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Sarah receives a message from a stranger asking for her phone number and home address. She immediately reports the message to a trusted adult without responding to the stranger.



Jenny joins an online chatroom to discuss homework with classmates. She uses a nickname and focuses on discussing homework topics without revealing personal details.



Alex's friend wants his log in information for a video game so they can play together. Alex suggests playing together using a guest account or inviting the friend to join through the game's multiplayer features.



Mark creates a social media profile. He selects profile pictures that do not reveal his school or location.



Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She closes the pop-up window and continues browsing on trusted websites.



Sarah receives a message from a stranger asking for her phone number and home address so they can send her a gift. She thinks that's really nice, so she shares the information.



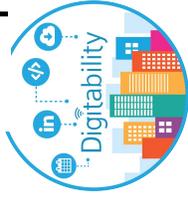
Lucas receives friend requests on social media from people he doesn't know personally. He carefully evaluates each request and only accepts those from people he knows in real life.



Alex shares his login credentials for an online game with a friend so they can play together, even though they've been warned not to share passwords.



Mia takes an online quiz that asks for personal information like her birthdate, favorite color, and the name of her pet in exchange for a chance to win a prize. She wants to win the prize, so she answers all of the questions.



Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She wants to get the free games, so she clicks on the link.



Tyler accidentally stumbles upon a website with inappropriate content while doing research for a school project. He's curious about it, so he clicks further.



Lucas receives friend requests on social media from people he doesn't know personally but accepts them all to increase his friend count.



Name Date 

T1

Internet Safety Activity

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write what the student should have done instead.

Scenario 1

Jenny joins an online chatroom to discuss homework with classmates. She uses a nickname and focuses on discussing homework topics without revealing personal details.

Scenario 2

Tyler accidentally stumbles upon a website with inappropriate content while doing research for a school project. He's curious about it, so he clicks further.

Scenario 3

Mark creates a social media profile. He selects profile pictures that do not reveal his school or location.

Name Date 

T1

Internet Safety Activity

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write what the student should have done instead.

Scenario 4

Mia takes an online quiz that asks for personal information like her birthdate, favorite color, and the name of her pet in exchange for a chance to win a prize. She wants to win the prize, so she answers all of the questions.

Scenario 5

Sarah receives a message from a stranger asking for her phone number and home address. She immediately reports the message to a trusted adult without responding to the stranger.

Scenario 6

Lucas receives friend requests on social media from people he doesn't know personally but accepts them all to increase his friend count.

Name Date 

T1

Internet Safety Activity

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write what the student should have done instead.

Scenario 7

Alex's friend wants his login information for a video game so they can play together. Alex suggests playing together using a guest account or inviting the friend to join through the game's multiplayer features.

Scenario 8

Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She wants to get the free games, so she clicks on the link.

Scenario 9

Emma receives an email from an unknown sender with an attachment titled "Open Me." She doesn't open it and informs a trusted adult about the suspicious message.



T1

Internet Safety Activity

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write what the student should have done instead.

Scenario 10

Sarah receives a message from a stranger asking for her phone number and home address so they can send her a gift. She thinks that's really nice, so she shares the information.

Scenario 11

Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She closes the pop-up window and continues browsing on trusted websites.

Scenario 12

Alex shares his login credentials for an online game with a friend so they can play together, even though they've been warned not to share passwords.

Name Date 

T2

Internet Safety Activity

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write or describe what is unsafe about the behavior.

Scenario 1

Jenny joins an online chatroom to discuss homework with classmates. She uses a nickname and focuses on discussing homework topics without revealing personal details.

Scenario 2

Tyler accidentally stumbles upon a website with inappropriate content while doing research for a school project. He's curious about it, so he clicks further.

Scenario 3

Mark creates a social media profile. He selects profile pictures that do not reveal his school or location.



T2

Internet Safety Activity

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write or describe what is unsafe about the behavior.

