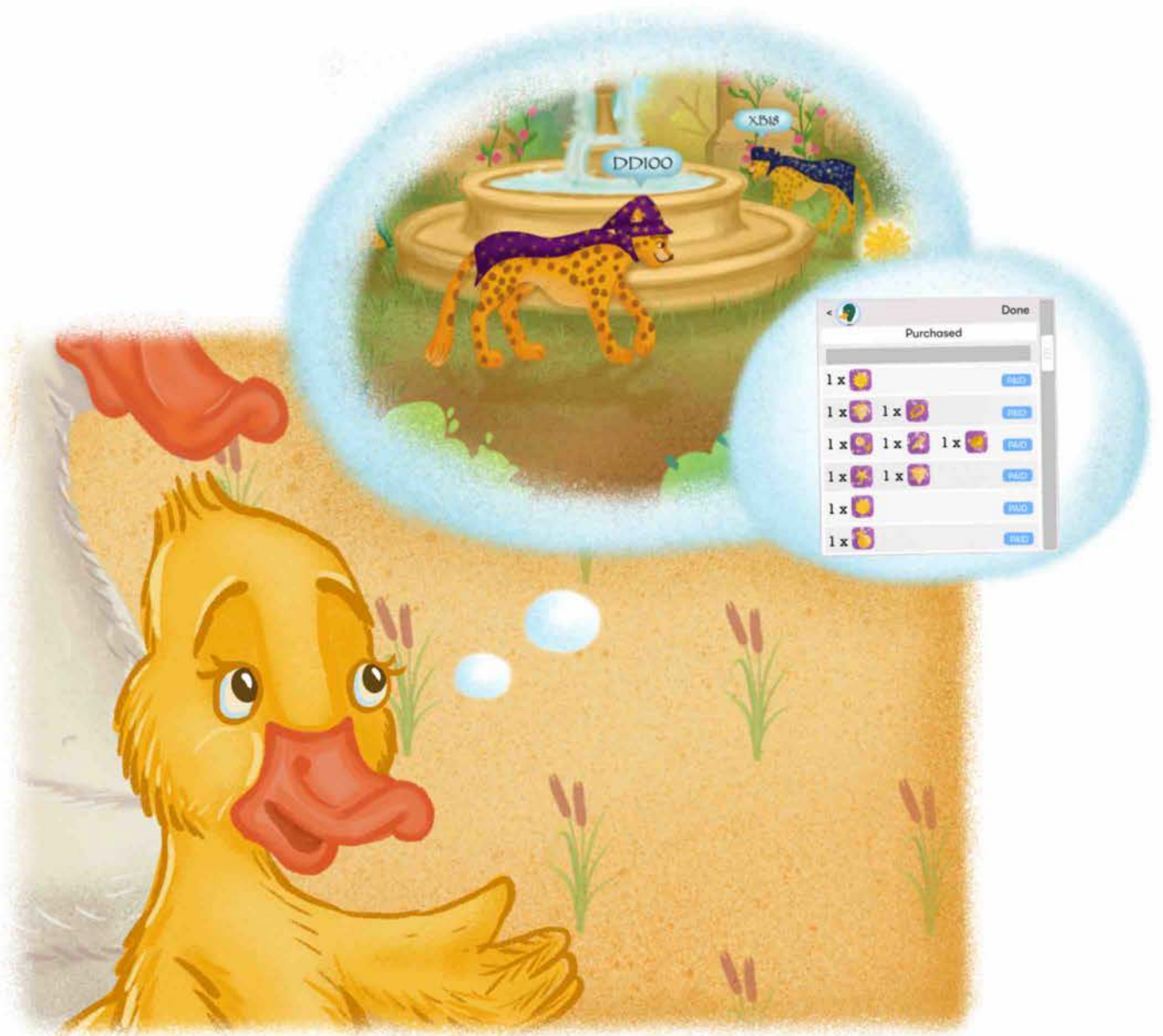


On Wednesday, Cool.cow, Krazy\_cat, Proud.pig, and Digiduck met online.

