Educator's Guide

This cyber adventure provides educators with a framework to discuss the impacts of technology obsession on friends and family, offering a path to understanding and balance in our connected lives.

Ages: 8 and up

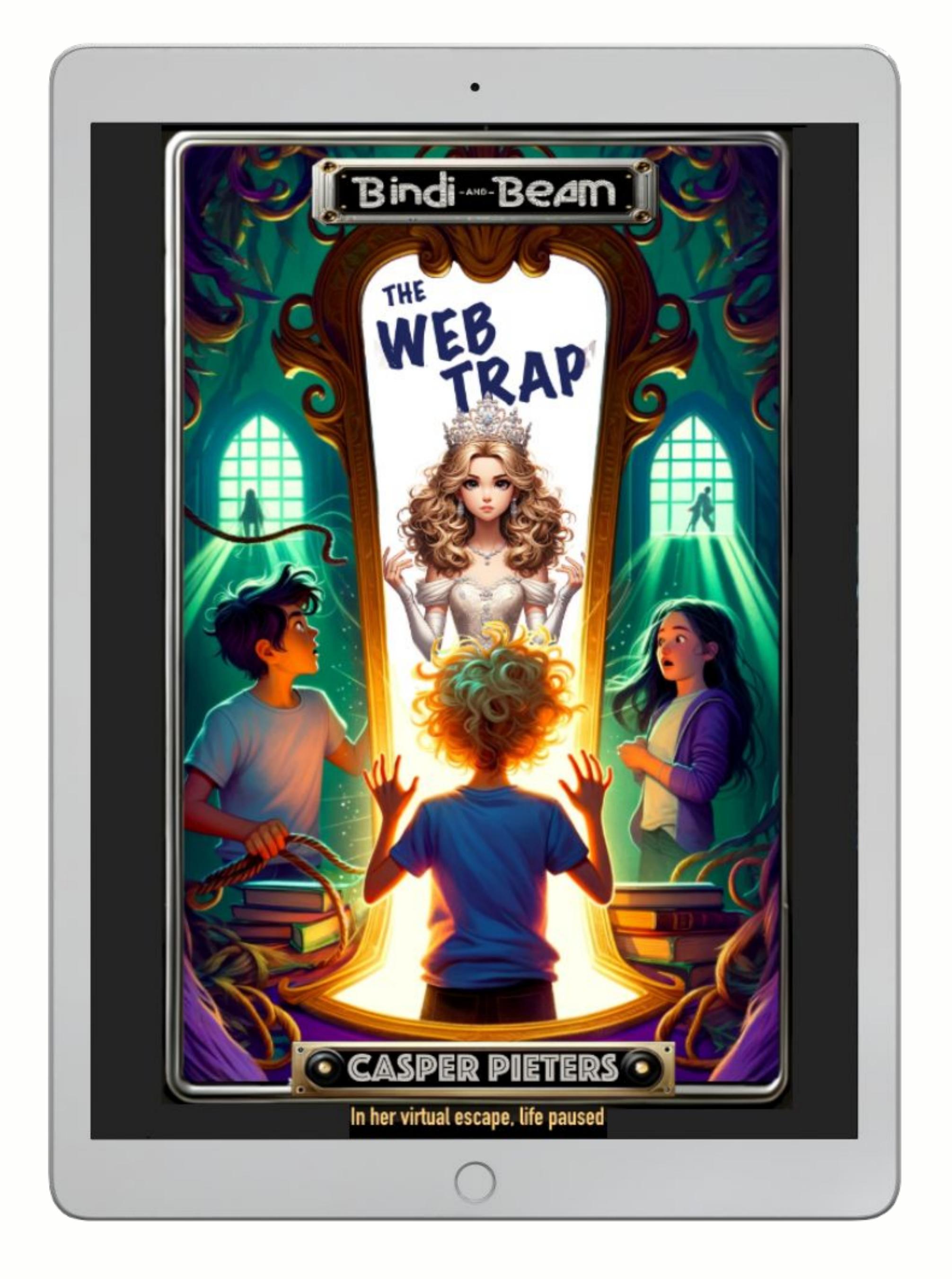


"I'm a 5th-grade teacher, and I used The Web Trap'as a reading group selection. My students were so engaged and loved discussing the plot and characters. It also provided a natural segue into discussing internet safety."

