

## *An introduction to the EU BULLY apps*

changing  
cyberbullying  
and bullying behaviour

STOP  
BULLY



Supported by  
the Daphne Programme  
of the European Union

This publication has been produced with the financial support of the Daphne Programme of the European Union. The contents of this publication are the sole responsibility of Eubully partnership consortium and can in no way be taken to reflect the views of the European Commission.

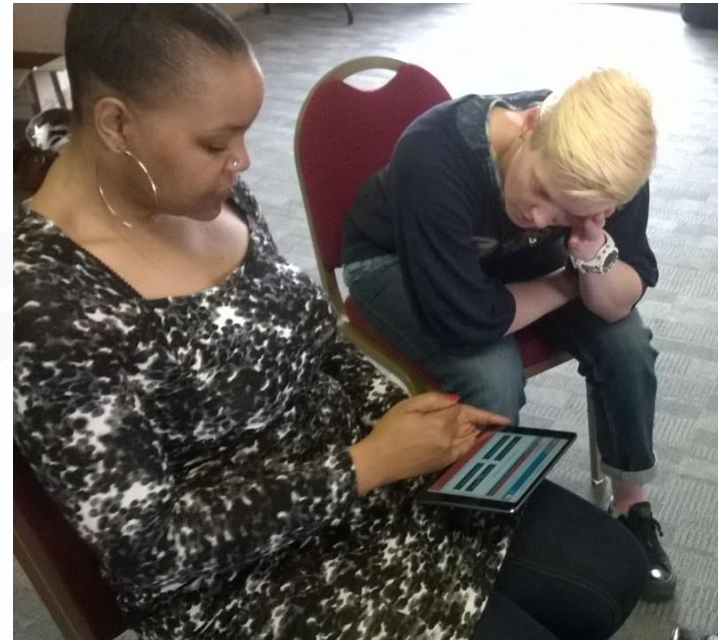
Project number: JUST/2013/DAP/AG/5364

## ***A blended approach to changing bullying behaviour***

2 apps developed as resources to support anti-bullying programmes with young people in school and at home:

- 1. A multiple choice quiz**
- 2. An online survey quantifying cyberbullying across Europe**

A chance to reclaim the internet and technology as a positive tool to combat bullying and cyberbullying



## ***The EU BULLY research survey***



- contribute to a European wide research project that highlights the scope and nature of cyberbullying today
- Questions the regularity of various forms of cyberbullying, with results from a growing number of countries
- The figures are updated live on the EU BULLY website: <http://eubully.eu/reports-resources/>
- The data collected is completely anonymous and is stored in a protected database

## ***The EU BULLY research survey***

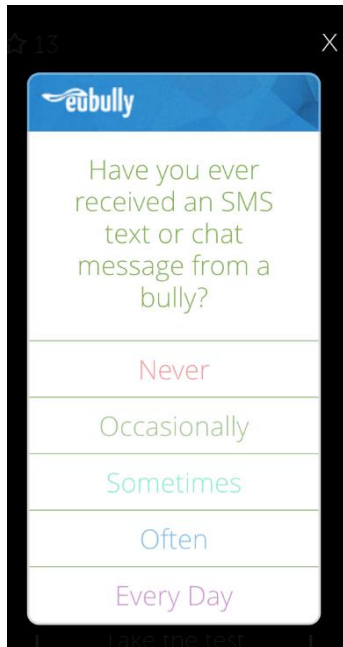
### **Access**

Learners can submit their responses either:

