

ONLY A GAME

PRE- PLAY INTRODUCTION

This 15 minute drama resource has been designed especially for teachers to use with their primary Key Stage 2 pupils. The key messages focuses on online gaming and ways young people can stay safe whilst using these interactive technologies. In order to encourage ownership of the play, three sections have been devised where tutors and pupils are to devise and create their own scenes. These are comprehensive lesson plans to assist and guide these sections.

These sections are:

- **CREATE YOUR OWN GAME** – In scene 3, pupils get to create their own non-violent game and design costumes, movement and sound to take the audience into the virtual reality world of Jay's game.
- **CREATE YOUR OWN CONCLUSION** – In scene 6, pupils are to discuss, debate, improvise, and script their own positive ending to the play and share their own safety message.
- **CREATE YOUR OWN MESSAGE** - Based on the 5 safety messages of Childnet's SMART rules, the play closes with an epilogue of a song, dance, poem or rap.

These sections have been included to enable an entire class to become part of the project and focus on something they feel comfortable participating in.

Further activities and curriculum links are also provided in the teachers pack.

ONLY A GAME

Jay and his best friend Alex love to play games online - they're loads of fun! Jay plays games almost every day, and often spends hours online instead of doing homework or playing with real life friends. Alex, on the other hand, is only allowed to play games for a certain amount of time each day which allows plenty of other time to do school work and play with mates. Jay gets into some trouble online after playing a game meant for older children. It is up to Alex to help Jay out of this tricky situation and stay safe on the Internet with the help of the five SMART rules.

The following characters can be male or female.

Narrator	This role is to played by more than one person
Jay	A game fanatic
Alex	Jay's best friend
Taylor	Jay's older friend
Jo, Jamie, Lee and Ashley	Jay and Alex's school friends
Jinx	Jay's game character
T.Rex	Taylor's game character
Gamemaster	Online character
Clover	Online character
Spider	Online character
Firefly	Online character's
Flying Fish 1 and 2	Online character's
Pop Up 1 and 2	Advertising slogans

STAGE SETTING

Set the stage in a space large enough for the audience to be seated on the same level as the performers. Position rows of seats in two semi circles around the performance area with a free aisle through the centre. At the back of the stage hangs a large screen which will project images and messages at various points throughout the play. In front of this sit two small desks and chairs with a computer on each – one stage left and one stage right.

SCENE ONE

As the audience enter, images from the game can be seen on the large screen. Annoying, overlapping sounds and music fill the space. Alex is sitting at the desk stage left and Jay sits at the desk stage right.

The two friends are busy playing an online game.

The Narrator enters the space through the central aisle and attempts to speak to the audience over the racket. Clearly bothered by the noise, they take a remote control out of their pocket and reduce the volume. Jay and Alex continue to play in the background whilst the Narrator speaks.

NARRATOR:

(SPEAKING DIRECTLY TO THE AUDIENCE) That's better! Couldn't hear myself think, let alone begin to tell you our story! Well, Jay's story really.
(POINTING TO JAY) That's Jay over there.

JAY:

(LOOKING STRAIGHT AT THE AUDIENCE) Hi, I'm Jay and this is my bedroom
(CONTINUES PLAYING)

NARRATOR:

Jay's just been given a new computer from his Mum and Dad. They got really fed up with the noisy games he plays, so he's allowed to keep it in his bedroom.
(POINTING TO ALEX) That's Jay's best mate Alex.

ALEX:

(LOOKING STRAIGHT AT THE AUDIENCE) Hi, I'm Alex and this is our front room
(CONTINUES PLAYING)

NARRATOR:

Alex's family keep their computer in the front room. His Mum's a bit strict about which games he can play and for how long. For a while Alex *really* wanted to have a computer of his own in his bedroom too. But as he watched his friend spend way too much time on the internet, he started to think that maybe his Mum wasn't being that mean after all..... **(EXIT DL)**

ALEX:

(LOOKING STRAIGHT AT THE AUDIENCE) Jay and I used to play online games together every day. I never got as good as him though, but that's only because he could play whenever he wanted to and my mum only allowed me half

an hour. I used to think my Mum was being really unfair, but after the trouble Jay got into, I could see that she was only trying to keep me safe from nasty websites.