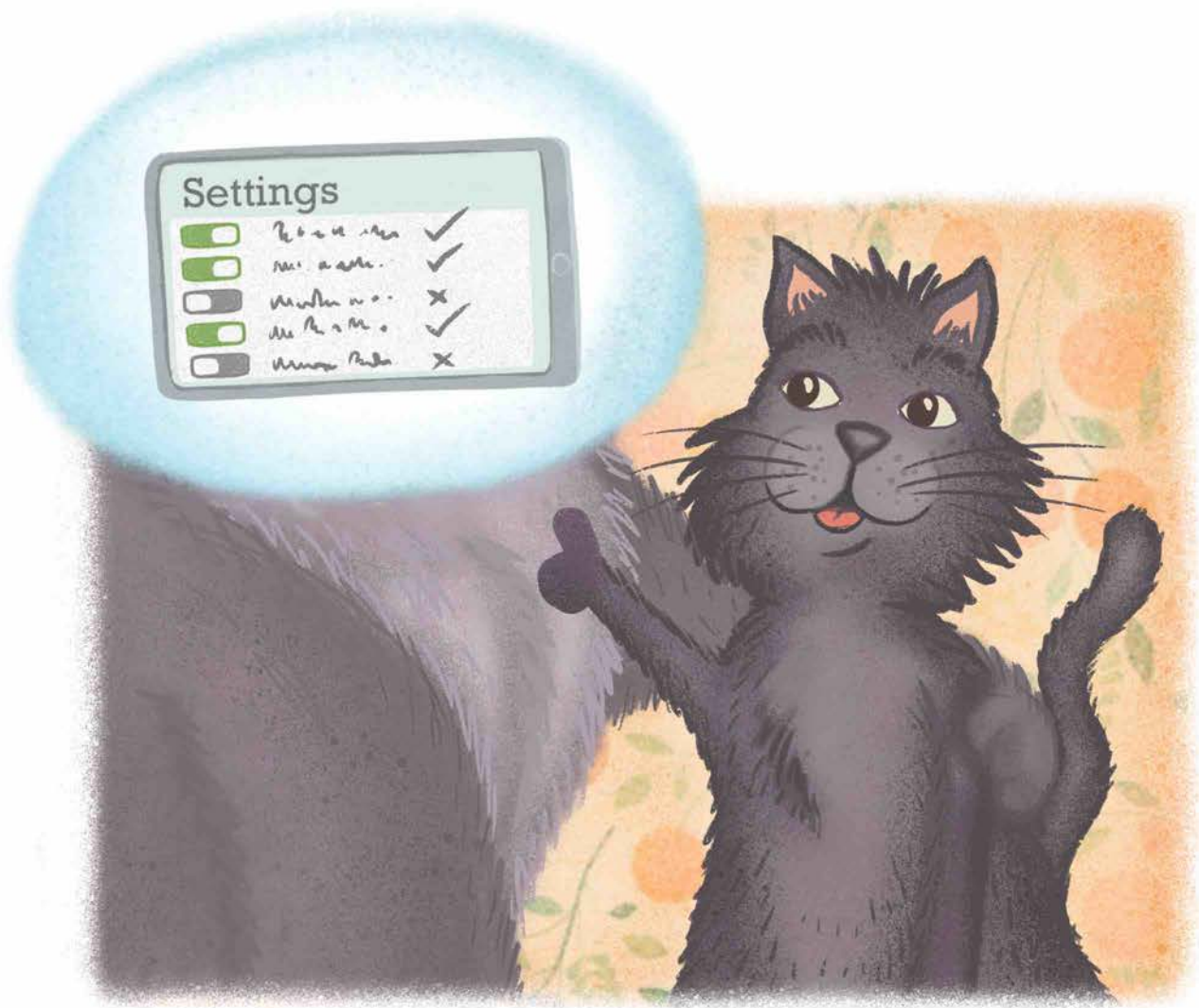
“Not everyone has replied to Mummy’s emails yet,” said Krazy\_cat. “We need to make an amazing invitation, to catch their attention. I’ve seen a brilliant party app, but I need to download it.”



