

# Understanding the theme

## Activities



These optional starter activities are designed to help introduce the Childnet Film Competition's key messages and to support young people to produce ideas around the theme and to keep to the brief.



Childnet Film Competition 2020 theme:

**We want an internet where  
we're free to...**

*What does the internet allow us to do and are there any ways it could be even better?*

### 1. What does this theme mean?

This year's theme is about the freedom that we have to express ourselves online. What does the internet allow us to do and are there any ways it could be even better?

#### **Activity**

To have a better understanding of the theme, start by asking the following:

1. What are some of the great things we can do online?
2. What is it that you enjoy most about these things?
3. How could we make these even better?

Next, introduce the theme and create a word cloud to collect key words connected to this. Encourage a variety of different words which could form the basis of their film. For example:

We want an internet where we're free to... play safely, be ourselves, explore, investigate, learn, create, share, support.

**Put the word cloud to one side as you'll be using these ideas for Activity 3.**

### 2. Understanding why is it important to use the internet in a positive and safe way?

A 'digital footprint' is made up of the things we publicly post online that can potentially stay there forever. Discuss the importance of making positive and kind choices online so that your digital footprint reflects this. Remind young people that their film also needs to show how important this is for their future self.

#### **Activity**

Discuss what a digital footprint is.

(Anything you publicly post online that could stay there forever.)

Take lists 1 and 2 from **Activity 1**.

Ask young people to imagine they have seen someone online doing the things on these lists.

Ask:

1. How do you feel about someone who... (e.g. shares funny YouTube videos with their friends)?
2. Why is it so important to be careful with the things you post online?

Link these ideas back the brief. Highlight how the list of actions (List 3) could give some ideas for the film's content.

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### 3. What are we being asked to do?

Use the word cloud created in **Activity 1** to start building and planning the film idea.

#### Activity

Pick one word from the word cloud. Using post it notes, jot down story/plot ideas which are based around the chosen words.

Collect and mix them up. Next, place these in one of 3 choices using circles or sorting hoops:

- ★ An idea that meets the brief.
- ★ A great idea, but does not meet the brief.

- ★ Not sure/could be changed to meet the brief.

Discuss the choices and help to clarify why some ideas might not meet the brief. If young people are working in a group, you might need to take a vote to choose the final idea.

**Remember—the message should reflect the theme.**

### 4. Creativity vs copyright – find the balance

It's really important to remember that Childnet **cannot accept** film entries that include content that infringes copyright. To avoid disappointment, use the following activity to understand this.

#### Activity

Ask young people what they already know about copyright.

Clarify their ideas by showing them a definition appropriate to their age group and discussing this.

#### **Deliver the following ‘true or false’ quiz:**

- ★ Only famous filmmakers and authors can own the copyright to their work.

**False:** Copyright is given to anyone who records an original creative work in a fixed form.

- ★ Using only 30 seconds of someone else's song in your own video still breaks copyright.

**True:** Any use of music owned by someone else needs to be cleared or licensed to meet copyright law.

- ★ Everything on the internet is in the public domain and free to use.

**False:** Content found on the internet is still covered by copyright law and is owned by the author.

A document containing more information on copyright can be found in the entry pack.

#### Activity

Ask young people to think about the skills unique to them.

Taking copyright into consideration, ask what ways they could produce new and unique content without relying on other peoples' (that might break copyright).