JAY:

(LOOKING STRAIGHT AT THE AUDIENCE) Mum and Dad didn't know much about computers back then so left me alone to play what I liked. *"Safer to be playing in his bedroom than playing on the street"* they would say. Alex's mum was really mean though and would only let him play for like 2 minutes a day before homework.....

ALEX:

(TYPING A MESSAGE TO JAY, WHICH IS PROJECTED ON THE SCREEN)
Sos J.....time's upGot to go and do my maths now....B.O.R.I.N.G.....See u at school 2moz. **(TURNS AWAY FROM THE COMPUTER)**

JAY:

(ANNOYED) Aw come on! Not now Alex! We're just about to get to the best bit!
(TYPING A REPLY) You can't leave the game now..... 5 more mins.....Your mum won't know.....Alex? You still there?.....Alex?.....**(SHRUGS SHOULDERS AND CONTINUES PLAYING)**

(FREEZE ACTION & SOUNDS/MUSIC FROM A GAME PLAYS IN THE BACKGROUND. NARRATOR ENTERS DL))

NARRATOR:

So, I guess that's how it all started. Alex would play for a bit before homework, but Jay found it really hard to leave a game half way in so would stay and carry on playing. And sometimes that could be most of the night. **(EXITS DL)**

SCENE TWO

JAY'S HOUSE

Alex crosses the stage to join Jay. Jay takes out books and pens from the prop box. The two friends are in Jay's bedroom doing their history homework.

They have been searching through the internet for information on The Tudors.

ALEX:

This is so cool Jay. I wish my Mum would let me have a computer in my room! She's so boring!

JAY:

(SHUTTING THE HOMEWORK BOOK) So is this homework. Why can't they choose interesting stuff for us to do? I mean, who wants to know about the Tudors anyway? All they did was eat loads, wear stupid clothes and chop people's heads off.

ALEX:

This site's alright though. The history games are pretty good and I like the.....

JAY:

Alex, it's boring! Listen you know my mate Taylor from year 8? Well he told me about this great new game called..... **(ENTER YOUR GAME NAME HERE)**. Have you heard about it?

ALEX:

Yeah, but I thought it was meant for older kids?

JAY:

It is, but Taylor says it's dead easy to join if you pretend to be someone a bit older. Come on, it'll be fun.....

ALEX:

I don't think we should Jay. I've heard weird stuff can happen.....

(BEFORE ALEX CAN SAY ANOTHER WORD, JAY TYPES IN THE DETAILS AND BRINGS UP THE SITE.)

JAY:

Wow! Look at this! It looks great! **(LOOKS AT ALEX)** Stop worrying Alex, it'll be fine....it's only a game. What can go wrong? Nothing's going to happen to us.

ALEX:

Ok but I hope my mum doesn't find out.
(SMILING) What are we supposed to do?

(AT THIS POINT, TO REPRESENT THE GAME, PROJECT IMAGES AND COLOUR ON THE LARGE CENTRAL SCREEN.)

JAY:

(PRESSES A KEY ON THE KEYBOARD)

"Enter your name" **(JAY TYPES IN FALSE INFORMATION)** "And age". **(JAY TYPES)** Let's say 14. Well we've got in. Didn't think it would be that easy! Next it says we have to create our own character to enter the game....So.....

(AS JAY FIRMLY PRESSES ANOTHER KEY ON THE KEYBOARD, CYBER CHARACTER .1 ENTERS DOWNSTAGE RIGHT. THEY ARE NEUTRALLY DRESSED IN BLACK. THEIR MOVEMENT IS ROBOTIC AT THIS POINT AND

THEY STARE STRAIGHT AHEAD. THEY STOP JUST INFRONT OF THE TABLE NEXT TO THE PROP BOX.THE FOLLOWING TEXT MAY NEED TO BE CHANGED DEPENDING ON YOUR GAME CHOICE)

ALEX:

Give them a hat. No, not that one, the other one.....

