



Projekt dofinansowany przez Komisję Europejską w ramach programu “ERASMUS +”
Tytuł projektu „Teatr w walce z wirtualnymi zagrożeniami”

Cybercrime (phishing, improper transactions, intercepting logins and passwords).
Credits and contracts signed over the phone and the internet.

Online payments, paying by debit card (raising awareness in this area, also hazard indications)

Date: 2020

Participants 20 adults with disabilities

Duration of activities 45-90 minutes

1. **Type of classes** - prophylactic / theater / drama - role-playing showing a selected threat from the virtual world.

2. **The topic of the classes** selected virtual threat: cybercrime, online payments, credit cards.

3. **Form of classes** - large group of up to 20 people

4. **Methods**

- verbal (mini lecture)
- screening (movies from the Internet),
- observation, imitation
- own activity (discussion, brainstorming, giving examples)
- role play and recording to discuss

5. **Teaching aids**

- overview videos
- camera,
- computer.

6. **General goals**

Getting to know threats from the Internet, how to avoid them, getting acquainted with the risks of cybercrime, online payments, credit cards, providing your data on the Internet and by phone

7. **Course of classes**

Introductory part

- presentation of the topic of classes and the method of its implementation,
- presentation of the help needed to carry out the activities,

The main part

- stories about situations of meeting a threat from the virtual world,
- brainstorming, discussion, short videos from the Internet presenting threat situations from the virtual world

https://www.youtube.com/watch?v=5_IeYmHVXpI,

<https://www.youtube.com/watch?v=qDkrL1-3l18>

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„Theater in the fight against virtual threats”

2019-1-PL01-KA204-065588

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- discussion, discussion of videos
- playing short scenes showing the threat - recording and playing them, analysis, discussion

SCENE 1:

Call. A bank representative calls, tries to persuade a disabled person to provide the data needed for the loan agreement. (the leader conducts the conversation, manipulates and persuades)

SCENE 2:

A scene at the computer, the person sits and enters his data into the lottery, in which you can win a mobile phone, next to two people, one persuades to log in, the other advises against (the leader observes and suggests arguments for and against, if necessary)

- playing short scenes showing how to avoid the threat, solving the problematic situation - recording and playing them, analysis, discussion

SCENE 3

The phone rings (disabled person) with a brilliant loan offer. The second person (or the leader) plays the role of the client [several ways to solve it: 1) thank you and hang up after a while, 2) hand over the phone to the guardian, 3) do not answer an unknown number].

Final part

- discussion of classes,
- summary of the effects.

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