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Text by Lindsay Buck, Childnet, 2021.

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Thanks to [fontdiner.com](https://fontdiner.com) for the use of the cover typeface.

# Digiduck and the Magic Castle



*Written by* **Lindsay Buck**  
*Illustrated by* **Stephanie Cartwright**

Ding-dong! Digiduck raced over to Daddy Duck and saw his friends standing outside.



He flung open the door, and they disappeared upstairs in a blur!

When they emerged from Digiduck's bedroom, Mr Duck was amazed.

“WOW!” he exclaimed. “Who do we have here?”



“We’re *magicians*,” replied Digiduck mysteriously.

“Watch out, or we might turn you to stone!” joked Cool.cow.



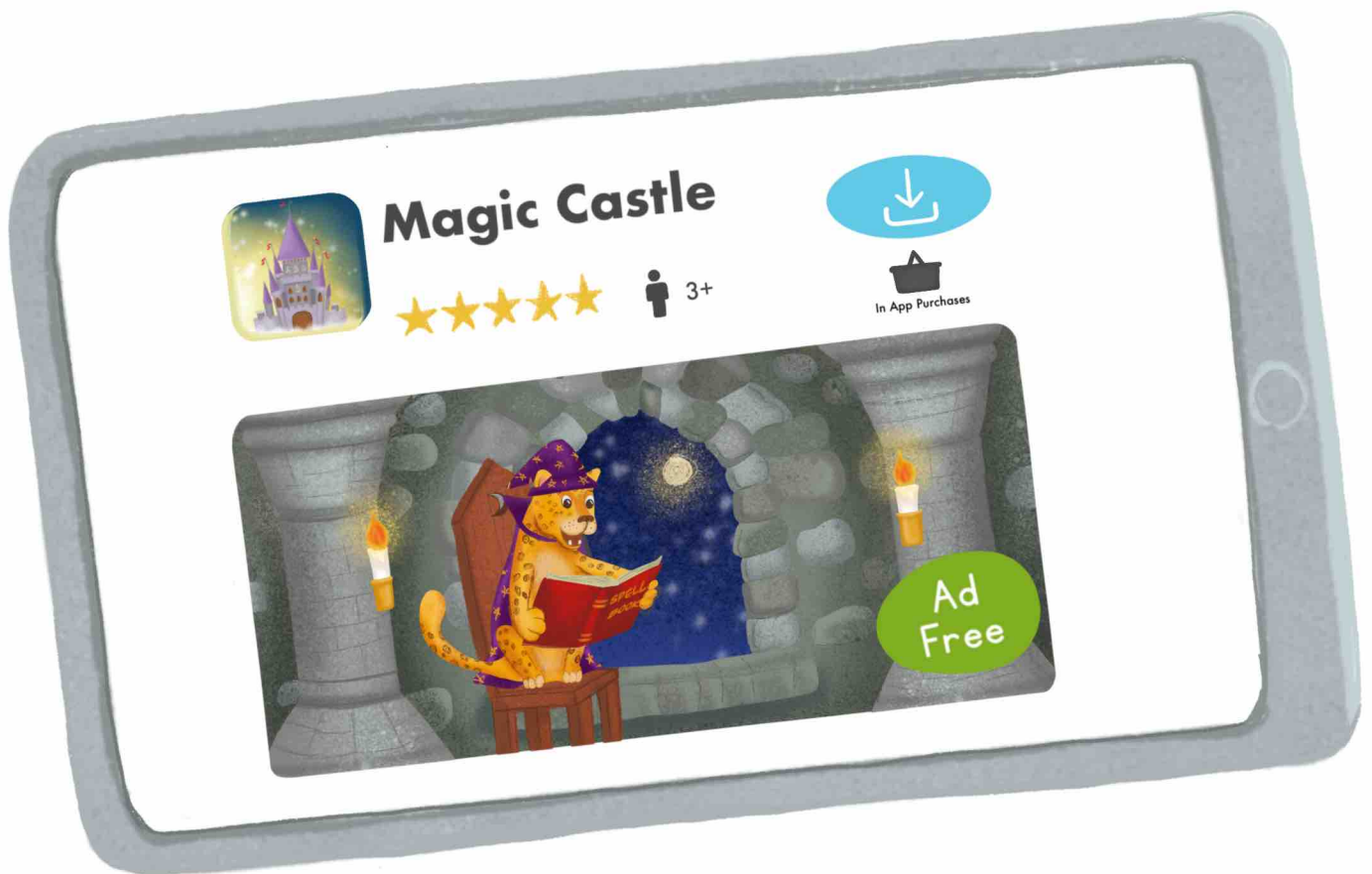
“Daddy, there’s a new game we want to play. Can you download it please?” asked Digiduck.

“What kind of game is it?” replied Mr Duck.



“It’s a magic castle, and you create different spells for each level!” bleated Shy-Sheep enthusiastically.

Mr Duck found the game. To make the spells you had to collect silver coins and swap them for things that were hidden around the castle.







4



15

They needed four flowers to finish their first spell. Cool.cow spotted a gold one, growing amongst the bushes.

“Look at that one!” she gasped.