(CYBER.1 MECHANICALLY REACHES DOWN, SELECTS A HAT AND PLACES IT ON THEIR HEAD)

ALEX:

(POINTING TO THE SCREEN) Give them those funny shoes.

(JAY SELECTS THE SHOES AND CYBER.1 TAKES THEM FROM THE BOX AND PUTS THEM ON)

JAY:

What about that? And that.....

(BOTH LAUGHING, CYBER.1 ADDS TO THEIR COSTUME AND BUILDS THEIR CHARACTER. THIS COULD INCLUDE MASKS OR FULL COSTUME.)

NARRATOR:

(ENTERS DL AND ADDRESSES THE AUDIENCE)

Just as they were getting into the game, Alex's Mum arrived.....

ALEX:

(EXIT ALEX UR) Got to go. See you tomorrow Jay. **(WAVES TO JAY AS HE LEAVES)**

NARRATOR:

..... As I said before, Jay didn't like to leave a game half way through. So, instead of finishing his homework and going to bed as he was supposed to, he decided to carry on playing and to look for his friend Taylor. Well Taylor's Cyber CharacterT-Rex

(NARRATOR EXITS DL)

SCENE THREE

THE GAME

OVER TO YOU!! REFER TO LESSON PLAN 2

At this point students are to design & create their own, non-violent, interactive game which will be brought to life during this scene. All notes to accompany and guide this can be found in lesson plan 2.

Checklist and key points to cover and include:

- 1. Choose a theme for the game - Adventure, sport, magical etc.*
- 2. Choose an environment for the game - Space, Jungle etc.*
- 3. Decide on characters, character names and how many there will be.*
- 4. Draw a picture to create a visual aid for the game & characters.*
- 5. Describe how the game works using pictures or storyboards.*
- 6. Select one section of the game that can easily be staged and performed.*

Once lesson plan 2 has been completed and a section of the game has been selected, continue the scene as follows..

Note that T-REX & JINX refer to Jay and Taylor's cyber characters and are to be replaced with your own.

JAY:

(TYPING) Hi T.Rex, you there? Jinx here.....

(TAYLOR ENTERS STAGE LEFT TOGETHER WITH HIS CYBER CHARACTER. TAYLOR SITS DOWN AT ALEX'S DESK TO JOIN THE GAME. HIS CYBER CHARACTER STANDS UPSTAGE LEFT OF THE DESK AND BEGINS TO SLOWLY MOVE TOWARDS CENTRE STAGE)

TAYLOR:

(TYPING & SPEAKING) Hi Jinx, about time. What's taken you so long? Almost gave up on you!

(AS HE TYPES, JINX MOVES CENTRE STAGE TOWARDS T.REX. AS THE GAME BEGINS, OTHER CYBER CHARACTERS EMERGE FROM ALL SIDES. THEY MOVE IN A SET FORMATION. TWO MORE ONLINE GAMERS ENTER AND SIT CROSSED LEGGED AT VARIOUS POINTS AROUND THE STAGE. MESSAGES FILL THE SCREEN AND FAINT SOUNDS FILL THE SPACE.)

JAY:

(TYPING & SPEAKING) Didn't think it would be so easy to sign up!

TAYLOR:

(TYPING & SPEAKING) Told you it was if you say you're older than you are. Now.....LET'S PLAY!!!!

(THE GAME BEGINS AND THE SOUNDS GET LOUDER. GAMEMASTER ENTERS THROUGH THE CENTRAL AISLE)

GAMEMASTER:

Welcome Jinx..... you must complete one of three tasks to allow you to proceed to level one. Select your task now.....

