CyberSafe: Good Game

CyberSafe – Map 3

FAMILY AND COMMUNITY TOOLKIT

EDUCATION.MINECRAFT.NET

CYBERSAFE: GOOD GAME — INTRODUCTION

Online gaming provides a space for players to connect and build meaningful communities. Online interactions can foster a sense of belonging, camaraderie, and support among players, transcending geographical barriers and cultural differences. However, it is critical for every player to realize their impact on the online community. Every member must have a commitment to create a positive and healthy online community for the community to thrive.

Creating healthy online gaming habits benefit all players within the community. Many video games support multiplayer experiences with friends and strangers playing together on the same team or playing as an opponent. Understanding and following established guidelines is essential for everyone to play their role in building a positive gaming community.

This toolkit has been designed to provide families and communities with resources to engage in meaningful dialog with children and adolescence about online gaming, how to be a good team member, and how to identify and use the tools within online platforms to address certain kinds of behaviors.

In collaboration with Xbox, Minecraft Education recognizes the shared responsibility of creating and maintaining a better online world. All individuals have a critical part to play in making the best possible use of online technology in safe and responsible ways. Online gaming acts as a catalyst for social connections, offering individuals a platform to form healthy and thriving communities. Through these connections, players can develop empathy, understanding, and a shared sense of purpose, ultimately fostering a positive and inclusive environment. We hope this experience will move the needle in a positive direction for everyone's online gaming experience.

In this CyberSafe: Good Game Toolkit, you will find the following resources:

- CyberSafe: Good Game – Invitation
- CyberSafe: Good Game – Sample Agenda
- CyberSafe: Good Game – Explanation of Activities & Materials
- CyberSafe: Good Game – "My Community" Activity
- CyberSafe: Good Game – Conversation Cards
- CyberSafe: Good Game – Additional Resources

CYBERSAFE: GOOD GAME — SAMPLE INVITATION

(Insert Date)

Dear (Community Name) Families,

Online gaming provides a space for players to connect and build meaningful communities. Online interactions can foster a sense of belonging, camaraderie, and support among players, transcending geographical barriers and cultural differences. However, it is critical for every player to realize their impact on the online community. Every member must have a commitment to create a positive and healthy online community for the community to thrive.

Creating healthy online gaming habits benefits all players within the community. Many video games support multiplayer experiences with friends and strangers playing together on the same team or playing as an opponent. Understanding and following established guidelines is essential for everyone to play their role in building a positive gaming community.

We are inviting you to attend our Good Game Family & Community Night on (date), from (time), at (location) to learn about online gaming communities, how to act responsibly in online communities, and what tools are available to support a thriving community! We encourage you to bring your child(ren) with you as this is intended to be a learning opportunity and invitation for open communication for both you as the adult and them, as the child(ren).

We hope you will be able to join us for this informative and interactive session!

Thanks,

(Insert Name/Title/Organization)

CYBERSAFE: GOOD GAME — SAMPLE AGENDA

This is a sample of a 120-minute CyberSafe: Good Game session. This session example is based upon both the parents/family members and child(ren) attending the session together. However, this could easily be modified for community members/organizations to lead this activity with students/children exclusively. Feel free to modify or adapt based on what is most suitable for your community.

CYBERSAFE: GOOD GAME

SAMPLE AGENDA

TIME	ACTIVITY	MATERIALS NEEDED
Arrival	Sign-In Create Name Tents	o Sign-In Sheets o Cardstock o Markers
6:30-6:55	Introductions Healthy Online Communities Presentation	o Power Point Presentation o Projector/Display
6:55-7:15	"My Community" Activity	o "My Community" Handout(s) o Pens/Pencils
7:15-8:00	Community Gameplay	o Devices with Minecraft Education downloaded
8:00-8:15	Good Game Reflections	o Good Game Guides (created by students / families in the game play session)
8:15-8:30	Thank You & Closing	o Conversation Cards o Additional Resources Handout

CYBERSAFE: GOOD GAME – OVERVIEW AND EXPLANATION OF ACTIVITIES AND MATERIALS

This will provide an explanation of each of the CyberSafe: Good Game segments.