SF07

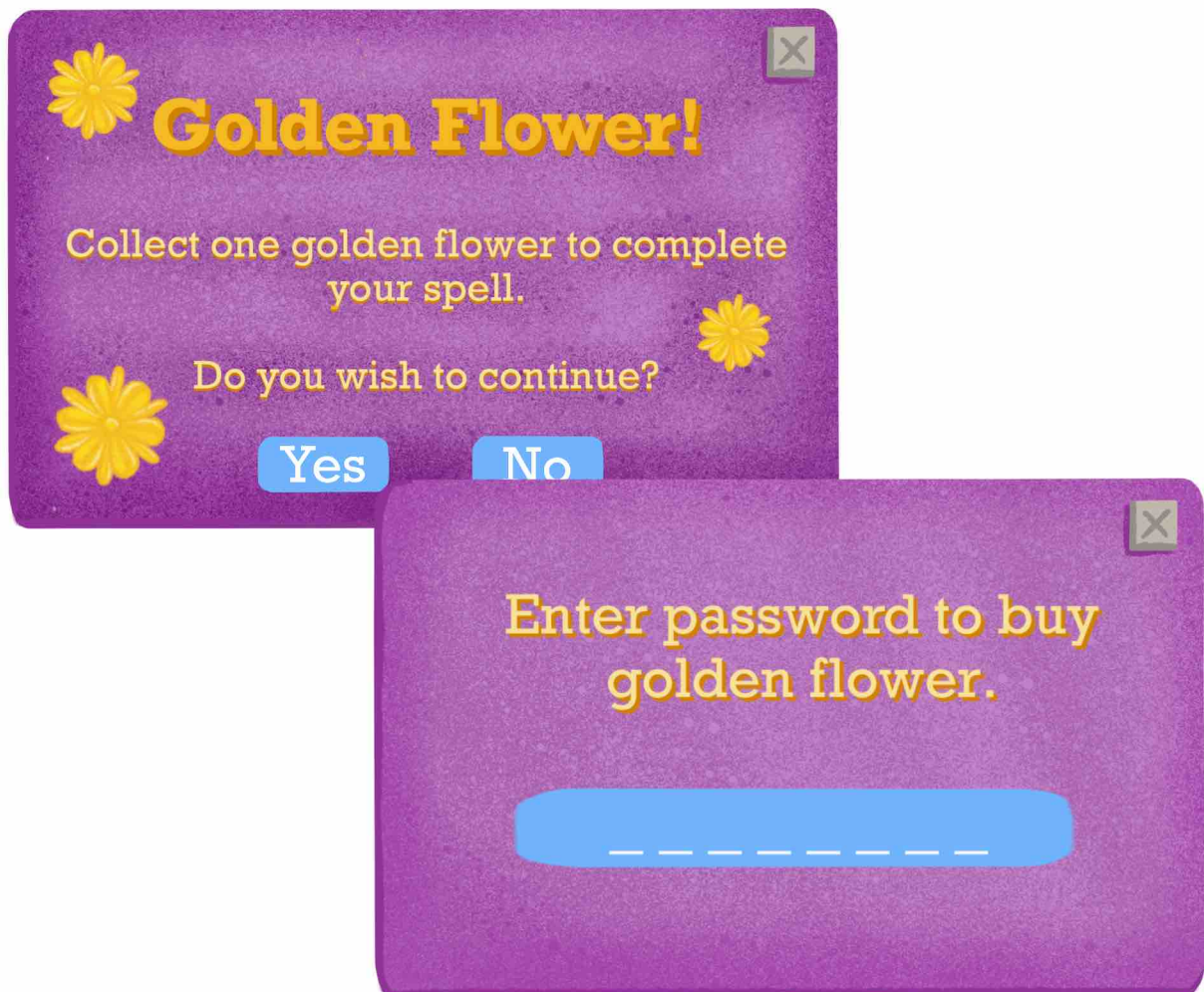
XB18

DD100



They clicked it and a message popped up. 'GOLDEN FLOWER! Collect one golden flower to complete your spell. Do you wish to continue?'

They clicked 'Yes,' and another box appeared. 'Enter password to buy golden flower.'





“Hmmm,” pondered Digiduck. “What does that mean? I’d better get Daddy Duck.”

“I know what it means,” answered Shy-Sheep confidently. “Sometimes you need a password from an adult to get better things in games. I’m good at guessing passwords!”



She thought for a moment and typed 'Digiduck' into the box. After a few seconds, the flower appeared in their basket.

"Yippee!" they shouted and whizzed back to the castle.

