



CLICK WISELY: EDUCATING CHILDREN FOR A SAFE AND HEALTHY INTERNET EXPERIENCE

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Abstract

The topic of community service on safe and healthy internet education was chosen due to the increasing internet access among children, which presents potential risks such as cyberbullying and misuse of personal data. Early education on internet safety is essential to helping children understand how to protect themselves in the digital world. The objective of this program is to enhance elementary school students' understanding of wise and safe internet use. The method employed includes educational games in the form of interactive quizzes, discussions, and direct explanations for each scenario, designed to actively and enjoyably engage students. At the beginning of the activity, students take a pre-test to assess their initial understanding, followed by interactive education. A post-test is conducted afterward to evaluate learning outcomes. The results indicate a significant improvement in understanding, with the average pre-test score of 25.33% rising to 74.67% in the post-test. This suggests that interactive and enjoyable methods are effective in enhancing students' comprehension. This game-based internet safety education model could serve as a model for other schools to promote healthy digital literacy from an early age.

Keywords: Safe Internet Education, Children's Digital Literacy, Online Safety, Interactive Games, Community Service