(JAY TYPES HIS CHOICE)

GAMEMASTER:

You have one minute to complete this task

JINX:

(SPEAKING DIRECTLY TO T.REX) I must first collect a jewel from you as an offering to pass the emerald sprite.

T.REX:

(SPEAKING DIRECTLY TO JINX) The jewel is a riddle you must solve. It is the answer that lets you pass

Your riddle is: What can run but never walks, has a mouth but never talks, has a head but never weeps, has a bed but never sleeps?

JAY:

Oh, I know this.....it's um.....it's um.....it's a.... **(TYPING THE ANSWER)**

JINX:

(SPEAKING DIRECTLY TO T.REX) RIVER!

(T.REX SLOWLY TURNS AND MOVES AWAY)

GAMEMASTER:

Congratulations Jinx. You may now proceed. Follow the emerald path to the emerald river. There awaits the sprite to collect your answer.

(EXIT GAMEMASTER)

(JINX CONTINUES HIS JOURNEY, PASSING CYBER CHARACTERS ALONG THE WAY UNTIL HE REACHES THE EMERALD SPRITE. FREEZE THE ACTION AS IF PRESSING PAUSE ON A GAME.)

(NARRATOR ENTERS DL)

NARRATOR:

Jay didn't know what all the fuss was about. Nothing weird was happening....yet. The thing is, he didn't realise that as the game went on, it got more difficult and *more* grown up. Remember, he had lied about his age when he joined, so it was only a matter of time before the game became too old for him and he might see things that could upset or worry him.

(NARRATOR AND JAY EXIT SR)

SCENE FOUR

SCHOOL

Next morning in the school playground.....

Busy chatting, Jo and Jamie, enter DSC through the audience and gather centre stage.

JO:

There's some really good games on it too.....It's so cool. I'll have to show you later. Mum won't let me bring it to school in case I break or lose it.

JAMIE:

I'm not allowed to have one. Probably get one when I'm in year 7 like Tom did.

(ALEX, LEE AND ASHLEY ENTER USR AND JOIN THE OTHERS)

ASHLEY:

Hi Jo.....what are you talking about?

JO:

Oh hi.....just telling Jaime about my new phone.

LEE:

You've got your own mobile?

JO:

Yeah. Have to pay my own top up though, which is a bit rubbish.

ALEX:

(LOOKING AROUND) Has anyone seen Jay?

JAMIE:

No. But the bell's about to go so he better get a move on. You know what Mr Davies is like if you turn up late!

LEE:

(IMPERSONATING MR DAVIES) "Oh! How nice of you to turn up Lee. Pleased you could join us. 5 minutes taken off your playtime....."

(EVERYONE LAUGHS. JAY SLOWLY ENTERS USL)

ALEX:

Come on Jay!

JAY:

(YAWNING) Oh hi Alex. That game we started playing last night was brilliant! You should have stayed a bit longer. You lot have got to check out Cyber World Clones **(REPLACE WITH YOUR OWN GAME NAME)**

JAMIE:

But we're not old enough to play that.....

ALEX:

I told Sam about it when I got home Jay and she said that she started getting weird messages and stuff when she joined.

LEE:

Yeah. I heard that. Don't think you should play it anymore Jay

(THE SCHOOL BELL RINGS. ASHLEY, JO AND JAMIE TURN AND BEGIN TO EXIT UP STAGE LEFT)

ASHLEY:

Was it just me or was that math's homework REALLY difficult?

JAMIE:

Yeah! I had to ask my stupid brother to help me.

(ALEX AND LEE TURN TO FOLLOW)

JAY:

Oh no! Was it meant to be handed in today?

LEE:

Ur, yeah! Don't say you didn't do it?

(JAY SHAKES HIS HEAD)

ALEX:

Mr Davies is going to go mad at you Jay!

