

# 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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iKeepSafe

## HOW TO SPOT A TRUE FRIEND

Circle one:

 YES     MAYBE     NO



Can they get hurt feelings?



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?