Tammy N., Teacher

The Web Trap

about the ebook



Bindi Arora's (11) best friend,
Maddy Simpson, falls into a
catatonic stupor playing her
DreamWalker VR, which she got
for her birthday. Doctors are
puzzled, but Bindi's twin brother
Beam, checking the device's data,
suspects she disappeared into her
own fantasy metaverse. Bindi and
her companions follow her in, but
find her transformed into the cruel
and spoiled Princess Aleela.

Bringing Maddy back is her only chance, otherwise she will remain in a coma trapped by her own obsession and Bindi will lose her best friend.

This cyber adventure story playfully highlights the effects of technology obsessiveness and the value of true friendship.

The next two in the series, out in 2024

The Mauled Mage—is a cyber adventure that deals with cyberbullying. Readers not only gain a deeper understanding of what cyberbullying is, and how it affects those involved, but they also get an insight into why a cyberbully bullies. It is easy to dislike a cyberbully, but when the main characters, through an unexpected twist, discover he also is a victim of cyberbullying, their perspective changes.

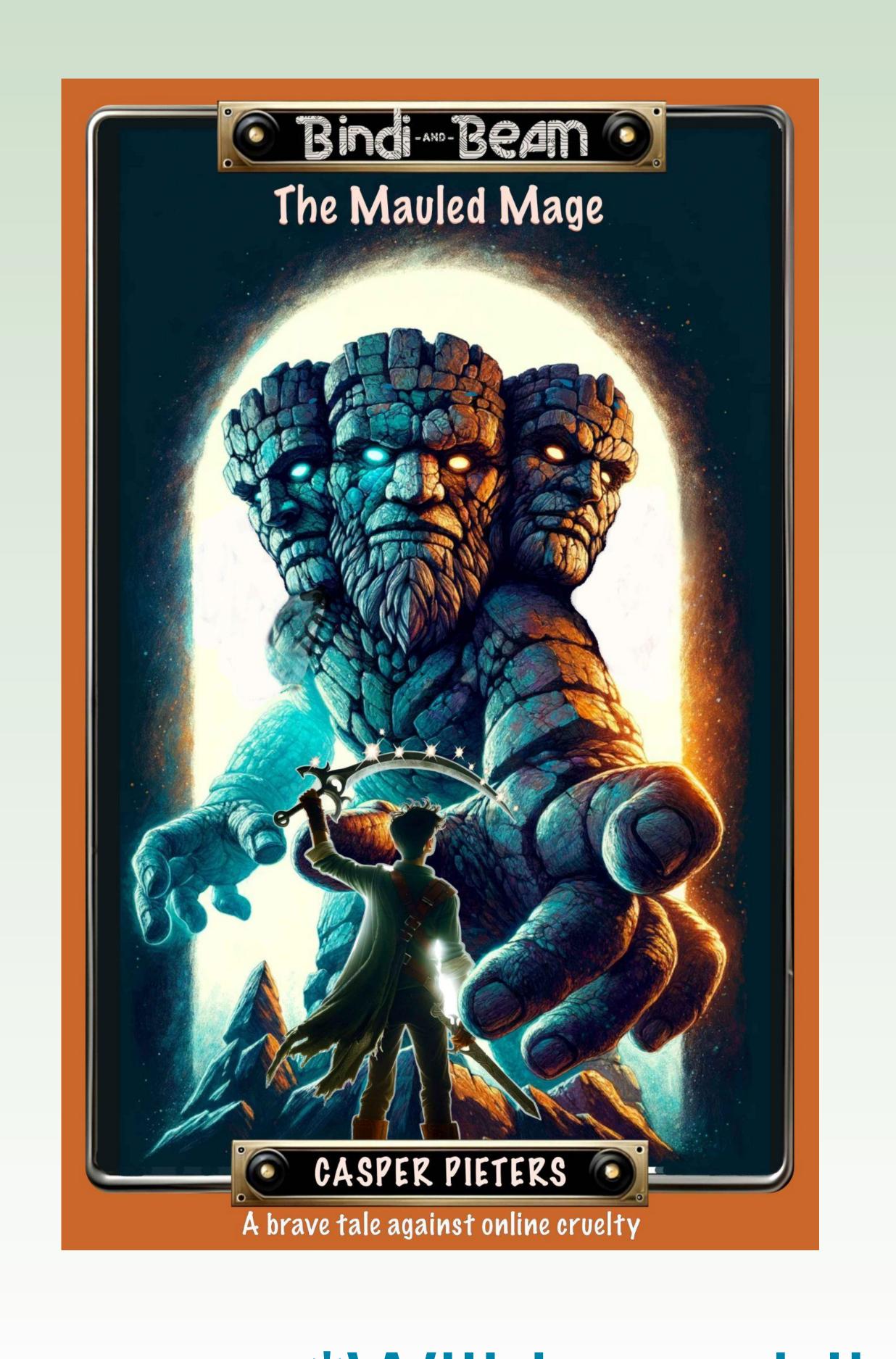
The Bewitched Game—is a cyber adventure highlighting digital health. A riveting tale of virtual reality, where a young girl's quest against a vengeful witch's spell becomes a race to save a generation from the blurring lines between the digital and real worlds.

