

Faux Paw Goes to the Games Part 4

ISTE Standards
Digital Citizen 1.2b

CASEL Competency:
Responsible Decision-Making



BALANCING ONLINE AND OFFLINE LIFE

Faux Paw needs to get to the Olympic stadium in time to light the torch. (She almost misses it because of playing video games!) She and her friend Panda make it just in time. Faux Paw is too tired and needs help. Panda says that they can do it together. Faux Paw has learned her lesson about being there for real friends instead of getting distracted by online friends and games.

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

Words to Know:

- Balance: having the right amount — not too much or too little — of any quality.
- Online: when you are using a device to be on the internet.
- Offline: when you are not using a device or the internet.

Think About:

- What does Faux Paw mean when she says “I’ve learned that there is more to life than being online”?
- Why is it important to have a time limit when using technology?

DO THIS NEXT:

- Ask an adult to print the activity sheet for you.
- Draw pictures of your 4 favorite things to do in real life

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Write or draw.

Four things I like to do in real life

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