TIME	ACTIVITY	EXPLANATION
Arrival	Sign-In Create Name Tents	**1. Sign-In** Have families sign in so you have a record of their attendance. Include a way to capture their email address (if possible) so you can share the materials used from the session in a digital format, as a follow-up. **2. Create Name Tents**
	MATERIALS NEEDED: ○ Sign-In Sheets + Pens ○ Cardstock ○ Markers	As part of the set-up prior to the event starting, place cardstock and markers on the table. Have each person take one piece of cardstock and fold it in half to create a "tent". Have participants write their first name on the tent. They are welcome to decorate it while they wait.
6:30-6:55	Introductions Good Game Presentation	**3. Introductions** Take the opportunity to welcome all the families to the event. Introduce yourself along with any others who are helping and/or supporting the event.
	MATERIALS NEEDED: ○ Power Point Presentation ○ Projector/Display	**4. Good Game Presentation** Display the presentation for families. Use the power point to introduce the concept of online gaming communities and help provide everyone with background information.
6:55-7:15	"My Community" Activity	**5. "My Community" Activity** Provide a copy of the "My Community" handout to all participants.

	MATERIALS NEEDED: ○ "My Community" Handout ○ Pencil/Pens	• Give participants about 10 minutes to fill it out. • In pairs or small groups, have participants share with one another about what communities they belong in (both in real life and online). • Have participants review how to be a good member of a community and come up with a group consensus. • Have the groups share their responses with the whole group. Consider documenting the elements of being a good community member.
7:15-8:00	Community Gameplay **MATERIALS NEEDED:** Devices with Minecraft Education downloaded	**7. Game Play – CyberSafe: Good Game** Provide an opportunity for the child(ren) to lead their family members and/or community members through Minecraft game play.
8:00-8:15	Good Game Reflection **MATERIALS NEEDED:** ○ Good Game Guides (created by students / families during game play)	**8. Good Game Reflection** As we just learned through Good Game, it is everyone's collective responsibility to make the online gaming community a safe, inclusive, and positive space for all members. Provide an opportunity for students to review their Good Game Guides in small groups.
8:15-8:30	Closing **MATERIALS NEEDED:** ○ Conversation Cards ○ "Additional Resources" Handout	**9. Closing** Thank everyone for attending. Reiterate how everyone is part of a community and it is a shared responsibility to make sure we are making online communities a healthy and thriving space for all. Provide the Conversation Cards for families. Allow them to read and answer some of these questions together. Provide the "Additional Resources" as a take-home or you can consider sending all the information as a

		digital follow-up (if you collect email addresses as part of your sign-in sheet).

CYBERSAFE: GOOD GAME — "MY COMMUNITY" ACTIVITY

Everyone is a part of a commuity. In fact, everyone is part of many communities. A **community** is a group of people who are living in the same place or being together for a common purpose, interest, or goals.

What are some communities you are a part of in real life?	
What are some online communities that you are a part of?	
How are online communities similar to offline (in real life) communities? How are they different?	

How can you be a good member of any of these communities?	

CYBERSAFE: GOOD GAME – CONVERSATION CARDS

What is the best way to welcome people into a community?	What actions can people take to be helpful or provide support?
What might people do to make others feel excluded?	What types of behaviors might be hurtful or cause issues within a community?

How do people make communities (online or in real life) make it a fun place to be?	Whose responsibility is it to make sure the community is respectful and inclusive?
What tools or systems are in place to deal with problems or issues within a community?	Whose responsibility is it to deal with problems and/or behaviors that cause issues amongst members?

MINECRAFT EDUCATION

ADDITIONAL RESOURCES

Safer Internet Day

Resources - Safer Internet Day

Microsoft Family Safety | Microsoft 365

How to game safely | Xbox Support

Community For Everyone | Xbox

Xbox Community Standards | Xbox

[Enforcements | Xbox Support](#)

[Stay Calm, Play On: Video Games for Relaxing & Better Mental Health](#)

[Game-Based Learning: Preparing Students for The Future | EdSurge Guides](#)

[Researching the Impacts of Esports Programs for Youth - Connected Learning Lab](#)

[Parent Guides from ConnectSafely](#)