Delivery of Denial 2
Good Practice Guidance

Overview

'Denial Online' is part of a suite of anti-violence resources developed under the 'It's not OK!' banner. It focuses on challenging homophobia and provides young people with the skills to recognise, respond to and tackle homophobia in their school environment. The software is designed to increase understanding of the issue and to encourage participants prosocial behaviour by developing their communication skills in order to challenge negative behaviour. It also enables young people to develop support networks around them that they can rely on, helping them to take positive action to challenge homophobia.

The software is mapped against the requirements of both the PSHEE and English curricula and has been shown to lead to improved academic performance. It includes a wide range of speaking & listening and creative writing activities that are capable of being assessed within English lessons.

This document is designed to set out our best practice recommendations for the most effective delivery of 'Denial Online'. We have designed the software to be as flexible as possible, however, in order to best achieve the desired outcomes we suggest that the programme is delivered within the following guidelines.

Who
The resource has been developed for use with Key Stage 3 and 4; Years 7 to 11 and is underpinned by a clear logic model. The resource contains scenes of violence and strong language that are explored and addressed within the context of the exercises. However, we recommend that you review the content before using with younger age groups. Activities are delivered by teachers; the software is user-friendly and supported by activities and full, curriculum mapped lesson plans. Face-to-face development training is also available. The programme is aimed at all ability levels and meets the needs of a range of learning styles. Activities are interactive and visually stimulating and so particularly suitable for lower ability groups. The resource can be used for both whole-class and targeted interventions; we recommend a whole-class approach because the resource is designed to take a preventative approach. The software is not just aimed at those who are bullies, or their victims, but also those bystanders who witness bullying and inappropriate behaviour. It is designed to develop a culture where this negative behaviour is challenged.

What
The software contains seven exercises. We recommend that at least these three core activities are delivered: - Actions & Consequences (includes watching the 'Denial' film - Agony Aunt - Support Networks Within the Agony aunt exercise there are a number of scenarios based on the real-life experiences of young people. You can choose between these to select those that are most relevant to the experiences of your own school. The exercise can also be extended by getting young people to write their own letters.

When
The resource can be used flexibly within the school year and can be delivered in both PSHEE and English lessons. It is designed so that it can be flexibly scheduled in sessions lasting from 20 minutes to a full-day. It is recommended that a minimum of 6 hours be devoted to using the software. Lesson plans for these activities are included within the resource.

Where
This is a school-based programme that can be delivered in any classroom or teaching space equipped with a computer (PC or MAC) and internet access. It is designed for use with a projector at the front of a classroom. The activities are interactive and work with SMART boards.

How
The software works by providing teachers with a range of interactive multimedia activities designed to stimulate discussion and analysis of homophobia, its causes and consequences. These are supported by lesson plans. It contains real-life scenarios and asks young people to think about and practice how they would respond in a range of situations. It encourages young people to develop skills and support networks to help them to respond positively to real-life situations. It is interactive and fun to use. It contains a number of curriculum mapped activities that are capable of being assessed within English lessons.

Additional Activities
The software contains four additional activities that can be used to build a programme of work in schools and to deepen young people's learning experience. These activities are flexible and can be tailored to the needs of the specific school and its pupils.