DD100

- 
- 1  ✓
  - 3  ✓
  - 2  ✓
  - 5  ✓
  - 4  ✓

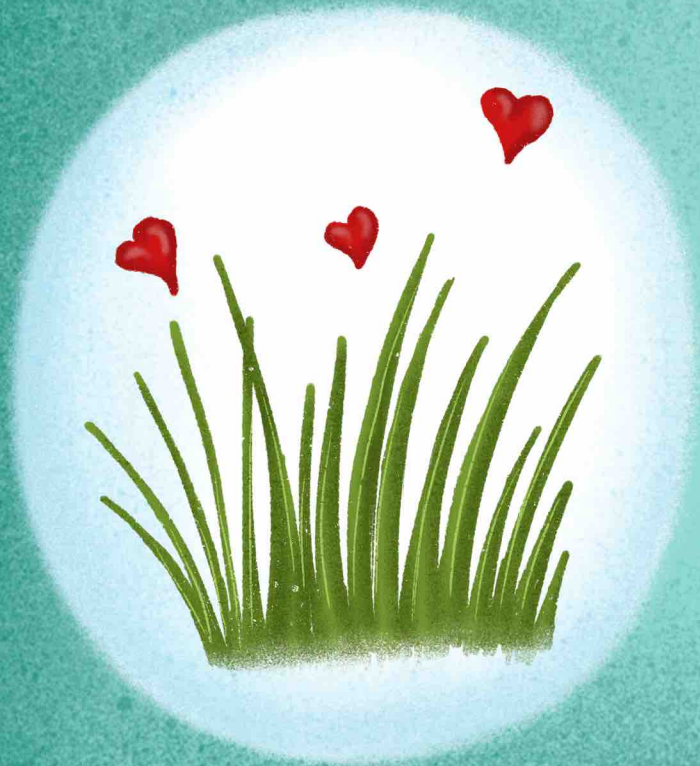


Although the gold items were harder to find, collecting them made the game much faster.

“That was brilliant,” said Digiduck. “How did you know the password?”



“It was easy,” responded Shy-Sheep. “Adults often choose their favourite things. That’s why they picked your name! My password is greengrass, that’s what I love the most.”

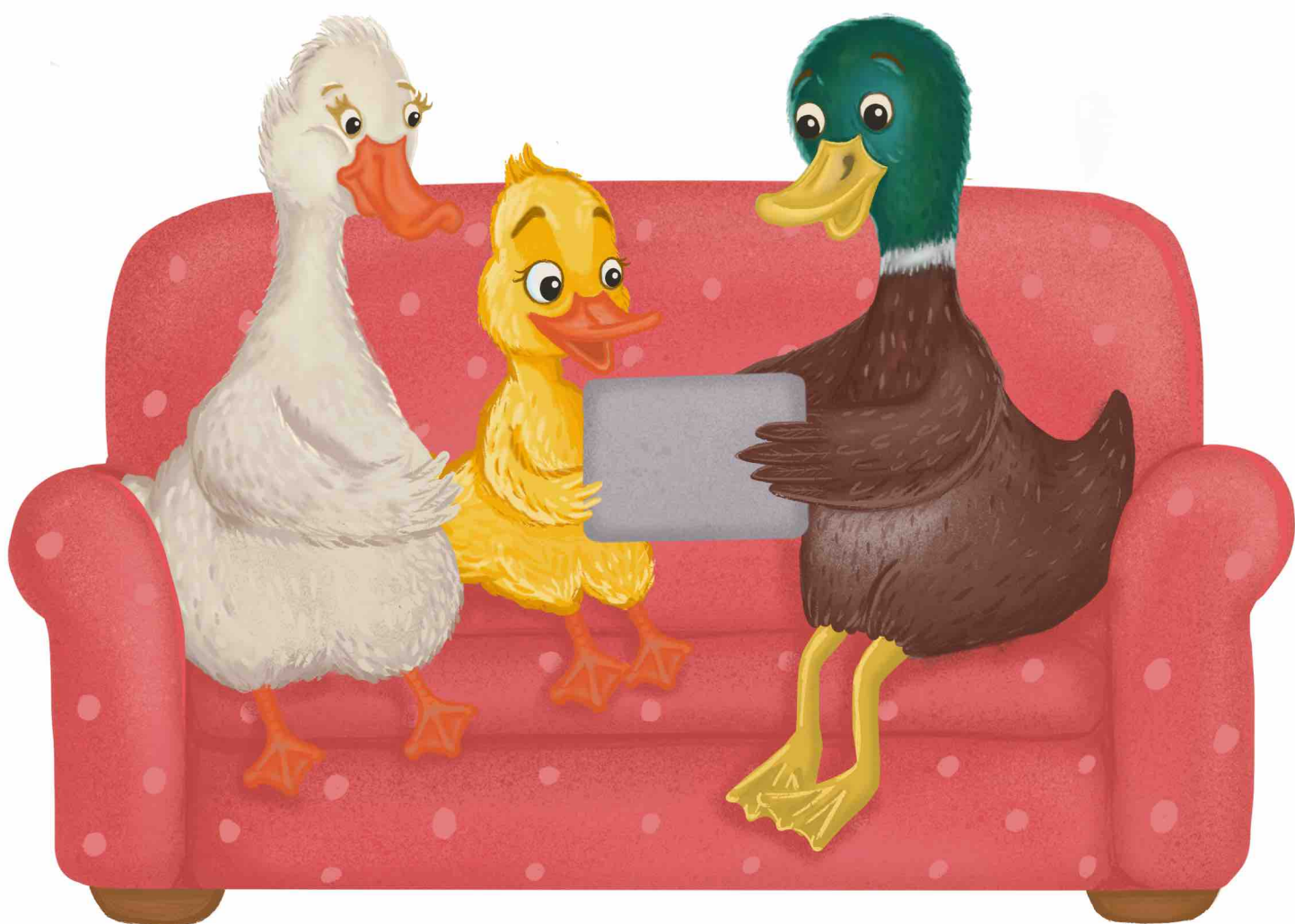


“Mine’s mud-pie,” said Cool.cow. “And mine is birthdaycake!” added Digiduck, and they giggled mischievously. Knowing each other’s passwords felt like being in a secret club!



