Parents and Caregiver's Guide

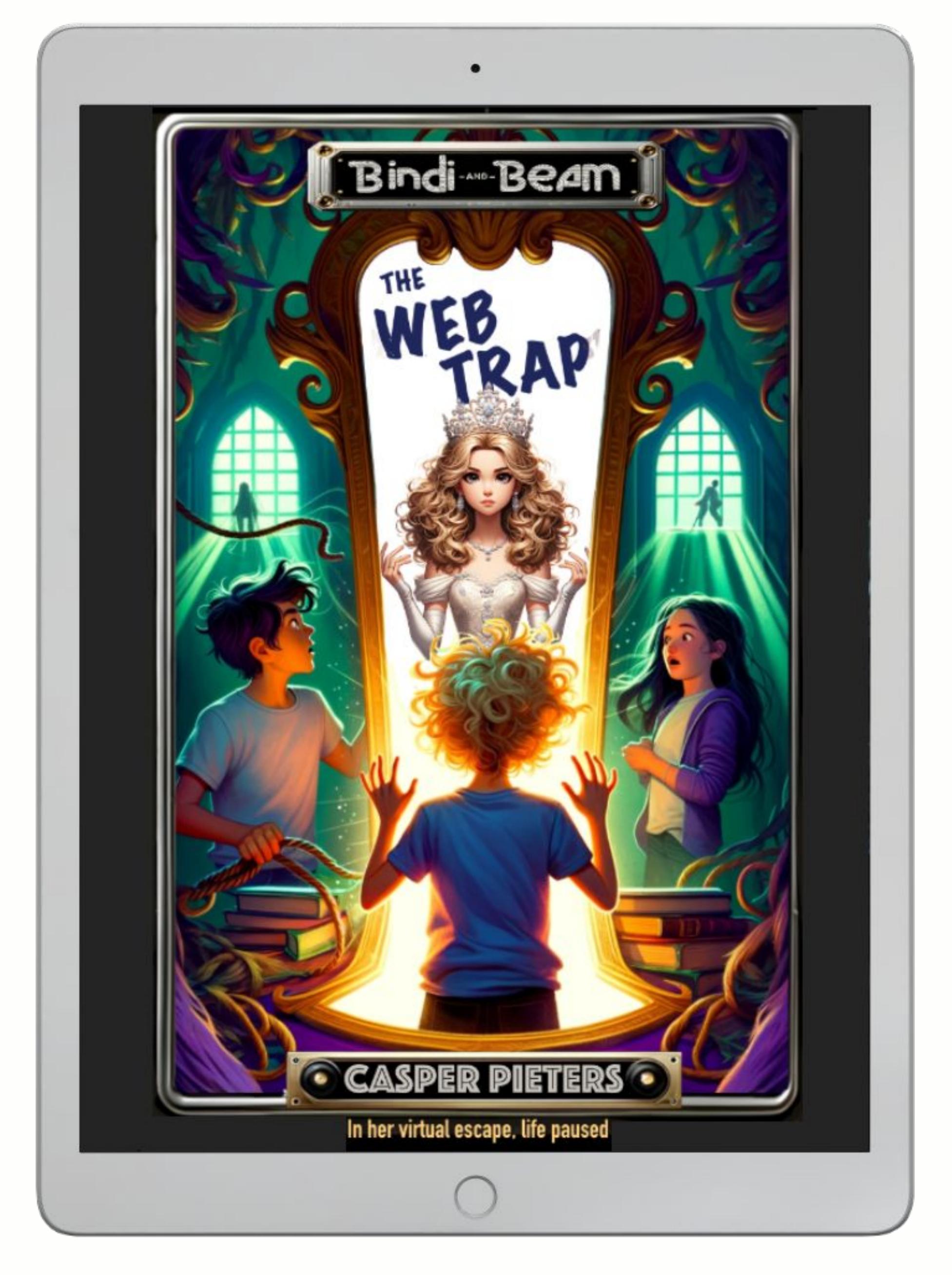
The Web Trap - In her virtual escape, life paused A tech obsession fairytale for ages 8 and up



"I bought The Web Trap for my granddaughter, and she was instantly hooked. It's rare to find a story that's so fun yet so educational about the realities of the digital world. She's already asking for more books like this!"

- Anita G., Grandparent

Brief summary of The Web Trap



On her thirteenth birthday, Maddy
Simpson becomes catatonically
entranced by her DreamWalker VR,
leaving doctors baffled. Bindi Arora,
her best friend, and Beam, Bindi's
twin, dive into the data and suspect
Maddy is lost in a fantasy
metaverse of her own making.
Venturing after her, they discover
Maddy has become the tyrannical
Princess Aleela. To save Maddy
from a coma induced by her tech

obsession, Bindi and her allies must navigate this cyber tale, underscoring the dangers of digital addiction and the power of friendship.

