

Faux Paw Goes to the Games Part 2

ISTE Standards
Digital Citizen 1.2b

CASEL Competency:
Responsible Decision-Making



HOW TO SAY “NO”

Faux Paw learns we sometimes have to say “no.” Earlier, she had been invited to hold the torch at the Olympics. It was important, and people were counting on her. When she started playing a video game instead, she had a hard time stopping. Her real friends worried about her. This lesson will help you not make the same mistakes.

TIP: Talk with an adult as you think about these questions.

Words to Know:

- Peer pressure: feeling that you must do the same things as other people in order to be liked or respected by them.
- Time limit: a limit of time within which something must be done.

Think About:

- Sometimes other people may try to get you to make bad choices.
- What are ways you can just say “no”?
- Just like strangers in real life, there are times when you can “run away” online (do that by turning off the device), or tell an adult.

Do This Next

1. Ask an adult to print the activity sheet for you.
2. Complete the activity, and think about ways you can “say no” when it’s the right thing to do.

Faux Paw Goes to the Games Part 2

ISTE Standards
Digital Citizen 1.2b

CASEL Competency:
Responsible Decision-Making



HOW TO SAY "NO"

NO!

I can't

No
thanks

Not this
time

My grown up
says no

Got
to go

Maybe
later

Sorry but
NO

NO
WAY



THE ACHIEVERY™
Created by AT&T