“You must ask your parents to check it out before you use it,” said Digiduck, remembering the first time he played the magic castle online, “to make sure you can’t spend any money by mistake!”





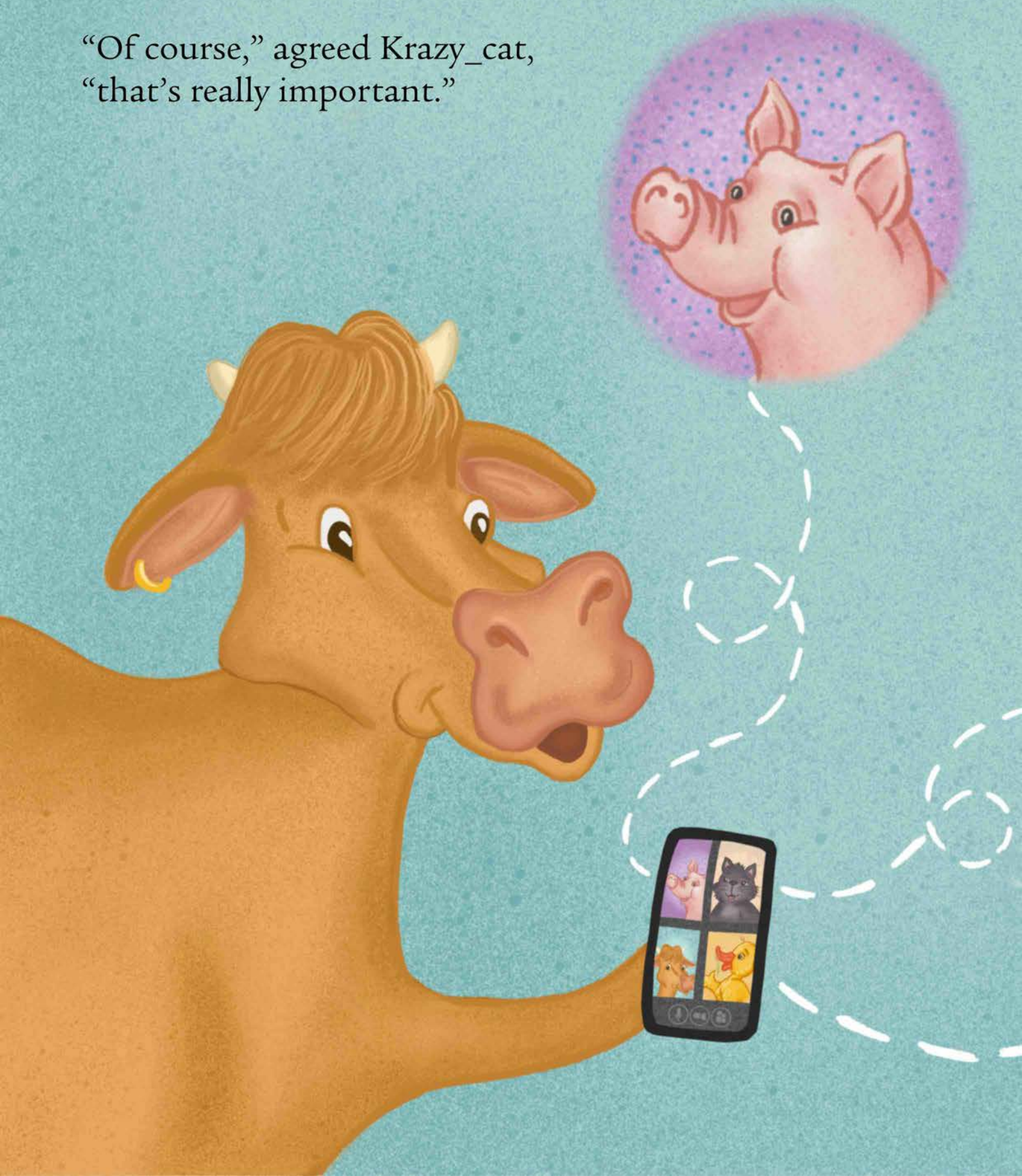


“It’s okay,” replied Krazy\_cat, “there are special settings on the tablet, and our rule is that we always download things together.”