**(JAY FOLLOWS THE OTHERS AND THEY ALL EXIT UP STAGE LEFT)
(NARRATOR ENTERS DOWNSTAGE CENTRE THROUGH THE AUDIENCE
AND STOPS IN THE AISLE)**

NARRATOR:

As Jay started to spend more and more time playing games, his homeworkwell, it didn't get done. Mr Davies did go mad, and kept Jay in for the whole of break time until he had finished it. He even set extra homework for him that evening which was to be handed in first thing the following morning.

(EXIT DSC)

SCENE FIVE

Jay's bedroom

Another Narrator enters CSR. As they speak to the audience, Jay enters USL and sits back at his/her desk. He/she opens a book and starts to look things up on the internet.

NARRATOR:

That evening as Jay settled down to his extra homework, a message came through from Taylor, saying.....

(ENTER TAYLOR CSL. THEY SIT DOWN AT THE OPPOSITE DESK)

TAYLOR:

(TYPING AND SPEAKING ALOUD) Hi J... what you up to? I'm bored...fancy a game?

JAY:

(TYPING).....Gotta get my homework done...sos.....

TAYLOR:

(TYPING).....Aw, come on. Don't be boringyou can do that later.....

JAY:

(TYPING) Ok.....but only for a little bit.

(JAY'S CYBER CHARACTER, JINX, APPEARS AND THE PREVIOUS GAME CONTINUES. MORE PLAYERS & CYBER CHARACTERS EMERGE & POSITION THEMSELVES AMONGST THE AUDIENCE. THIS TIME, THEY BEGIN TO INTERACT.)

CLOVER:

Hi I'm Clover. What's your name?

JINX:

Jinx.

SPIDER:

Have you gone to level four yet?

FIREFLY:

(ENTERING DSR) Level four is the best. But beware of the fake wall.

SPIDER:

(ENTERING DSL) The fake wall is easy! Just gotta jump it!

JINX:

How do you get there?

CLOVER:

Collect the key from the trap door and follow the flying fish.

T.REX:

Make sure you follow the golden fish...the other is a red herring.

CLOVER:

No, follow the red fish, not the gold.....

(JAY TYPES AND INSTRUCTS JINX TO HEAD TOWARDS THE TRAP DOOR CLOVER, SPIDER, FIREFLY AND T.REX MOVE TO THE EDGES OF THE STAGE AS IF CONTINUING THEIR OWN JOURNEY.)

AS JINX REACHES THE DOOR, A KEY IS HANDED TO HIM FROM ANOTHER CHARACTER. TWO FLYING FISH, ONE GOLD AND ONE RED APPEAR & SWARM AROUND JINX.)

FLYING FISH 1 & 2:

You have five seconds to make your decision.

JAY:

(PRESSING A KEY) Gold or red? Let's go for.....RED

(THE FISH EXIT THROUGH THE CENTRAL AISLE AND THE REMAINING CHARCTERS LEAVE THE SPACE IN VARIOUS DIRECTIONS. UPL AND UPR ENTER TWO NEW CHARACTERS. THEY ARE POP UP'S AND EACH HOLDS A LARGE NOTICE INFRONT OF THEM.)

POP UP 1:

Congratulations! You have won a special prize. Press here to find out what your prize is...

POP UP 2:

Find out about new exciting game sites.....press here

POP UP 1:

You have one minute to claim your prize.....

POP UP 2:

You have thirty seconds to find out more.....

(ALL CHARACTERS FREEZE.NARRATOR ENTERS THROUGH THE CENTRAL AISLE AND ADDRESSES THE AUDIENCE)

NARRATOR:

Jay chose to find out what his prize would be. He knew it was not safe to give out the personal details they were asking for, like his name and address, so he quickly left the game. The pop up's didn't stop though and every time he tried to use his computer, more and more arrived. Maybe he should have listened to T.Rex and chosen the gold fish after all. I mean, he didn't even know who Clover was

He didn't know what to do.....

(ALL EXIT APART FROM JAY)

SCENE SIX

ALEX'S HOUSE

ALEX ENTERS UP SATGE LEFT AND STOPS CSL. JAY JOINS ALEX CSL. THEY ARE IN ALEX'S FRONT ROOM.

