

# MODULE 6:

## ARTIFICIAL INTELLIGENCE, CYBER CRIME, AND ONLINE SAFETY OF CHILDREN



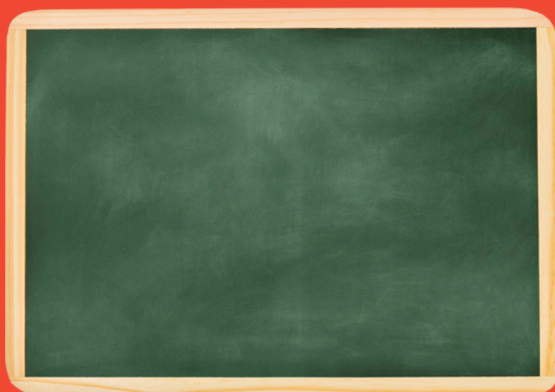
# Overview

This module provides the facilitator with a structured step-by-step guide to educate small children about artificial intelligence (AI), its uses, associated risks, and methods for safeguarding themselves from AI-related cyber crimes. It integrates all the details from the presentation for a comprehensive learning experience.





# RESOURCES REQUIRED



# Part 1: Introduction to Artificial Intelligence

## Learning Outcomes:

- Define Artificial Intelligence (AI).
- Identify how AI is part of our daily lives.

## Step-by-Step Teaching Guide:

### • Definition of AI:

- Explain that AI is "human intelligence in machines," enabling them to learn, write, solve problems, reason, perceive, and interact with humans.

### • Everyday Uses of AI:

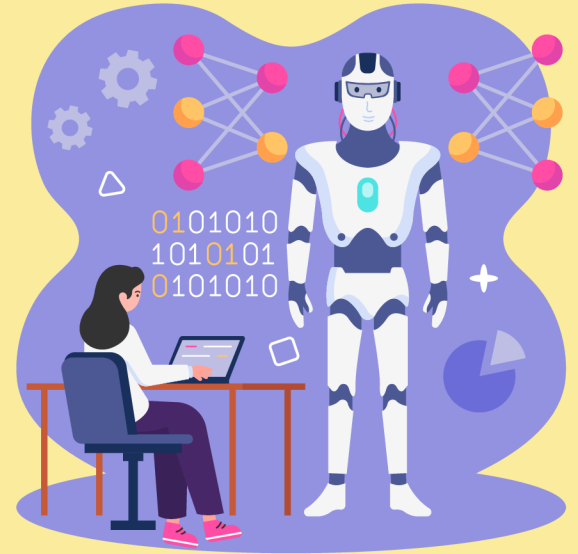
- **Smartphones:** Virtual assistants like Siri, Alexa, and Google Assistant.
- **Social Media:** Algorithms curating feeds, suggesting friends, and recommending content.
- **Search Engines:** AI-powered personalization of search results.
- **Streaming Services:** Platforms like Netflix and Spotify offer tailored recommendations.
- **E-commerce:** Product recommendations and customer service chatbots.
- **Navigation Apps:** AI tools like Google Maps analyse traffic and provide optimal routes.

### • Activity:

- **Interactive Demonstration:** Show children examples of AI applications on a smartphone or laptop.

## Materials Needed:

- Smartphone or laptop with AI-powered apps.
- Visual examples of AI use cases.



# Part 2: Misuse of AI in Cyber Crime

## Learning Outcomes:

- Recognize how AI can be misused for crimes.
- Identify common AI-related cyber crimes.

## Step-by-Step Teaching Guide:

### AI in Cyber Crime:

- Deepfake technology is used for blackmail.
- Chatbots and generative text for grooming.
- Image and video manipulation for shaming.
- Facial recognition for stalking.
- Automated hacking and AI-generated scams.

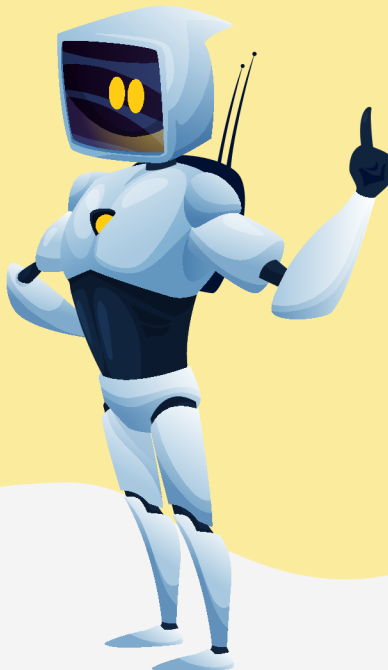


### Activity:

- Scenario-Based Roleplay: Present hypothetical cybercrime situations involving AI and ask children how they would respond.

## Materials Needed:

- Examples of deepfakes and manipulated media (pre-screened for appropriateness).
- Roleplay scripts.



# Part 3: Safeguarding from AI-Related Crimes

## Learning Outcomes:

- Learn strategies to protect against AI-related risks.
- Understand the importance of digital literacy and responsible online behaviour.



## Step-by-Step Teaching Guide:

### Tips to Safeguard:

- Limit the use of AI applications that request sensitive information.
- Keep software and devices updated; use antivirus programs.
- Share minimal personal information online.
- Stay informed about common AI-related scams like deepfakes and phishing.

### Promoting Digital Literacy:

- Verify the authenticity of information or media using fact-checking tools.
- Learn about digital rights and privacy laws.

### Activity:

- **Quiz:** Create a short quiz on safeguarding practices.
- **Discussion:** Talk about real-life incidents and brainstorm solutions.



## Materials Needed:

- Quiz sheets.
- Digital literacy resources.





# Part 4: Responsible Digital Citizenship

## Learning Outcomes:

- Encourage responsible and ethical use of AI and the internet.
- Instill habits to become responsible netizens and future-ready cyber citizens.

## Step-by-Step Teaching Guide:

### Be Responsible:

- Verify sources of information and media.
- Report suspicious activity to platforms or authorities.
- Educate peers about online safety.

### Role Modeling:

- Encourage children to lead by example in practising online safety.

### Activity:

- Collaborative Workshop: Create a poster or digital presentation on "How to be a Responsible Netizen."

## Materials Needed:

- Art supplies or presentation software.
- Examples of responsible digital behaviours.



# Conclusion:

This teaching module provides a comprehensive guide for college students to educate children about AI and its potential misuse. By integrating interactive activities, real-world examples, and actionable strategies, this module aims to foster a generation of informed and responsible digital citizens.





### **About DtZ SUFASEC**

Sexual exploitation of children (SEC) is a grave violation of children's rights and affects millions of children and youth annually, regardless of gender. No region, country or child is immune. However, girls, boys and children with other gender identities face differing levels of risk to different manifestations of SEC depending on their intersectional vulnerability factors. It impacts heavily and long-lasting on their physical, emotional and mental well-being. It deprives children and youth of establishing healthy (sexual) relationships and from developing to the best of their potential. The DtZ SUFASEC programme is designed to combat SEC. It will work in 12 countries in Latin America and Southeast Asia: Bangladesh, Bolivia, Brazil, Colombia, Dominican Republic, Guatemala, India, Indonesia, Laos, Nepal, Philippines and Thailand.

### **About Children of India Foundation**

Children of India Foundation, an affiliate of Terre des Hommes Netherlands in India, is a non-profit organisation which empowers children and families from socio-economically vulnerable communities. We address child labour, child marriage and child sexual exploitation, ensuring access to education, health care, livelihood and child protection.