“Once the invitation is finished, please can you show it to us first?” asked Proud.pig. “We need to make sure that everyone is happy with it, before we share it online, especially if you’ve used photos.”

“Of course,” agreed Krazy\_cat, “that’s really important.”





“Then I’ll log into the Family Farmyard app and send the invitation to all of our friends, to remind them about the party,” said Cool.cow.

“Is your password still mud-pie?” asked Digiduck.

“My parents helped me choose a new password,” replied Cool.cow with a smile, “and they’re the only ones who know it!”







By Thursday, the games team was finding it hard to decide what to play.

“I read online that musical bumps is the best party game,” said Shy-Sheep.

“But I watched a video saying musical statues is better!” replied Footie\_fox.





Digiduck listened, nodding wisely. “Some things that you find online are just people’s opinions. Not everything you read or see is a fact. Why don’t you let everyone vote for their favourite games instead?”





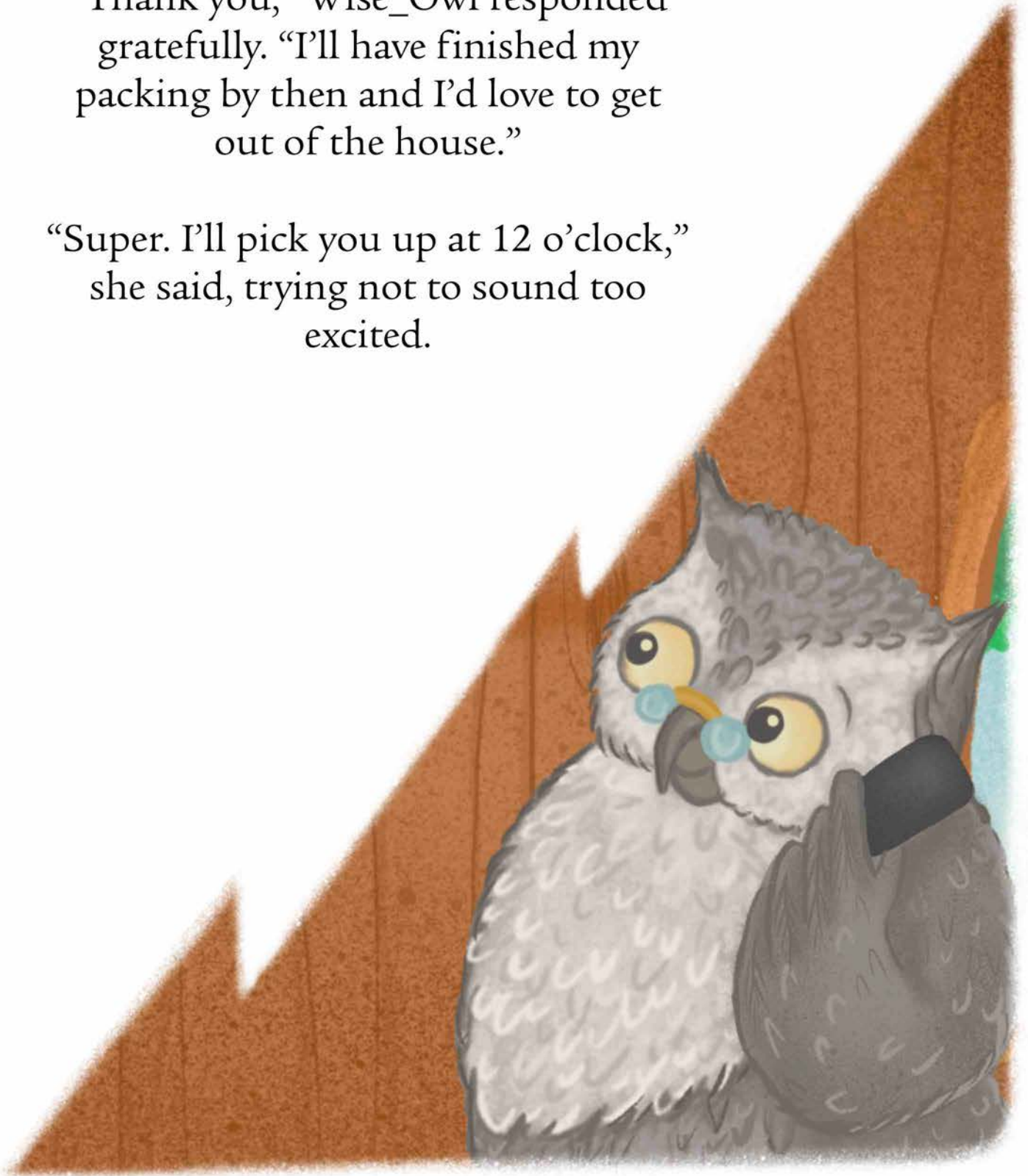


On Friday morning,  
Eagle\_Owl checked in with  
Wise\_Owl again.  
“If you’re feeling up to it,  
how about a stroll around  
the farm tomorrow  
afternoon?” she suggested.



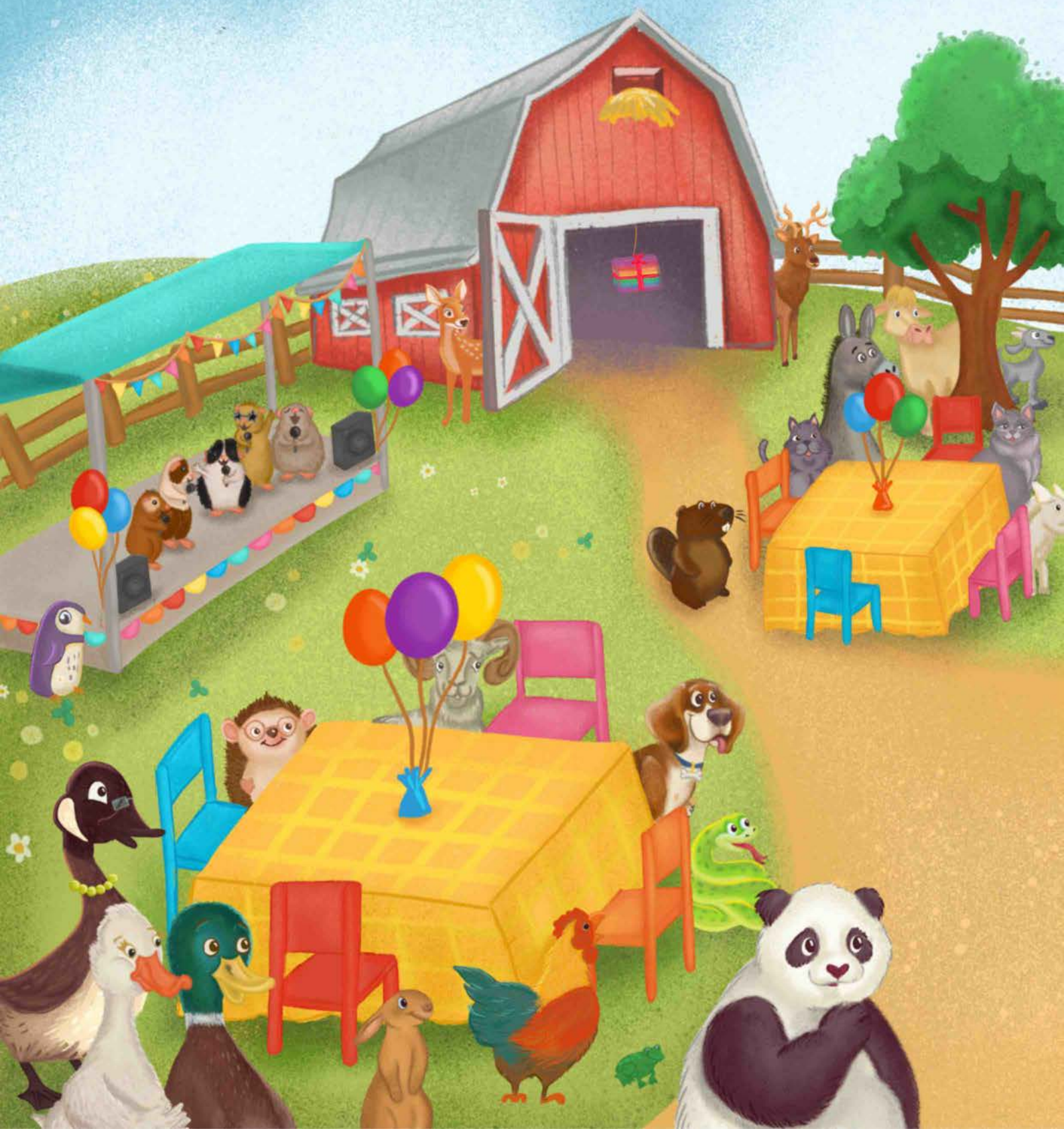
“Thank you,” Wise\_Owl responded gratefully. “I’ll have finished my packing by then and I’d love to get out of the house.”

