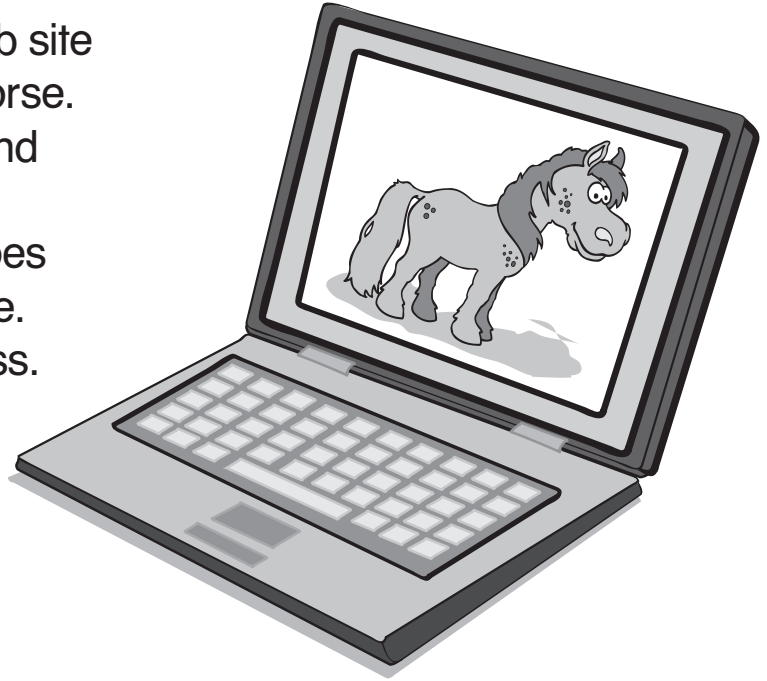


Name \_\_\_\_\_ Date \_\_\_\_\_

## Is That Fair?

Jada's parents let her play on a Web site where she can take care of a pet horse. Her friend Michael comes to play and sees her type in her user name and password. A few days later Jada goes back to the site to care for her horse. She finds her horse's room is a mess. There are some things missing.



### What's the Problem?

What do you think happened?

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How would you feel if you were Jada? Explain why.

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Name \_\_\_\_\_ Date \_\_\_\_\_

## Think About It

Many kids like to go online to play games. Is it fair when someone else goes into their private account online and messes it up?

## Find Solutions!

What should Jada do when she finds her horse's room in a mess?

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What could Jada say to Michael?

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### **Be** Cyber**Smart!**<sup>®</sup>

- Go online with a parent or guardian, not alone.
- Don't show anyone but your parent or guardian your password.
- If you have trouble online, get offline and go tell an adult you trust.

Name \_\_\_\_\_ Date \_\_\_\_\_

## Take Action!

**Write a Slogan** What can kids do if a person online makes them feel angry, sad, or scared? Think about the Be CyberSmart! rules. Then write your own slogan in the stop sign below to remind other kids what to do.