1. At the EU BULLY website:  
<http://eubully.eu/research-survey/>

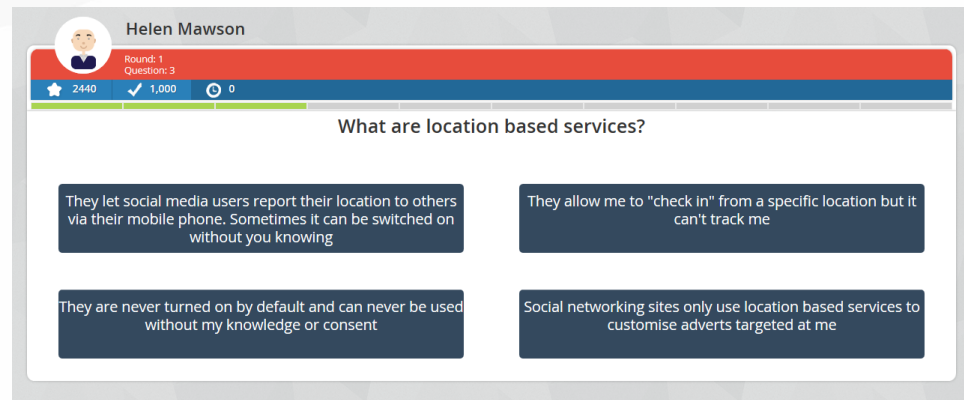
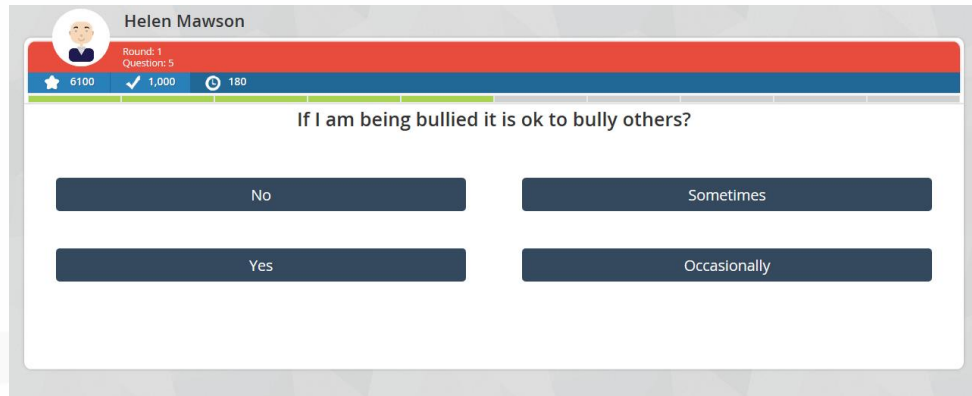
2. By downloading the app which comes with a simple swipe game on to an iOS or Android device:

Search 'EU BULLY' in the app store



## *The EU BULLY quiz*

- Hosted by Zammer Ltd
- A multiple choice game testing knowledge and raising questions about how bystanders, bullies and victims should respond to bullying scenarios
- Learners can play individually or against another player
- Homework tests can be set by the teacher and learner scores tracked





## ***The EU BULLY quiz***

### **Question topics covered:**

- What is bullying?
- The difference between teasing and taunting
- What consequences affect those being bullied?
- Why do people bully?
- Can a victim become a bully ? Can a bully become a victim ?
- What is different about a bully, a victim a bystander?
- What help does a bully and a victim need?
- cyberbullying - what is happening, staying safe online
- How can bystanders help?
- Trusting others – who can you trust?

Experiences of bullying and the consequences vary with the context of the situation. The answers to the questions can raise debates and can be used as a stimulus for discussion with learners. Do they agree with the right answer? Why or why not?

## *The EU BULLY quiz*

### Access

This quiz is accessible free of charge at:

[www.zammer.co](http://www.zammer.co)

1. Set up an account
2. Set up anonymous accounts for learners (no personal data is stored)
3. Set homework tasks or direct learners to:  
[www.zammer.co/play](http://www.zammer.co/play) to log in to the game