The next two stories out in 2024

The Mauled Mage—a thrilling virtual reality tale, Beam and Bindi, along with their friends Maddy, Jack, and the new addition Lee, are drawn into a treacherous digital universe within the World of WarCraft. Their adventure turns perilous when they fall into a trap set by a vengeful cyberbully. The group faces a myriad of fantastical challenges. This gripping journey not only tests their friendship and courage but also delves into the complexities of bullying, offering a narrative that intertwines the excitement of a virtual quest with poignant real-world lessons about empathy, teamwork, and standing up to adversity, making it a captivating and educational read for young audiences.

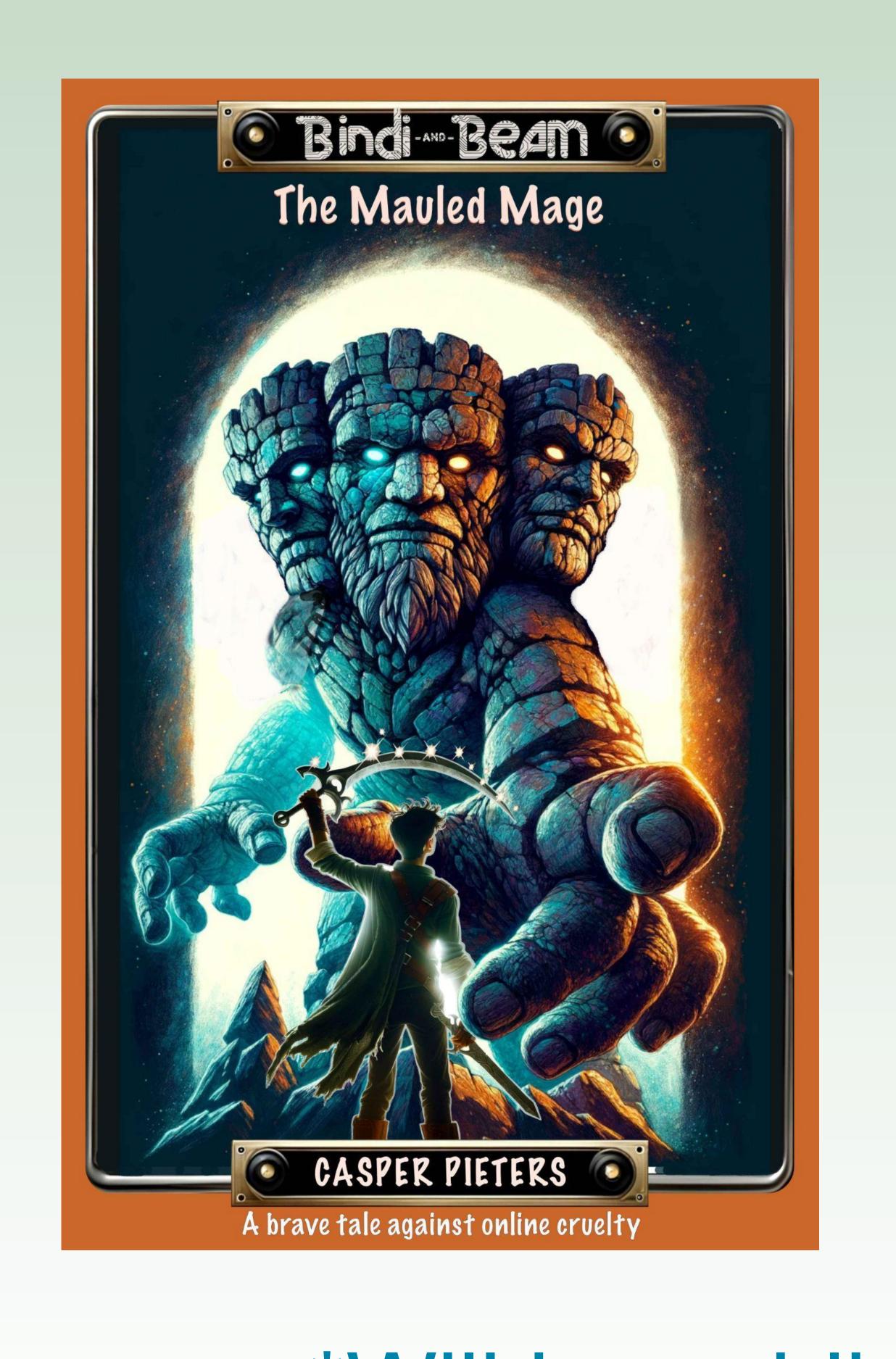
The Bewitched Game—is a cyber adventure highlighting digital health and wellbeing. A riveting tale of virtual reality, where a young girl's quest against a vengeful witch's spell becomes a race to save a generation from the blurring lines between the digital and real worlds.

