Teachers' guide

> ### *Disclaimer*
>
> The Data Challenge is originally developed by the Danish Data Protection Agency for Danish children and young people.
>
> Despite the fact that the game is based on GDPR, it is also based on the Danish Data Protection Act and the Danish Data Protection Agency's understanding of the rules.
>
> Therefore, the Danish Data Protection Agency makes reservations for language and legal errors and shortcomings.
>
> However, we would love to hear from you if you have tips and tricks that can contribute positively to the English edition.

Introduction

Today's children and young people are heavy users of digital media. They share information about themselves and others – without knowing that what they share is personal data. Generally, the digital universe has so much to offer that it can be difficult to navigate. Most people are likely to give consent to various providers – without reading the terms of use – because they just want to start using the provider's service. However, often they do not know what it means or what they have consented to.

The Danish Data Protection Agency has decided to focus on how children deal with personal data and use digital media. The aim is to shed light on the common challenges that might occur when children handle personal data. With the digital game we want to draw attention to the rights of children and young people when it comes to their personal data. Another aim is to give children and young people insight into the key data protection concepts in order to provide them with fundamental knowledge of data protection and to provide the best framework for understanding the content of the game.

Target group

The teaching material is aimed at children aged 10-12.

Learning objectives

The teaching package can be used for subjects like IT and Technology or a project week that focuses on a specific subject.

Essentially, the pupils need to learn how to:

– Understand short instructions, questions, and descriptions
– Understand the main content of short stories

Basic understanding of the framework for data protection

– The pupil can explain on a very basic level what data protection is generally about
– The pupil understands the basics of the concepts 'the controller' and 'the data subject'

Basic understanding of personal data

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- The pupil can identify what personal information is
- The pupil can demonstrate that there are several categories of personal information and describe them

Basic understanding of rights

- The pupil can understand and explain what a right is on a basic level
- The pupil knows and can explain that there are different rights and how they can be used

Structure of the teaching package

In this teaching package, you will find:

- Teachers' guide
- PowerPoint with slides that briefly explain some of the key concepts of data protection that can provide the pupils with fundamental knowledge before the challenge starts
- The digital game
- Answers for the game with comments explaining the purpose of the tasks, including legal explanations and reservations

The package is structured so that it can be completed in two lessons of 45 minutes each.

We imagine that it will take about 30 minutes to go through the PowerPoint and explain the key concepts to prepare the pupils for the game. The pupils should spend about 30-40 minutes completing the game on a computer and any remaining time can be spent discussing the right answers and the pupils' conclusions.

The digital game can be played either in groups or individually. Generally, we recommend that the pupils be divided into groups as it creates the basis for good discussions.

The game can run in both Chrome and Safari. The game is not developed for smartphones.

Game structure

The following explains how to get started, what the game contains, and a description of its elements.

Where do I find the teaching package?

You can find the full package on our website: www.datatilsynet.dk/english → The Data Challenge.

What do the pupils need to access the game?

The pupils need one computer per group, and they find the digital game as described above.

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How is the game structured?

Consent

Before the game starts, the pupil on whose computer the game is played is asked to give his/her voluntary consent. The consent is to allow the Danish Data Protection Agency to register data about how far the pupils have come in the Data Challenge. That is done by using a cookie. The purpose of the cookie is to allow the pupils to stop the game and pick up from where they stopped at some later point.

The Danish Data Protection Agency does not collect any other data or share data with others about how far the pupils have come in the game. If the pupils give their consent to allow the Danish Data Protection Agency to collect data about how far they have come in the game, they must click 'Yes'.

The pupils may also click 'No' and start the game. If some of the pupils have clicked 'Yes' or 'No', and regret it, they can withdraw or give their consent at any time. They can do so by clicking on the cooking settings in the left-hand bottom corner and changing their answer.

Please note that the game includes questions about social media such as Snapchat, Facebook, etc. where the minimum age limit according to Danish law is 13 years.

However, please note that there may be provided a higher age (up to 16 years) by your national law. For more information see Article 8 of the General Data Protection Regulation. We suggest that the pupils are informed about the terms of use for the various channels. Note in particular that the fact that social media are part of the game is not an invitation to create an account. The channels are only used as examples of everyday situations in the game. Read more in the answers → concepts → question 8 (page 3).

Tracks

The game is divided into three tracks – **Concepts, Rights,** and **Advanced**.

Is there a particular order?

The pupils must first complete the '**Concepts**' track to build basic knowledge about data protection and give them a greater understanding of the next two tracks.

Once they have completed the first track, they can move on to the '**Rights**' track, where the questions deal with everyday situations the pupils can relate to.

The level of difficulty of the '**Advanced**' track is higher and somewhat trickier than the previous tracks. Please note that you must complete the tracks in the above order to move on.

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Options

The options given in each question vary. In some questions, the pupils must 'pick all the right answers – if there is more than one correct answer.

In some questions, the pupils will be asked to 'match' answers – i.e. place answers into various categories.

Finally, in some questions, they will have to answer 'true/false' and thereby sort between the true/false answers.

What happens when you have completed the tracks?

When the pupils have completed a track, they will be awarded points based on the number of correct answers. That will result in either a gold, silver, or bronze trophy.

Is it possible to save the game?

If the pupils do not complete the game, they do not need to start all over again the next time they open their computer and the game. However, this requires that they click 'Yes' to the cookie that pops up before the game starts. It is voluntary!

Other material for the teacher

In the Danish version of the guide to the teacher the Danish Data Protection Agency has included references to a wide range of guides and podcast episodes.

Unfortunately, this material is only to a limited extent translated into English.

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