



Into the Cloud Seasons 1 & 2 Overview

Nettie and Webster live in the NetSmartz Neighborhood in “the cloud,” and along with their trusted adult, Clicky, they learn and share about ways to keep the internet safer while fighting off the evil plots of the Webville Outlaws. After falling through an abandoned transport tube, Nettie and Webster find themselves stranded in the strange cloud realm of *Badromeda*. As they venture deeper into these unknown realms of the cloud, they’ll have to rely on each other, some new friends, and everything they’ve learned about internet safety to make it home and stop the Webville Outlaws!

Watch the Season 1 Trailer!



Watch the Season 2 Trailer!



A program of the



- Educational web series featuring 6 short episodes per season
- Ideal for ages 10 & under
- Versatile and engaging for use in individual or group settings
- Adaptable to distance learning environments
- Supported by easy-to-use discussion resources and kids’ activity sheets
- Lessons and activity guides for teachers and group facilitators
- Accompanying “Cloud Chaos” game, available online or in the app store

Safety Topics Addressed

- Dealing with cyberbullying
- Maintaining online privacy
- Checking misleading information
- Reporting unsafe behavior
- Livestreaming safety
- Talking to trusted adults
- Reporting and removing inappropriate content

Episode 1: "Enter Badromeda"

After falling into an abandoned transport tube, Nettie and Webster are carried into a deeper layer of the cloud called Badromeda. They quickly realize that they'll have to put their NetSmartz skills to work by not responding to the taunts and drama of the strange creatures they encounter.

Episode Theme:
Digital Citizenship

Episode 2: "TMI"

Nettie and Webster continue their journey and arrive at a museum where a young Badromedan, Zion, is loudly and publicly sharing personal information. Nettie and Webster help him understand why privacy is important online.

Episode Theme:
Online Privacy

Episode 3: "Rocket Bike"

Nettie and Webster encounter a pair of teens and offer their assistance in making better online decisions, like not responding to cyberbullies. They also learn about someone who may be able to help them return home safely. They hop on a rocket bike and take off in hopes of finding help!

Episode Theme:
Cyberbullying

Episode 4: "Fact or Fake?"

An alley full of distractions quickly pulls Nettie and Webster away from their set task. While distracted, they lose their map. When trying to redraw it, they find themselves bombarded by information – some conflicting, some outlandish – and must remember what they know about evaluating information online to find reliable sources to recreate the map.

Episode Theme:
Misleading Information

Episode 5: "Checking In"

Realizing they weren't able to check in with their trusted adult, Clicky, before being transported to Badromeda, Nettie and Webster try to send him a message, but accidentally end up on a website with upsetting content, which they quickly report. Back in the NetSmartz Neighborhood, Clicky tries to reach Nettie and Webster, but to no avail.

Episode Theme:
Inappropriate Content

Episode 6: "Finding Vera"

Nettie and Webster restart their journey with a new map and encounter young rocket bikers whose behavior makes the duo uncomfortable. Nettie and Webster report their suspicious behavior to a Badromeda Protection Officer. Then they gather clues in hopes of finding their way home with help from a new trusted adult.

Episode Theme:
Reporting Unsafe Behavior

Episode 1: "The Scientist"

Nettie and Webster have found Dr. Vera Tas! She's been keeping an eye on their journey, as well as what's happening in the NetSmartz Neighborhood – and it's not good. The Webville Outlaws are up to something! Unfortunately, Dr. Tas can't yet get Nettie and Webster home to stop the Outlaws, not until she can repair her realm-hopper. Maybe Nettie and Webster know someone who might be able to help her?

Episode Theme:
Not Everyone Is Who They Say They Are Online

Episode 2: "The Picture"

Nettie and Webster find their new friends Harold and Zion during their travels. Zion shares with them that someone is blackmailing him online after taking a screenshot of him doing something embarrassing while he livestreamed. Zion's scared and afraid of getting in trouble, but Nettie and Webster help him realize that what happened isn't his fault, and that he should tell a trusted adult.

Episode Theme:
Digital Blackmail

Episode 3: "The Plan"

Zion tells his dad what is happening to him online. At first, his father is upset with him, but realizes that it's normal for kids to make mistakes. He jumps into action to help Zion report what happened and learn more about how he can stay safer online. Nettie, Webster and Harold agree to help by traveling to Harold's home realm of Ledus to The Server where the images may be hosted. They're also hoping that Ledus' crystal caverns hold the key to fixing Dr. Tas' realm-hopper.

Episode Theme:
Talking to Trusted Adults

Episode 4: "Ledus"

Nettie, Webster and Harold arrive in Ledus and quickly discover they'll need some new clothes in these harsh, frigid conditions. They head into a nearby store where Harold runs into an old neighbor. With her directions, the team heads off to The Server. Meanwhile, Zion finds himself being cyberbullied by users who have seen his inappropriate picture. It upsets him, but he knows he has options; he blocks the users and then reports their behavior to the gaming platform.

Episode Theme:
Dealing with Cyberbullying

Episode 5: "The Server"

Nettie and Webster enter The Server and enlist the help of a Trust & Safety team member, Spyder, to find and remove Zion's inappropriate image. Nettie and Webster describe how the picture shows a private part of Zion's body and that he is being blackmailed with the image, and Spyder springs into action, removing the original file and the 10 copies that had been shared. They call Zion, who is very grateful, but they remind him that this is only one server, if the image was saved to another site or server, he'll have to make another report and contact the safety team there, too.

Episode Theme:
Removing Inappropriate Content

Episode 6: "Ice Diamonds"

With Zion's picture removed from The Server, Harold takes them to a crystal cavern in search of ice diamonds to fix the realm-hopper. Meanwhile, back in the laboratory, Dr. Tas is working on a plan to stop the Outlaws. When she calls Clicky, he seems discouraged that his efforts to keep the internet safe are getting lost in all the other information that's now online. She reminds him that he may soon have reinforcements, as Nettie and Webster arrive at Dr. Tas' lab with a massive ice diamond which brings the realm-hopper back to life.

Episode Theme:
Using the Internet for Good