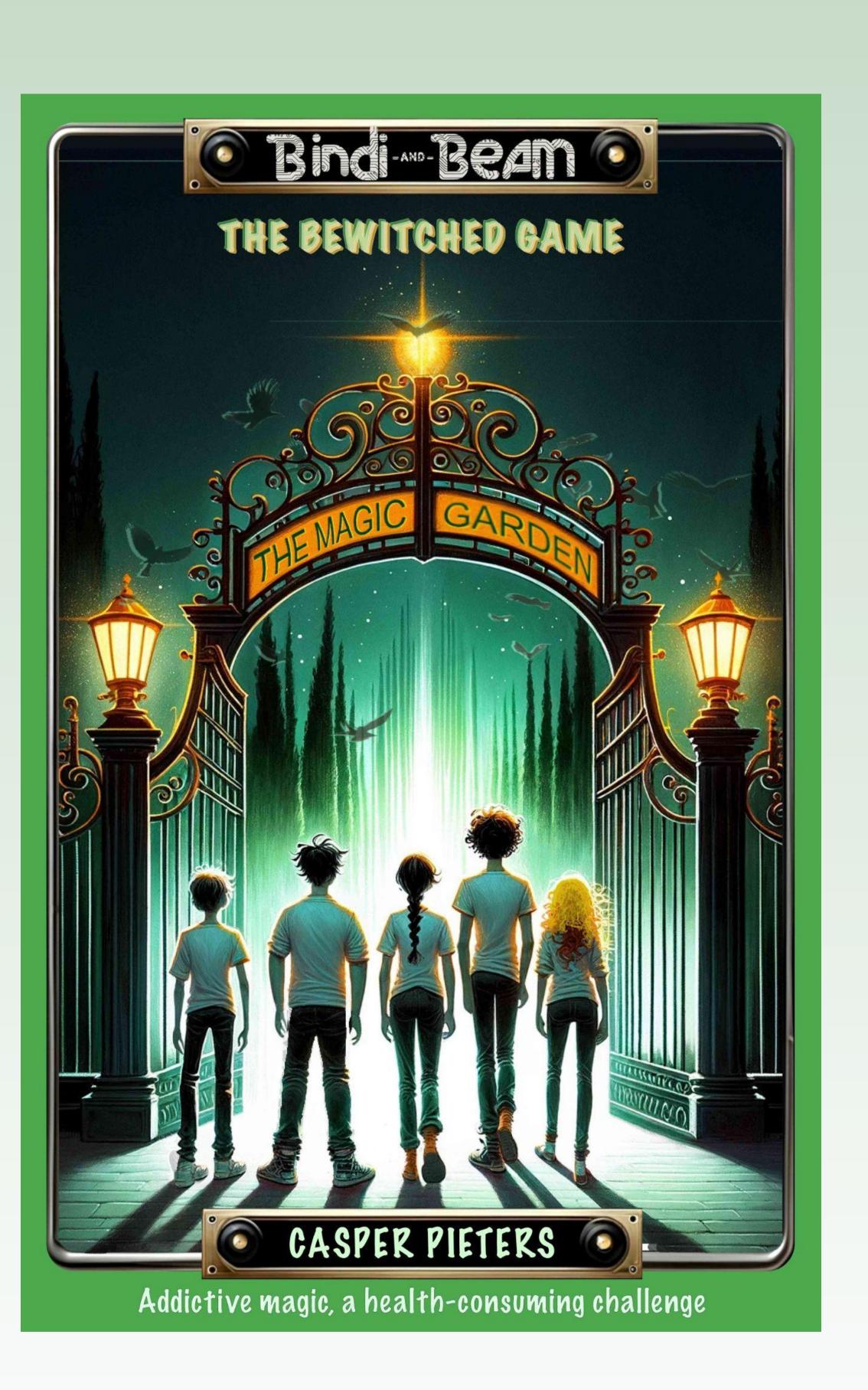
about the author



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

The Web Trap - Book 1 in the Bindi and Beam Series

Understanding key concepts like cyberbullying and internet safety is essential by the end of primary school. The Bindi and Beam novella series tackles these important topics through captivating stories, introducing young readers to complex technology issues with characters they will love.