A few days passed and Digiduck played the game whenever he could. He wanted to show Mummy and Daddy Duck, so they settled down to watch.

“I just need to find three potion bottles,” he said.





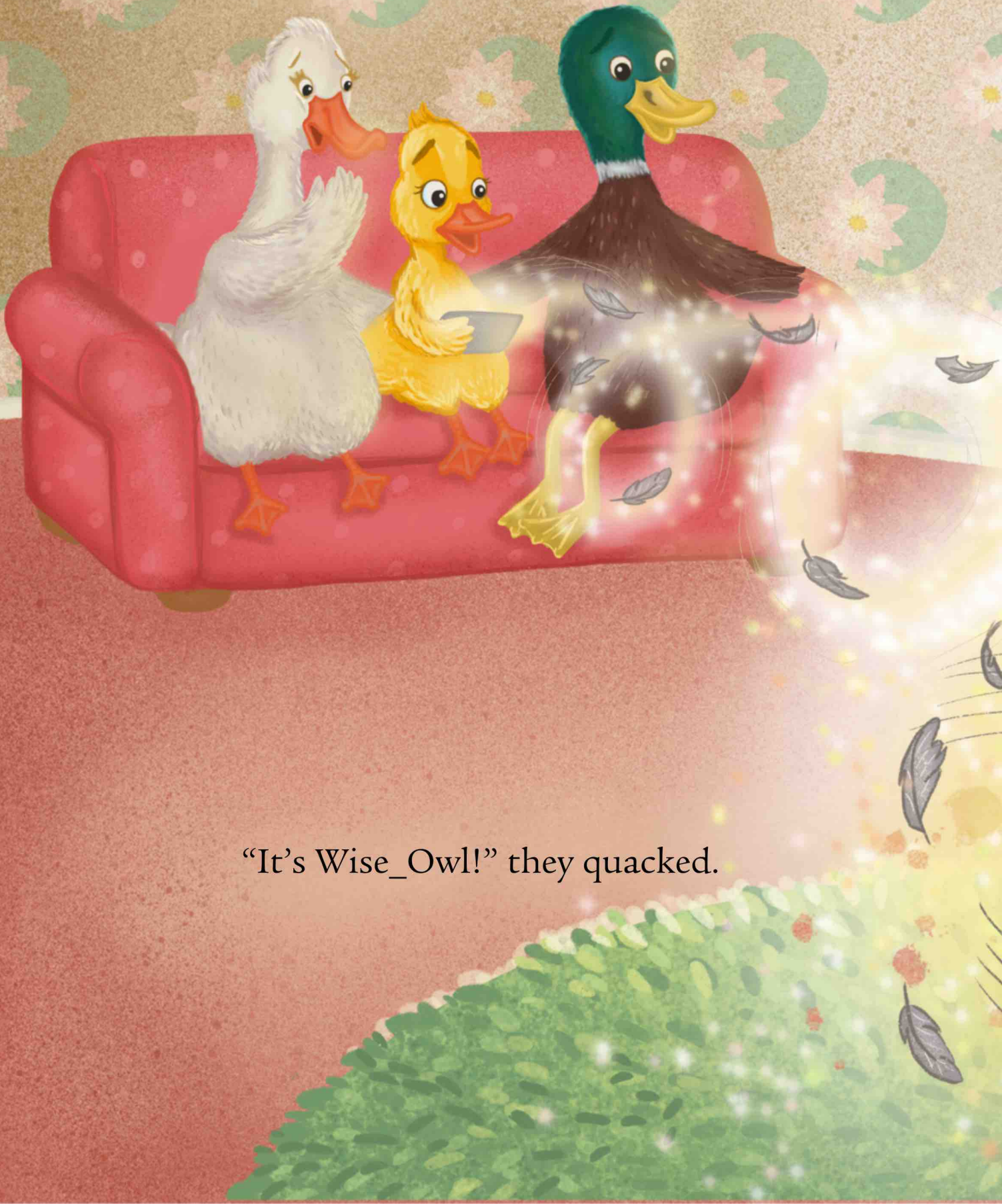


Mummy Duck soon spotted one on a dusty shelf.

“We could get that one, but I don’t have enough coins for three of those. A gold one has the magic power of *all* the bottles we need, so it’s quicker,” he explained.

“Look, there it is!”

He clicked the gold bottle and continued his quest.  
Suddenly the screen became brighter and brighter,  
until a glow filled the room.



“It’s Wise\_Owl!” they quacked.

Sure enough, Wise\_Owl appeared in a flurry of feathers, but he wasn't alone. A second flash brought a second owl!

“Oh Wise\_Owl,” she teased playfully, “years of screen-travel... and you still end up in a heap!”