Scenario 4

Mia takes an online quiz that asks for personal information like her birthdate, favorite color, and the name of her pet in exchange for a chance to win a prize. She wants to win the prize, so she answers all of the questions.

Scenario 5

Sarah receives a message from a stranger asking for her phone number and home address. She immediately reports the message to a trusted adult without responding to the stranger.

Scenario 6

Lucas receives friend requests on social media from people he doesn't know personally but accepts them all to increase his friend count.

Name Date 

T2

Internet Safety Activity

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write or describe what is unsafe about the behavior.

Scenario 7

Alex's friend wants his login information for a video game so they can play together. Alex suggests playing together using a guest account or inviting the friend to join through the game's multiplayer features.

Scenario 8

Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She wants to get the free games, so she clicks on the link.

Scenario 9

Emma receives an email from an unknown sender with an attachment titled "Open Me." She doesn't open it and informs a trusted adult about the suspicious message.



T2

Internet Safety Activity

Directions: Read through the scenarios to determine if the behavior shown is safe or unsafe. If it is unsafe, write or describe what is unsafe about the behavior.

Scenario 10

Sarah receives a message from a stranger asking for her phone number and home address so they can send her a gift. She thinks that's really nice, so she shares the information.

Scenario 11

Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She closes the pop-up window and continues browsing on trusted websites.

Scenario 12

Alex shares his login credentials for an online game with a friend so they can play together, even though they've been warned not to share passwords.



T3

Internet Safety Activity

Directions: Read through the scenarios. Mark if the behavior shown is safe or unsafe.

Scenario 1

Jenny joins an online chatroom to discuss homework with classmates. She uses a nickname and focuses on discussing homework topics without revealing personal details.



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Scenario 2

Tyler accidentally stumbles upon a website with inappropriate content while doing research for a school project. He's curious about it, so he clicks further.



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Scenario 3

Mark creates a social media profile. He selects profile pictures that do not reveal his school or location.



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T3

Internet Safety Activity

Directions: Read through the scenarios. Mark if the behavior shown is safe or unsafe.

Scenario 4

Mia takes an online quiz that asks for personal information like her birthdate, favorite color, and the name of her pet in exchange for a chance to win a prize. She wants to win the prize, so she answers all of the questions.



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Scenario 5

Sarah receives a message from a stranger asking for her phone number and home address. She immediately reports the message to a trusted adult without responding to the stranger.



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Scenario 6

Lucas receives friend requests on social media from people he doesn't know personally but accepts them all to increase his friend count.



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T3

Internet Safety Activity

Directions: Read through the scenarios. Mark if the behavior shown is safe or unsafe.

Scenario 7

Alex's friend wants his login information for a video game so they can play together. Alex suggests playing together using a guest account or inviting the friend to join through the game's multiplayer features.



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Scenario 8

Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She wants to get the free games, so she clicks on the link.



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Scenario 9

Emma receives an email from an unknown sender with an attachment titled "Open Me." She doesn't open it and informs a trusted adult about the suspicious message.



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T3

Internet Safety Activity

Directions: Read through the scenarios. Mark if the behavior shown is safe or unsafe.

Scenario 10

Sarah receives a message from a stranger asking for her phone number and home address so they can send her a gift. She thinks that's really nice, so she shares the information.



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Scenario 11

Lily comes across a pop-up advertisement promising free game downloads if she clicks on a link. She closes the pop-up window and continues browsing on trusted websites.



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Scenario 12

Alex shares his login credentials for an online game with a friend so they can play together, even though they've been warned not to share passwords.



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BANKABILITY & THE SOCIAL ECONOMY LEVEL 1: WORKPLACE CULTURE

1. GOALS MY INCOME GOALS: WARM UP ACTIVITY

Directions: Keep this page safe! After each lesson, mark down the date and the dollars you earned.



[Access the interactive Google Template Version.](#)

DATE	GOAL Income	DOLLARS EARNED:



YES



No



[Find All Bills Here](#)