

Faux Paw Goes to the Games Part 1

ISTE Standards:
Digital Citizen 1.2b

CASEL Competency:
Responsible Decision-Making



REAL LIFE VS ONLINE

Faux Paw learns that there is a time and a place for different activities. During this section of the movie, she is invited to hold the torch at the Olympics (that's a big deal!) and needs to go to a practice session. On the way there, she sees an internet cafe and pretty soon is distracted by a game. She misses practice, and lets herself and her friend down.

💡 **TIP:** Ask for help from an adult as you work on this worksheet!

Words to Know:

- **Balance:** having the right amount — not too much or too little — of any quality.
- **Healthy:** a state of physical, mental and social well-being.
- **Time limits:** a limit of time within which something must be done.

Do this next:

- Ask an adult to help you print off the next page.
- Write or draw things you can do in real life and things you can do online.
 - Discuss some of the differences.
- Talk to an adult about why it's important to know the difference and to stay balanced between the time you spend online and in real life.

Faux Paw Goes to the Games Part 1

ISTE Standards:
Digital Citizen 1.2b

CASEL Competency:
Responsible Decision-Making



REAL LIFE VS ONLINE

Write or draw.

Things I can do in real life

Things I can do online