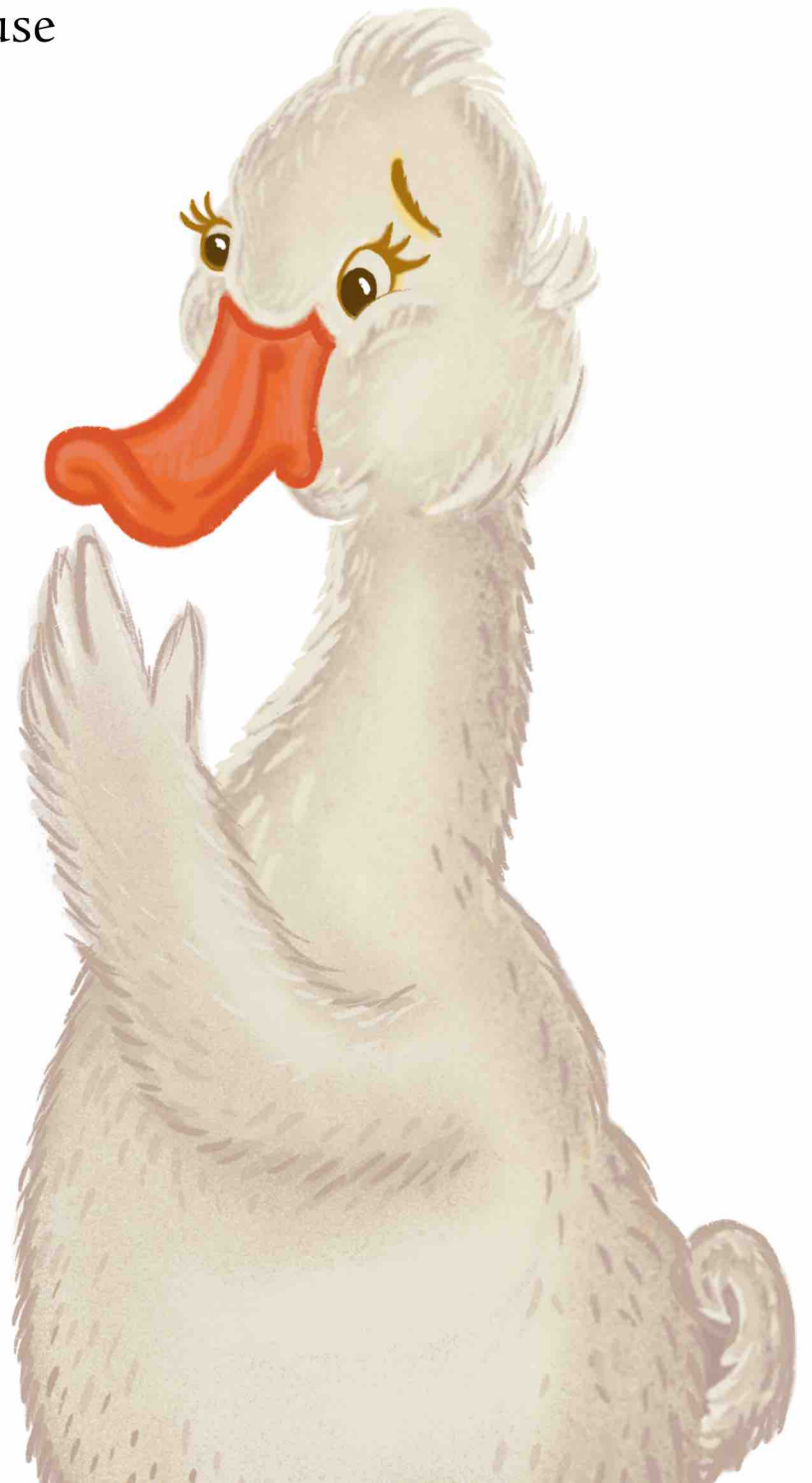


“Eagle\_Owl,” she said warmly. “I’ll be running the Family Farmyard website, when Wise\_Owl retires soon, so I’m accompanying him on all his visits. This is an emergency; we came as fast as we could.”