ALEX:

Can't believe you skipped your homework again Jay. I've never seen Mr Davies get that angry before.

(JAY DOESN'T ANSWER)

ALEX:

You're being really strange Jay. What's up?

(JAY DOESN'T ANSWER)

ALEX:

Sam's at her mates so Mum said I could use the computer for longer tonight. What do you want to do?

(JAY DOESN'T ANSWER)

ALEX:

How about we check out that game again?

JAY:

No. Let's do something else.

ALEX:

But you said it was brilliant.

JAY:

NO! I don't want to.

ALEX:

OK...no need to shout. I just thought it would be fun.

JAY:

Sorry Alex. Sam was right. Weird things do happen if you carry on playing that game.

ALEX:

Like what?

JAY:

Well, I was told I had won this prize and when I tried to find out what it was all sorts of things started happening. My computer can't get rid of the messages. I don't know what to do.

ALEX:

Have you told anyone?

JAY:

No. Dad would go mad if he knew.

ALEX:

Sam's just had a talk in school about this and there's loads of things you can do to stop it Jay.

JAY:

Like what?

ALEX

Well for a start you've really got to tell someone. If you're worried about telling your Dad, tell someone else you trust. Do you want to talk to my Mum?

(JAY REMAINS SILENT)

ALEX:

Would you like me to tell someone for you?.....

WHAT HAPPENS NEXT?

OVER TO YOU!! REFER TO LESSON PLAN 3

DISCUSS, IMPROVISE AND DEVISE YOUR OWN ENDING!

SCENE SEVEN A SMART EPILOGUE

CHARACTERS FROM THE PLAY EMERGE FROM ALL SIDES AND DOT THEMSELVES AROUND THE STAGE.

POP UP 1:

(SPEAKING DIRECTLY TO THE AUDIENCE TO SHARE A MESSAGE ABOUT ACCEPTING EMAILS) Luckily for me, Jay was tempted and accepted my fake prize. This meant I could send him pop up's and messages whenever I liked.

CLOVER:

(SPEAKING DIRECTLY TO THE AUDIENCE TO SHARE A MESSAGE ABOUT RELIABLE INFORMATION) Sometimes things or people on the internet aren't reliable or what they say they are.

TAYLOR:

(SPEAKING DIRECTLY TO THE AUDIENCE TO SHARE A MESSAGE ABOUT MEETING) I told Jay to pretend to be older to get into the game. Wasn't until I started getting tons of messages from someone I didn't know that I found out that people can also pretend to be younger. Now I only ever chat with people I already know.

ALEX:

(SPEAKING DIRECTLY TO THE AUDIENCE TO SHARE A MESSAGE ABOUT TELLING SOMEONE) If someone or something is upsetting you or someone you know, don't be scared and keep it to yourself. Always tell someone you trust.

GAMEMASTER:

(SPEAKING DIRECTLY TO THE AUDIENCE TO SHARE A MESSAGE ABOUT KEEPING SAFE) Although Jay clicked on an unknown website which sent him loads of unwanted emails and pop ups, at least he was sensible not to give them his personal details, like his proper name or where he lived.....

NARRATOR:

(SPEAKING DIRECTLY TO THE AUDIENCE) Well, that brings us to the end of Jay's story. He still keeps the computer in his bedroom, but like Alex, he's only allowed to play for a short time each day. He still really likes playing games, maybe a bit *too* much, but at least he knows how to keep safe now and how to stop something like this ever happening again,

Oh, and just one more thing before we go.....

(ALL CHARACTERS MOVE ASIDE TO MAKE WAY FOR THE SMART RULES GROOVE)

OVER TO YOU!! REFER TO LESSON PLAN 4

SMART RULES GROOVE!

To end the play, create a song, dance, poem or rap based on Childnet's SMART Rules. Find out what the smart rules are and decide how you are going to share the messages in a lively, creative way.

THE END