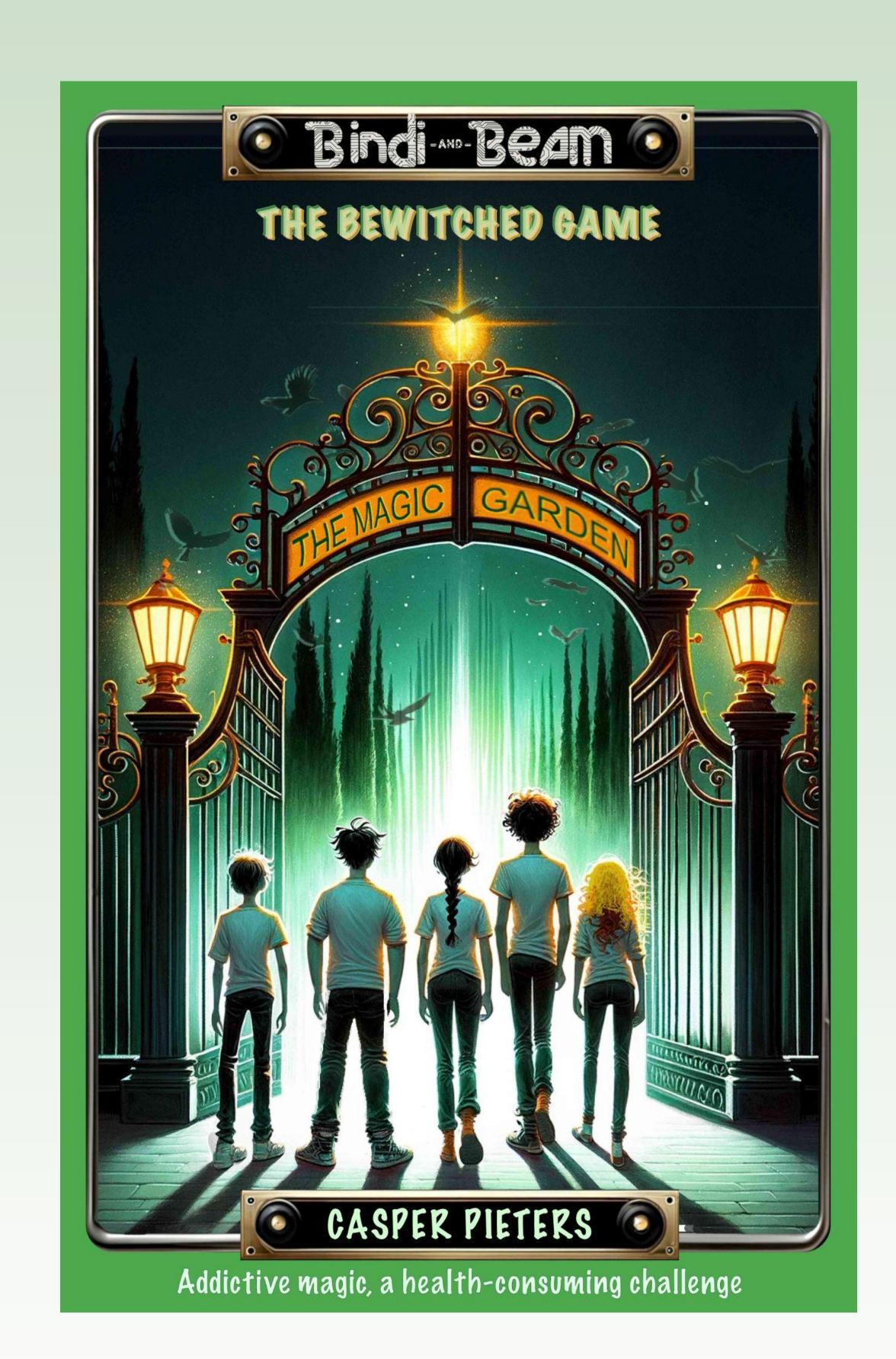
about the author



Casper studied zoology, marine biology, and computer science. For twenty years, he ran a nature consultancy and was a scientific advisor for the award-winning TV production house, Mindful Media. One day, he changed paths and taught for ten years at a high school using all his acquired life experience to enrich his teaching. During this time he made a digital citizenship eLearning platform for school communities and began writing edufiction to help students learn more about technology.

other books* in the Bindi & Beam series





*Will be published in 2024

https://www.casperpieters.com/bindiandbeam

For Educators

EDUFICTION - - stories with embedded curricular information

By the end of Elementary School, students should have a solid understanding of most digital citizenship topics, such as cyberbullying, privacy, safety, security, and understanding the proper use of the Internet. The Bindi & Beam novella series covers these topics one by one, using fictional adventure narratives. Readers experience the nuances of these tech issues through the actions of the characters they will grow to love and identify with. The illustrations may help rouse the interest of less-able or disinterested readers and can be fun as overheads to facilitate discussion in class.

Common Core State Standards - English Literacy

CCSS.ELA-LITERACY.RL.5.2

Determine a theme of a story, drama, or poem from details in the text, including how characters in a story or drama respond to challenges or how the speaker in a poem reflects upon a topic; summarize the text.

Grade 5 | English Language Arts Standards | Reading Literature Key | Ideas and Details

CCSS.ELA-LITERACY.RL.6.2

Determine a theme or central idea of a text and how it is conveyed through particular details; provide a summary of the text distinct from personal opinions or judgments.

Grade 6 | English Language Arts Standards | Reading: Literature | Key Ideas and Details

Common Core State Standards K-12 Technology Skills Scope and Sequence

Digital Citizenship - Explain responsible uses of technology and digital information; describe possible consequences of inappropriate use.