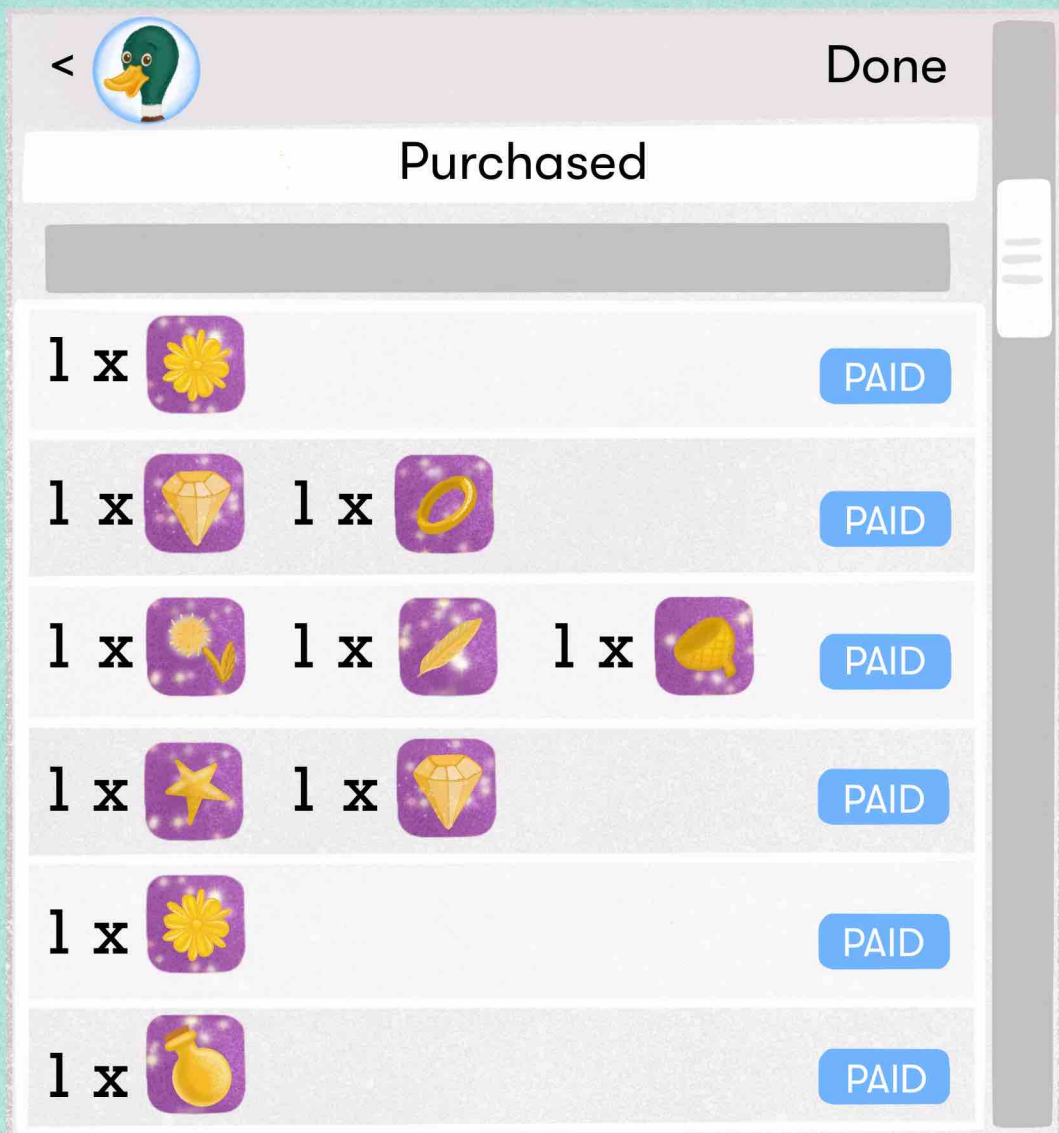
“Emergency?” queried Mrs Duck. “There must be some mistake.”

“No mistake,” said Eagle\_Owl, trying not to alarm them, “but can you please check the email account you use for this game.”



They looked online and were confused by what they saw. Message after message, all saying the same thing.

‘You have bought: 1 golden flower, 1 golden gem, 1 golden ring...’ The list went on and on, ending with, ‘1 golden bottle.’



Mr and Mrs Duck turned quite pale as they realised what had happened. Mr Duck, who always spoke kindly, tried to remain calm.

“Digiduck, those gold items cost REAL money. How did this happen?”



“I don’t know,” replied Digiduck, feeling worried. “It was a free game, but...” he paused to think, “...maybe it had something to do with the password?”





“When we clicked the first gold flower, it said we needed a password and Shy-Sheep guessed it. She typed my name and the game just gave us the flower. It was like magic!”



“Unfortunately, it wasn’t magic,” replied Eagle\_Owl caringly. “Each time you clicked something gold, your parents had to pay for it.”





Digiduck hopped up to them for a cuddle. “I’m so sorry,” he gulped. “I really didn’t know.”

“It’s not your fault at all,” said Daddy Duck gently. “I downloaded the game for you, and I didn’t know either.”

After a cup of tea to get over the shock, Mr and Mrs Duck and Eagle\_Owl made a plan.