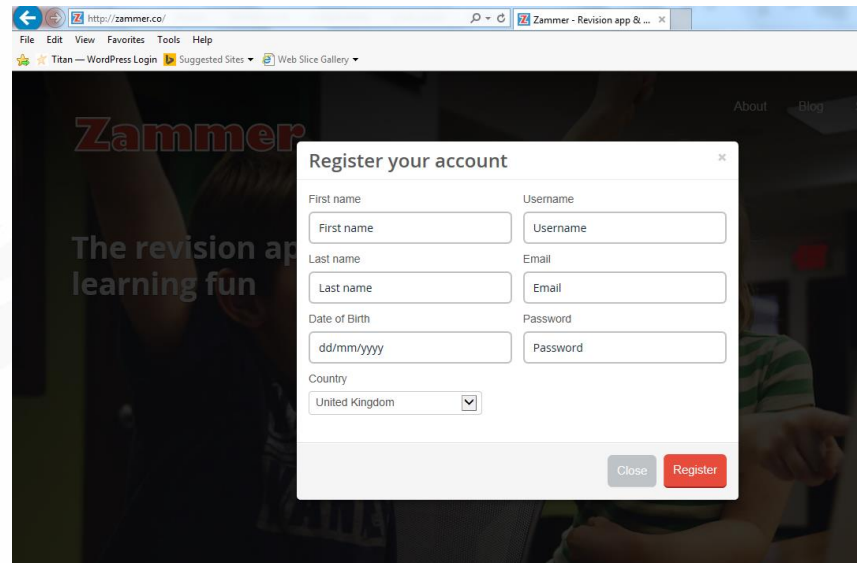
The EU BULLY Teacher Guide provides step by step instructions on how to use the platform and a full list of questions.



## *The EU BULLY quiz*

### Account set-up

1. Navigate to [www.zammer.co](http://www.zammer.co) and click the buttons “Login” and then “Register”
2. Register your own user account
3. Once registered and logged in either click the “Register your school” button in the popup that appears after you register or click “Schools” in the top navigation menu.
4. Register your school



The screenshot shows a web browser window with the URL <http://zammer.co/>. The page displays the 'Zammer' logo and the tagline 'The revision app for learning fun'. A 'Register your account' modal form is open, featuring the following fields: First name, Last name, Date of Birth (dd/mm/yyyy), Country (a dropdown menu showing 'United Kingdom'), Username, Email, and Password. At the bottom of the form are 'Close' and 'Register' buttons.



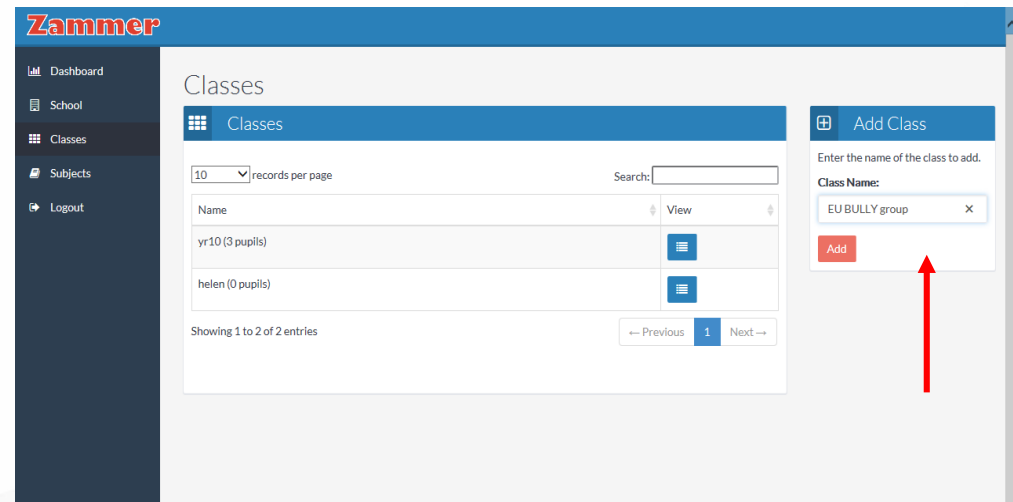
## How to add your classes to take the quiz

1. Go to the control panel, which will take you to your dashboard and then click 'classes'.
2. Enter the name of the class and hit the save button.

## To manage the class

Firstly, click "classes" in the side menu on the dashboard.

1. Click on your class and then select "Manage".
2. Add teachers to the class by entering their name in the "Add Teachers" box and selecting their name. (The teacher must already be added to your school).
3. Select EU BULLY by toggling the switch to a tick.