Demonstrate the of technology and responsible use an understanding using electronic safety issues in media at home, in school and in of ethics and Society | Copyright Acceptable Use, and Plagiarism | Digital Citizenship

ISTE Standards: Educators

- **2.2 Leader -** Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning.
 - 2.2.a Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders.
 - 2.2.b Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students.
 - 2.2.c Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning.
- 2.3 Citizen Educators inspire students to positively contribute to and responsibly participate in the digital world.
 - 2.3.a Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.
 - 2.3.b Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.
 - 2.3.c Mentor students in safe, legal and ethical practices with digital tools and the protection of intellectual rights and property.
 - 2.3.d Model and promote management of personal data and digital identity and protect student data privacy.

To access high res images from the book <u>Click Here</u> for use as conversation starters in class etc.

The Web Trap

DISCUSSION QUESTIONS

- 1. Who is the main character of the story?
- 2. What did the main character want?
- 3. What was the problem(s) that stood in the way?
- 4. How was that problem(s) solved?
- 5. What conclusion(s) came at the story's end?
- 6. What made Maddy become so obsessed with her digital toy?
- 7. Why did her friends leave her birthday party?
- 8. When do you think a habit becomes an addiction?
- 9. What does it feel like, when your best friend is not giving you any attention?
- 10. How does the virtual world (metaverse) differ from the real world? And what do they have in common?
- 11. Why was Princess Aleela not happy in her world? And how did she try to fix this?
- 12. How do friends made online differ from friends made in the real world?
- 13. Do you think the whole world is addicted to digital devices? Why do you think that?
- 14. Why did you think Maddy worried about coming back to her own world?
- 15. What is your favourite digital device and why?
- 16. What do you think it would be like, to spend one week with no digital devices?