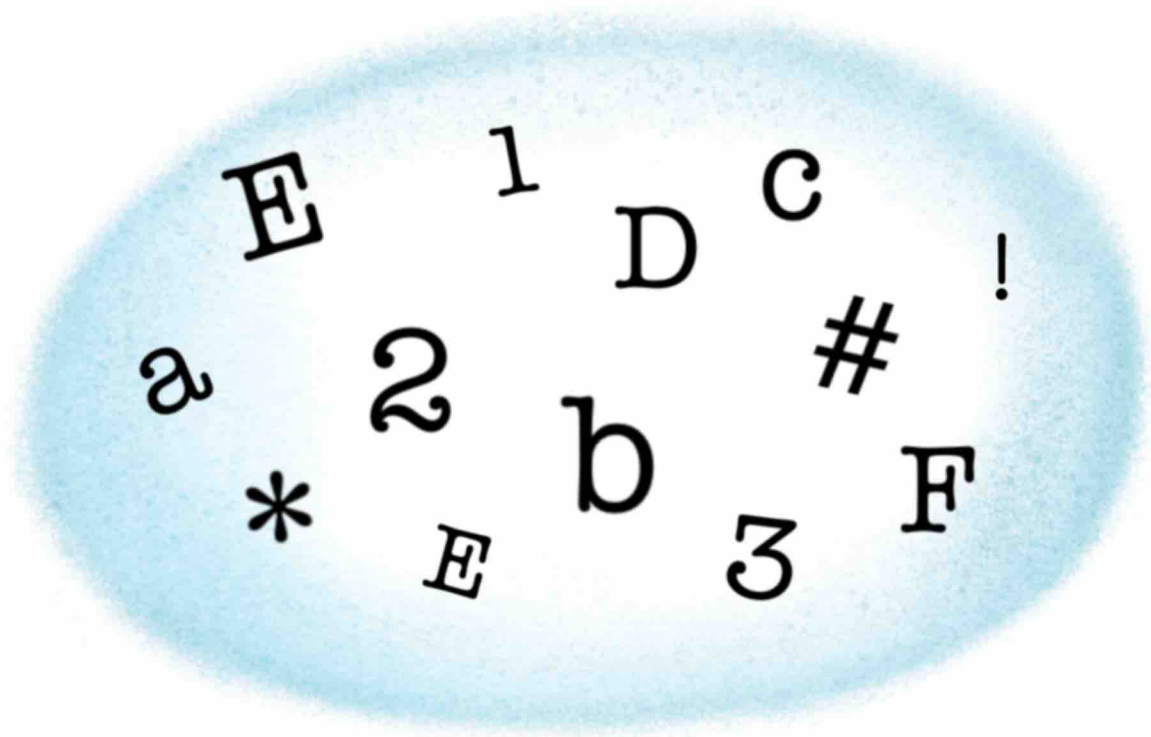
“It’s incredibly easy to buy things online,” said Eagle\_Owl, “sometimes all you need is one click, or even just your voice! It’s also very easy to do it by mistake, and that’s where I can help you.”



“There are steps we can take, to try and get your money back,” she continued, “although I’m afraid it’s not guaranteed. However, we can stop it happening again, so you won’t be surprised by any hidden costs!”

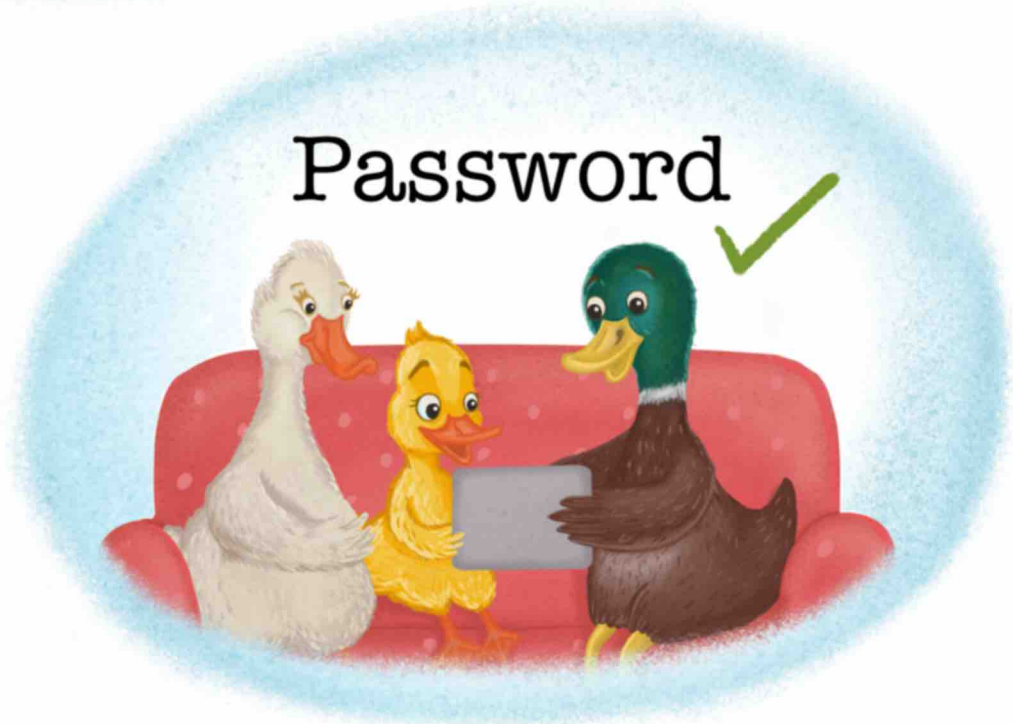
“Before you play a game, you can look online to check if it lets you spend real money. You can stop this happening with a strong password, and on some devices, you can switch off buying things in games.”





“A strong password needs a mixture of numbers, letters and symbols. You must make it impossible for others to guess and keep it safe by telling no one else.”

“Digiduck, it’s okay for your parents to know your passwords, but if you’ve told any friends then change that password straight away. A good friend will understand that passwords should not be shared.”





“Thank you so much for your help,” said Mr and Mrs Duck with relief.

“Why don’t we all play together?” suggested Eagle\_Owl. “I could show you where to find more free coins Digiduck. This is one of my favourite games too. In fact, I’ve completed the magic castle... twice!”