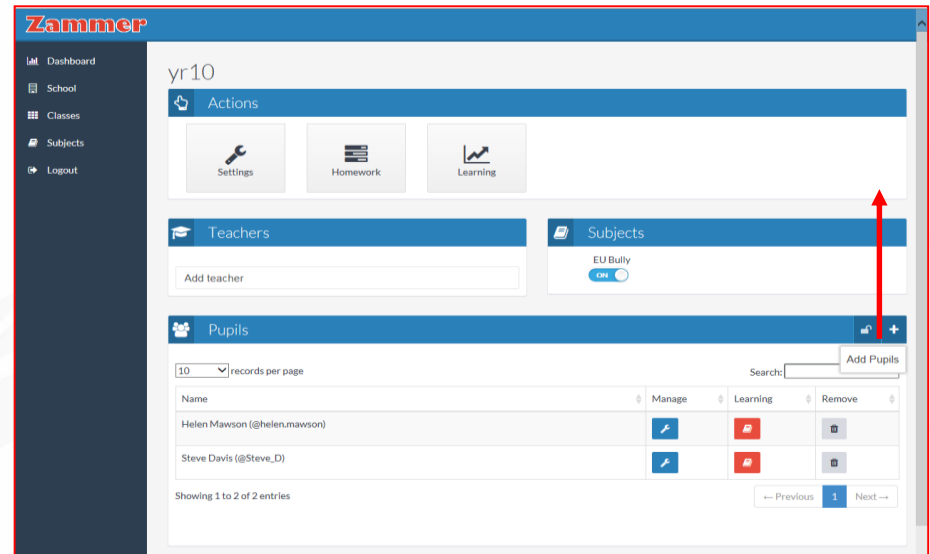


## Add your students

You can register your students to take the quiz by selecting one of the two options in the 'Manage' page:

1. "New" tab: Entering individual student's details; this can be the real name or a pseudonym e.g. Pupil1, Pupil2 etc. Optional data can be entered for each student such as a username, email or unique ID. **This is not compulsory.**

2. "Existing" tab: Any existing students on the system will be added automatically.



## *The EU BULLY quiz*

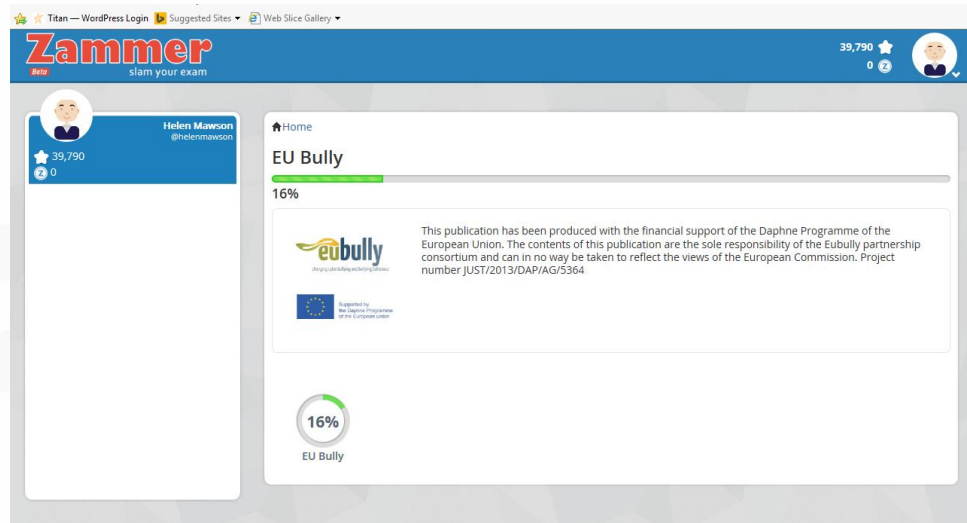
### Play the game

Get your class to  
<http://play.zammer.co/> and  
login with their user accounts

Select EU BULLY and this will  
take you to the questions.

Learners can select the whole  
quiz or individual topics, play  
alone or link with another  
classmate.

Pre-set tasks to complete  
certain topics will be viewed by  
the learner as they log in to  
their play account.



## ***Further information***

Please take a copy of the EU BULLY  
Teacher guide for further instruction  
and guidance

Keep track of the EU BULLY research  
results on the EU BULLY website:

<http://eubully.eu/>

Contact for further information:

Helen Mawson: [helen.mawson@titan.org.uk](mailto:helen.mawson@titan.org.uk)