TEACHER ANSWER KEY · GRADES K-2

Stop, Think, Ask

Worksheet 1: Keep playing or stop and ask?

CARD	BELONGS IN	WHY
My reading game shows the next level	**OK to keep playing (check mark)**	This is your normal game doing what it always does.
A box says: You won a free tablet. Tap here.	**Stop and ask (hand)**	Surprise prizes that want a tap are often tricks. A grown-up can check.
A box says: Type your password to get free coins	**Stop and ask (hand)**	Never type your password for a prize. Your password is yours.
Someone I don't know in a game says: What's your name?	**Stop and ask (hand)**	Strangers do not need your name. Show a grown-up.
My class app shows today's math page	**OK to keep playing (check mark)**	Your teacher set this up. It is the normal class app.
A picture makes me feel scared or yucky	**Stop and ask (hand)**	Your uh-oh feeling is a signal. Turn the screen away and tell a grown-up.
A box says: Your tablet is broken. Tap fast to fix it.	**Stop and ask (hand)**	Hurry messages are a trick. Real help comes from your grown-up or teacher.
I finish a puzzle and get a gold star in my class game	**OK to keep playing (check mark)**	Stars are part of the game you already know.
A message says: Send a picture of you	**Stop and ask (hand)**	Photos of you are private. Never send one without a trusted grown-up.
A box says: Buy 100 gems now	**Stop and ask (hand)**	Buying things costs real money. Always ask a grown-up first.
My drawing app lets me pick a new color	**OK to keep playing (check mark)**	This is a normal part of your drawing app.
A video I didn't pick starts and it looks scary	**Stop and ask (hand)**	Stop the video or close the cover and tell a grown-up.

Worksheet 2: What should I do?

1. A box pops up with balloons: "You are a winner. Tap to get your prize."

What should you do?

- [ ] Tap it fast
- [ ] Stop and show a grown-up ✓
- [ ] Tell a friend to tap it

Stop and show a grown-up.

Surprise prizes are often tricks. A grown-up can check.

2. In a game, a player you don't know says: "Hi. How old are you? What school do you go to?"

What should you do?

- [ ] Tell a trusted grown-up and don't answer ✓
- [ ] Tell them your school
- [ ] Tell them your age

Don't answer. Tell a trusted grown-up.

Your age and school are private. Grown-ups can block or report the player.

3. You see a picture that makes your tummy feel funny and scared.

What should you do?

- [ ] Keep looking
- [ ] Show it to your little sister
- [ ] Turn the screen away and tell a grown-up ✓

Turn the screen away and tell a grown-up.

Your uh-oh feeling is a signal. You are not in trouble.

4. A message says: "Your tablet has a bug. Tap the button now or it will break."

What should you do?

- [ ] Tap the button now
- [ ] Stop and ask a grown-up ✓
- [ ] Turn the sound up

Stop and ask a grown-up.

Messages that say hurry are often tricks.

5. Oops. You already tapped a pop-up and now the screen looks strange.

What should you do?

- [ ] Hide the tablet
- [ ] Keep tapping to fix it
- [ ] Tell a grown-up what happened ✓

Tell a grown-up what happened.

Telling fast helps the grown-up fix it. You are not in trouble.

6. Your teacher's reading app says: "Great job. Next story."

What should you do?

- [ ] Keep reading ✓
- [ ] Stop and hide
- [ ] Close the tablet forever

Keep reading.

This is your normal class app, so it is OK to keep going.

Scenario cards

CARD	MODEL ANSWER
1. Card 1: You are a winner	Stop: hands off. Think: it wants me to tap and it is a surprise. Ask: show a grown-up. Surprise prizes that want a tap are often tricks.
2. Card 2: Free coins	Don't type it. Stop and show a trusted grown-up. Your password is just for you. Real games do not ask for it in a chat.
3. Card 3: New friend in the game	Don't answer. Show a trusted grown-up so they can block or report the player. Someone you only know in a game is a stranger. Where you live is private.
4. Card 4: Scary picture	Turn the screen away or close the cover. Tell a grown-up. Your uh-oh feeling tells you to stop and ask. You are not in trouble.
5. Card 5: Hurry hurry	Stop. Don't tap. Show your teacher or grown-up. Hurry messages try to make you tap before you think.
6. Card 6: Keep it secret	Tell your grown-up right away. Safe people never ask you to keep secrets from your grown-ups.
7. Card 7: Photo, please	Don't send it. Show a trusted grown-up. Pictures of you are private.
8. Card 8: Buy now	Stop and ask your grown-up before tapping anything. Buying things costs real money from your family.
9. Card 9: Oops, I tapped it	Hands off and tell a grown-up right away. Telling fast helps. Nobody is in trouble for an accident.
10. Card 10: Normal game	Yes. Keep playing. This is the normal app your teacher picked, doing what it always does.

Exit ticket

QUESTION	ANSWER
Your reading game shows the next level.	**Thumbs up. This is your normal game doing what it always does.**
A box says "Free gems. Type your password."	**STOP hand. Never type your password for a prize. Show a grown-up.**
A picture makes you feel scared.	**STOP hand. Turn the screen over or close the cover and tell a grown-up.**
Show the three signals in order.	**Stop (flat hand), Think (finger on head), Ask (raised hand).**