Faux Paw Goes to the Games Part 3

ISTE Standards Digital Citizen 1.2b

CASEL Competency: Responsible Decision-Making



HOW TO SPOT A TRUE FRIEND

Some people are real friends, and other people are not. Faux Paw learns the difference when her true friends come to save her from wasting her time on a video game. They help her not miss an important opportunity. It is important to be a true friend, and also know how to spot one.



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

Words to Know:

- Opportunity: a chance to do something.
- Friend: a buddy, a pal, someone you know and trust. Someone you like enough to want to spend time with on a regular basis.
- Stranger: someone you don't know.

Think About:

- What clues did the team members in the video game and Kitty Face give that they are not real friends?
- How are friends in real life and strangers you might meet online different?
- Can someone you have never met before in real life be a friend?
- How do you know who you are talking to online?

DO THIS NEXT:

- Ask an adult to print the activity sheet for you.
- Complete the worksheet about true friends vs online strangers.



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Circle one:

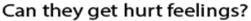






MAYBE







Will they help in real life?







Do they care about Faux Paw?









Can they get hurt feelings?







Will they help in real life?







Do they care about Faux Paw?