It's vital to engage in meaningful discussions with children about the interplay between friendship and technology. *The Web Trap* is an excellent resource for parents, grandparents, and caregivers to help navigate the complexities of modern friendships that are often intertwined with digital life. This book encourages critical thinking and empathy in children regarding their actions and relationships.

For those looking to address the impact of technology on their children, "The Web Trap - Chapter Questions and Fun Learning Activities Guide," available at www.casperpieters.com, is a comprehensive resource. Designed for enjoyment at home, the guide is packed with engaging questions and interactive activities related to the book's themes. These activities promote family bonding through fun, screen-free experiences, making it an invaluable tool for those committed to providing enriching, technology-free opportunities for their children.

Additionally, for children who may be reluctant readers or who need extra motivation, the series' vibrant illustrations provide an added level of engagement. Beyond entertainment, these stories act as a springboard for parents, grandparents, and caregivers to initiate meaningful discussions about digital citizenship, making the series a strategic ally in fostering digital awareness among children.



To access high res images from the book <u>Click Here</u> feel free for use as conversation starters

Techniques to enhance deeper understanding and engagement

Before Reading Each Chapter

Ask your child what they think might happen next based on the story so far. This can help with prediction skills and understanding narrative structure.

After Reading Each Chapter

- 1. Key Events: What were the key events of this chapter? This helps with comprehension and summarizing skills.
- 2. Characters' Decisions: Why do you think [character] made [specific decision]? Discuss the motivations and consequences to understand character development and moral reasoning.
- 3. Friendship Dynamics: How did the characters' friendships change or stay the same in this chapter? Encourage discussions on the qualities of strong, healthy friendships.
- **4. Technology's Role:** How did technology affect the characters and their relationships in this chapter? This leads to critical thinking about technology's impact on their own lives.
- **5. Personal Connection**: Can you relate to any of the situations or feelings experienced by the characters? Why or why not? This fosters empathy and personal reflection.

General Questions on Friendship and Technology

Discuss how technology can both help and hinder friendships. Ask for examples from the book and your child's life.

Explore the idea of balance: How can we enjoy technology without letting it harm our relationships?

Talk about online safety: What lessons can we learn from the characters' experiences with technology?

Further Suggestions for Parents, Grandparents, and Caregivers

Modeling: Show your own balanced approach to technology. Share your experiences and challenges.

Co-Reading: Whenever possible, read along with your child. This not only helps with understanding but also shows your interest in their activities.

"My two children, ages 9 and 11, were captivated by 'The Web Trap'. They loved the adventure and mystery, and it led to some great family discussions about being safe and smart online."

Real-Life Applications: Encourage activities that reflect the book's themes, like spending a tech-free day together or discussing how to handle online disagreements.

Critical Thinking: When you talk about the book, it's good to make them think deeply (critical thinking) and figure out problems (problem-solving). Instead of just asking questions that they can answer with a 'yes' or 'no,' try asking bigger questions that make them think more and share their ideas.

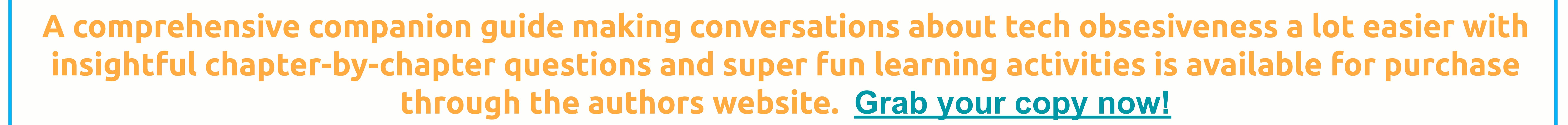
"When we chat about the book, I want you to really think hard and solve puzzles that come up in the story. Let's not stick to simple 'yes' or 'no' questions. I'll ask you bigger questions that need more thought, so you can share lots of ideas with me."

Encourage Empathy: Use characters' experiences to discuss empathy and understanding in friendships. Talk about how they would feel and react in similar situations.

"Let's think about the story we read. Imagine how the characters feel when they're with their friends, and what if that was you? How would you feel then? We're going to talk about how we can understand our friends better and be as kind as the characters in our story."

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 obsession?
- 9. What does it feel like, when your best friend is not giving you any attention?
- 10. How does the 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?



"My son is usually more into video games than books, but 'The Web Trap' changed that. He was fascinated by the story and started asking insightful questions about the internet. This book is a winner!"