ACTIVITIES

- 1. Face Time—kids try to identify moods based on facial expressions. By either cutting faces out of magazines or using pictures printed out, groups need to identify what they think that person is feeling and put the faces into piles based on different emotions. The more subtle the expression, the more interesting the conversation.
- 2. Have a debate about the pros and cons of social media's prominence in student and adult lives. Students can research the topic by talking to older siblings, other users, teachers, administrators, or parents about their experiences with social media. Tape the debate and upload the video to the class website or blog.
- 3. Have a poll on time spent using devices and share the results digitally on the class screen.

 Then, have a discussion about;
 - i. Are some screen activities different than others?
 - ii. What does it feel like to be on a device for hours?
 - iii. Does this differ on what screen activity you do?
 - iv. What is the longest time you ever spent without a digital device? (Do another poll and discuss)
 - v. What other activities can you do, when away from your digital device(s)?
- 4. Friendship Chain–Each child is given a slip of construction paper. On their paper, they write what they think is the most important quality in a friend. Those slips then get taped together to form a chain, which can be hung in the classroom and referred to throughout the year.

Unlock Enhanced Learning: Elevate your classroom with our concise *Chapter Questions & Fun Learning Activities Guide*. Transform lessons and engage deeply. Available exclusively at the author's website. Discover more on the next page.

The Web Trap

Embark on a transformative educational journey with *The Web Trap - Chapter Questions and Fun Learning Activities Guide*, a groundbreaking tool designed to engage middle graders deeply and thoughtfully with the pressing theme of tech obsession and its ripple effects on friendships and family dynamics. Crafted by educator and author Casper Pieters, this guide stands out as a beacon for educators, librarians, parents, and caregivers alike, offering a tech-device-free alternative to conventional learning methods.

At the heart of this guide lies the principle of structured flexibility. Unlike traditional educational resources that require a linear progression, *The Web Trap* guide empowers users to navigate through the material in a way that best suits their learners' needs and interests. This approach not only accommodates different teaching and learning styles but also ensures that the content remains relevant and engaging across various contexts, be it in classrooms, libraries, or homes.

Each chapter of *The Web Trap* story is a gateway to exploring the complexities of the digital age, focusing on the delicate balance between online engagements and real-life connections. The guide enhances this exploration by integrating critical thinking and discussions on digital citizenship and interpersonal relationships, thereby enriching learners' engagement with the story's themes. Through carefully crafted questions and fun activities, participants are invited to delve into discussions about the impact of technology on personal relationships, the importance of balancing virtual and real-life experiences, and the ethical considerations that come with digital interactions.

The guide features a variety of activities, from writing and art projects to debates and the creation of digital etiquette guides. These activities are designed to foster creativity, critical thinking, collaboration, and communication, highlighting the importance of diverse abilities in teamwork. By engaging in these tasks, learners develop essential life skills such as planning, cooperation, and problem-solving, all while reinforcing values of loyalty, resilience, and friendship.

Beyond its immediate focus on tech obsession, the guide aligns with broader academic and socio-emotional learning objectives, including literacy, empathy, collaboration, and emotional expression. This dual focus ensures that the learning experience is not only academically enriching but also deeply meaningful on a personal and social level. The inclusion of chapter-specific questions, activities, and images caters to diverse learning styles, enhancing comprehension and critical engagement with the content.

By choosing *The Web Trap - Chapter Questions and Fun Learning Activities Guide*, you're not just selecting an educational resource; you're embarking on a journey to navigate the digital world thoughtfully and ethically. This guide promises to transform how young learners perceive and interact with technology, fostering stronger friendships and more meaningful human connections along the way. It's an invitation to make learning not only educational but transformative, with the potential to make the world a better place through our collective efforts.

Join us in this vital educational endeavor. Enjoy the journey, and witness the transformative impact it will have on your learners. Together, we can navigate the complexities of the digital age with wisdom, empathy, and connection.

Grab your copy now!

And contribute to creating a more thoughtful, empathetic, and connected world.