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**RANGERS OF THE DIGIREALM**

# **Ranger Academy Classroom Mission**

## **SPOT THE FAKE**

**A ready-to-use cyber-safety activity for ages 8-12**

**30-45 minutes**

Phishing, suspicious messages and trusted verification

**Learning goal**

Students practise slowing down, noticing warning signs, checking through a trusted route and asking for help when unsure.

**EXPLORE · FIND · HELP · PROTECT**

Free classroom resource from Rangers of the DigiRealm

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# Teacher Guide

## Purpose

This activity helps students practise what to do when a message, link or online request feels suspicious. The aim is not to make students expert scam detectors. The aim is to help them recognise uncertainty and choose a safer next step.

## Learning objectives

- Slow down when a message creates urgency or pressure.
- Notice common warning signs such as unusual links, unexpected prizes, secrecy, money requests and requests for passwords or sign-in codes.
- Use a trusted route to check a message rather than relying on the message itself.
- Ask a trusted adult, teacher or caregiver for help when unsure.

## Materials

Scenario cards (page 4), student worksheet (page 5), pencils, and the Ranger Check poster (page 3). A projector is optional.

## Suggested lesson flow

|        |              |                                                                         |
|--------|--------------|-------------------------------------------------------------------------|
| 5 min  | Introduce    | Ask: "What would you notice before trusting an urgent account message?" |
| 10 min | Ranger Check | Teach STOP, NOTICE, CHECK, ASK using the poster.                        |
| 15 min | Team mission | Small groups work through the five scenario cards.                      |
| 10 min | Discuss      | Compare answers. Focus on how students would verify safely.             |
| 5 min  | Exit ticket  | Students record one warning sign and one safe way to check.             |

## Key teaching message

**Don't trust the message just because it looks real. Check another way.**

**Safety note:** Never ask students to share real passwords, sign-in codes, private account details or personal recovery information during this activity.

# The Ranger Check

When something online feels unusual, do not rush. Use the four Ranger steps.

## STOP

Pause before clicking, replying, paying or signing in.

## NOTICE

Look for pressure, strange wording, unusual links, secrecy, money requests or requests for private information.

## CHECK

Open the real app or website yourself, use a known contact method, or check with the person another way.

## ASK

If you are still unsure, ask a trusted adult, teacher or caregiver.

**A Ranger does not need to know for certain that something is a scam before choosing the safer option.**

# Team Mission: Spot the Fake

Cut out the cards or read them from the page. For each one, discuss: **What looks suspicious? What should the Ranger do? How could they check safely?**

## 1. Account Warning

**MESSAGE:** URGENT: Your account will be deleted in 15 minutes. Click here and sign in now.

**RANGER CLUE:** Look for urgency, consequences and an unexpected login link.

## 2. Free Game Credits

**MESSAGE:** Congratulations! You have won 10,000 free game coins. Enter your username and password to claim them.

**RANGER CLUE:** Look for an unexpected prize and a request for login details.

## 3. Friend Needs Help

**MESSAGE:** Hey! I'm stuck and need a gift card right now. Please don't tell anyone. I'll explain later.

**RANGER CLUE:** Look for urgency, secrecy and a money request.

## 4. 'School IT'

**MESSAGE:** School IT here. Send us your password so we can fix your account before tomorrow.

**RANGER CLUE:** Look for an unexpected password request.

## 5. Mystery QR Code

**MESSAGE:** Scan here for FREE game rewards.

**RANGER CLUE:** A QR code can lead to a website just like a link. The destination may be unknown.

# Student Worksheet: Think Like a Ranger

Name: \_\_\_\_\_ Date: \_\_\_\_\_

Choose one or more scenario cards. For each one, record what you noticed and what you would do next.

## Scenario 1

What did you notice? ■ Urgency ■ Strange link/QR ■ Private information ■ Money ■ Unexpected prize ■ Secrecy

Would you trust it? ■ Yes ■ No ■ I would check first

How would you check safely?

\_\_\_\_\_

Who could you ask for help? \_\_\_\_\_

## Scenario 2

What did you notice? ■ Urgency ■ Strange link/QR ■ Private information ■ Money ■ Unexpected prize ■ Secrecy

Would you trust it? ■ Yes ■ No ■ I would check first

How would you check safely?

\_\_\_\_\_

Who could you ask for help? \_\_\_\_\_

## Scenario 3

What did you notice? ■ Urgency ■ Strange link/QR ■ Private information ■ Money ■ Unexpected prize ■ Secrecy

Would you trust it? ■ Yes ■ No ■ I would check first

How would you check safely?

\_\_\_\_\_

Who could you ask for help? \_\_\_\_\_

## My Ranger Rule

One thing I will remember before clicking a link, scanning a code or replying to an unexpected message:

\_\_\_\_\_

\_\_\_\_\_

# Teacher Answer Guide & Exit Ticket

The important outcome is not that students identify every scam perfectly. A strong answer recognises uncertainty and chooses a safer next step.

| Scenario          | Main warning sign                       | Ranger response                                              |
|-------------------|-----------------------------------------|--------------------------------------------------------------|
| Account warning   | Urgency + unexpected login link         | Open the real service yourself. Do not use the message link. |
| Free game credits | Prize + request for login details       | Do not enter credentials. Check the official game/app.       |
| Friend needs help | Urgency + money + secrecy               | Contact the friend another way and ask an adult if needed.   |
| School IT         | Password request                        | Check with the school through the normal contact method.     |
| QR reward         | Unknown destination + unexpected reward | Use the official service to check the offer.                 |

## Whole-class quick challenge

Read a short situation aloud and have students answer with one of four calls: **STOP, CHECK, ASK, SAFE**. Example: "A stranger asks for your sign-in code." Expected response: STOP / ASK.

| RANGER EXIT CHECK                          |
|--------------------------------------------|
| One warning sign I learned today:<br><hr/> |
| One safe way to verify a message:<br><hr/> |
| If I am unsure, I can ask:<br><hr/>        |

**Continue the mission online:** Ranger Academy includes 50 cyber-safety scenarios across scams and phishing, accounts and identity, privacy and social media, devices/games/AI, and everyday cyber decisions.