Wise\_Owl watched fondly  
as they all played together.  
With Eagle\_Owl in charge,  
he knew their work would  
be in safe hands.



## Talk about the story

1. What happened every time Digiduck clicked on a gold item?
2. When the game asked for a password, what should Digiduck have done?
3. What would you say if a friend asked you to share a password?
4. How can you make a password strong, and hard to guess?
5. Who are the adults that you could talk to if anything online worries or upsets you?

## For parents and carers



### Keeping children safe online

Children love using technology and are learning to navigate apps, online games, websites, consoles, and touch screen technology e.g., tablets and smartphones, from a young age. Children need support in these environments, to get the best out of using the internet right from the start.



### Where do I start?

The best way to keep your family safe online, and to understand your children's internet use, is to use the internet together. Be positive and embrace the technologies that your children enjoy using and look out for any safety features that may be available.



### Should I set any rules?

Creating a family agreement is a useful way to establish your expectations regarding online activities. You may find it helpful to think about:

- The use of age-appropriate apps, games, and other content (e.g., videos).
- Who your child talks to, plays with, and can communicate with online.
- How much time your child spends online and how this is balanced with offline activities.
- Positive behaviours that you want to encourage. Remember, what's right and wrong offline is also right and wrong online.



### How can I supervise my child?

Portable devices e.g., smartphones, consoles and tablets can be supervised and used where you can see them. Also, placing your computer or laptop in a busy part of the house can make it easier for you to be involved in your child's technology use.



### **How much time is too much time?**

There are some strategies that can be used to help manage time spent online, such as agreeing time limits or using time limiting tools, designating weekly times to use the internet together, or removing portable devices from your child's bedroom at night to avoid tiredness.



### **Are there tools to help?**

Your internet service provider, and your mobile phone operator, will provide free filters to help block age-inappropriate content for children. The websites of device manufacturers (e.g., games consoles) also outline the controls to which you have access. Search engines may also provide a 'safe search' mode that can be activated and locked. Parental controls are a great help, but not a complete solution, and work best in combination with supervision and engagement, to help your children understand how to stay safe online.



### **What advice can I give my child?**

Education is the best tool that a child can have, so discuss the importance of telling an adult immediately if someone, or something, upsets them online. Other immediate strategies, to deal with unwanted content or contact, could include switching the screen off, pausing or exiting the app/game, or turning the device over and putting it down. It is also important that your child realises that other internet users may not be who they say they are and that 'friends' made online are still strangers, so all personal information should be kept safe.



## What games are ok for my child to play?

There are many different online games and playing experiences, e.g., consoles, computers, internet games, and apps. Gaming may be the first way that your child encounters life online. Some games however are for older audiences and may contain language, themes, images, and adverts, that are not suitable for children. Therefore, it is important that the games your children play are the correct age rating, which is determined by the game's content. Playing games yourself can be fun and will also enable you to identify the safety features provided, such as reporting to a moderator.



## Can I prevent in-app purchasing?

If an app offers in-app purchases, this should be clearly labelled in the app store. For purchases made in error, it may be possible to claim a refund through your account on the app store. If this is unsuccessful, other options include contacting the app developer, or challenging the charges with your card provider. You can prevent accidental in-app purchases by putting a strong password on your account and ensuring that this is not seen or used by your children. Some devices also use biometrics (e.g., a thumb print / Face ID) instead of a password, and you may also be able to turn off in-app purchases completely.



## Where can I report?

When making a report online, look for the moderation services, or safety/help features, within the app, game, or website. If you are suspicious about the behaviour of others online, reports can be made to CEOP. Criminal content online can be reported to the IWF. For information about how to report harmful content online, and further support, visit [www.reportharmfulcontent.com](http://www.reportharmfulcontent.com).



For the full advice, visit [childnet.com/parents-and-carers](http://childnet.com/parents-and-carers).

## Childnet



Childnet's mission is to work in partnership with others around the world to help make the internet a great and safe place for children.

Childnet is a UK charity that delivers education, policy and youth participation activities. Childnet works directly with children and young people aged 3-18 on a weekly basis, as well as parents, carers, teachers and professionals, to find out about their real experiences online and the positive things they are doing, as well as sharing safety advice.

From its innovative resources for 3-18s, parents, carers and teachers, to its pupil-powered online safety programmes, Childnet has stayed at the cutting edge of the latest trends by working directly with thousands of children and young people each year.

As one of three charities in the UK Safer Internet Centre, Childnet coordinates Safer Internet Day, which reaches millions of UK children every year.

For more information, **visit [www.childnet.com](http://www.childnet.com)**.

## UK Safer Internet Centre



Childnet International is a partner in the UK Safer Internet Centre with the Internet Watch Foundation and the South West Grid for Learning. This project is co-financed by the Connecting Europe Facility of the European Union. For more information, please visit **[www.saferinternet.org.uk](http://www.saferinternet.org.uk)**.





There's a new game that everyone's playing,  
and Digiduck wants to join in!

With the help of his friends, he explores the  
magic castle, and they whizz through the  
levels after a lucky find makes it easier.

Digiduck is in for a shock however, when  
he discovers that the spell ingredients are  
not the only things hidden in the game...



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