“Super. I’ll pick you up at 12 o’clock,” she said, trying not to sound too excited.





In the morning, the farm was alive with action.  
Everyone was helping and when  
The\_Groovy\_Guineapigs arrived to set up, the  
atmosphere was electric!





By lunchtime, the party looked incredible and Digiduck let Eagle\_Owl know that they were ready.

As Wise\_Owl and Eagle\_Owl entered the field, the party guests sprung from their hiding places.





“Surprise!”



“Surprise!” they cheered.

Wise\_Owl was speechless and overcome with emotion.

“You did all this... for me?” he finally asked in disbelief.



“We sure did,” replied Digiduck, stepping forward to give him a hug. “You mean the world to us, and we couldn’t let you go without saying goodbye!”







Throughout the party, Wise\_Owl stopped to chat with every guest. He was delighted to hear how Digiduck, his friends, and their families, had used the internet so brilliantly and remembered the advice he had given.





“I’m incredibly proud of you Digiduck, you’ve come so far since we first met,” said Wise\_Owl fondly.

“The internet is always changing though, so the learning never stops! If you keep on asking for help when you need it, you’ll be on the right path.”





When it was time to cut the cake, the crowd burst into a round of applause.

“Three cheers for Wise\_Owl!” they chanted,  
“Three cheers for Digiduck!” added Wise\_Owl,





“And three cheers for the internet!” quacked Digiduck.

Hip hip hooray...

Hip hip hooray...

HIP HIP HOORAY!





## Talk about the story:

1. Why did DJ-Dog show the message from The\_Groovy\_Guineapigs to Mr Dog?
2. Why did Digiduck want Krazy\_cat to ask her parents, before downloading the party app?
3. What did Proud.pig ask Krazy\_cat to do, before sharing the invitation online, and why?
4. What did Digiduck say about information online, when Shy-Sheep and Footie\_fox couldn't decide who was right?
5. Have you ever done something kind online to help others?



## For parents and carers



### Keeping children safe online

Children love using technology and are learning to navigate apps, online games, websites, 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. Also, 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, could include switching the screen off, pausing or exiting the app/game, or turning the device over and putting 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., consoles, computers, internet games, and apps. Gaming may be the first way that your child encounters life online. Some games however are for older audiences and may contain language, themes, images, and adverts, 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.



## Can I prevent in-app purchasing?

If an app offers in-app purchases, this should be clearly labelled in the app store. For purchases made in error, it may be possible to claim a refund through your account on the app store. If this is unsuccessful, other options include contacting the app developer, or challenging the charges with your card provider. You can prevent accidental in-app purchases by putting a strong password on your account and ensuring that this is not seen or used by your children. Some devices also use biometrics (e.g., a thumb print / Face ID) instead of a password, and you may also be able to turn off in-app purchases completely.



## 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 [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)**.









Wise\_Owl is retiring and off to travel the world but, when disaster strikes, Digiduck and his friends are really put to the test!

Can they remember everything they've been taught, to give Wise\_Owl the send-off he deserves?

Only Digiduck can save the day!



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