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This guide, along with *The Mauled Mage*, is designed to facilitate engaging and educational discussions on cyberbullying and digital citizenship among middle-grade students. It offers a series of chapter-by-chapter questions and activities tailored for use in classrooms, libraries, workshops, and home settings. Educators, librarians, workshop guides, parents, and caregivers are encouraged to utilize these materials for instructional purposes to enhance understanding and foster meaningful conversations.

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# **THE MAULED MAGE**

CHAPTER QUESTIONS AND FUN LEARNING  
ACTIVITIES

BINDI AND BEAM  
BOOK 2

CASPER PIETERS





# CONTENTS

Introduction	vii
1. Taking Action	1
2. Digging Deep	3
3. Seeking Counsel	5
4. Daydream	7
5. Fixing Code	9
6. Cyberbully	11
7. Progress	13
Bindi and Beam Series	15
Team Savv-i Series	19
About the Author	23
Curricula Connections	25



# INTRODUCTION

*The Mauled Mage* offers a dynamic platform for exploring cyberbullying through its engaging story, presenting a unique approach to learning for middle graders.

This Guide is designed to be a flexible educational resource for educators, librarians, workshop guides, parents, and caregivers. There's no requirement to follow the guide sequentially, allowing users to select activities and questions that best fit the reading pace and interests of their students or children. It complements the narrative by encouraging critical thinking and discussions on cyberbullying, digital citizenship, and empathy through tailored questions and activities for each chapter. It serves as an engaging way to deepen understanding of the book's themes, making it a versatile tool for both classroom and home learning environments.

Leveraging the fictional narratives in *The Mauled Mage* allows educators and parents alike to immerse young teenagers in the complexities of cyberbullying within a safe and controlled environment. This method captivates learners, drawing them into the narrative while facilitating a deeper understanding of cyberbullying's impact.

Through the experiences of Beam and Lee, young teens

## INTRODUCTION

explore various facets of cyberbullying—such as empathy, bystander intervention, and ethical problem-solving—without direct exposure to harm. This approach is uniquely suited for educators and librarians, but can be used by parents and caregivers, seeking to engage Learners in meaningful discussions about digital citizenship and empathy, fostering a learning experience that is both impactful and engaging.

This chapter questions and fun learning activities guide provides a structured framework for educators and families to navigate the discussions and activities related to the book's themes. These questions and fun learning activities were developed to foster critical thinking, empathy, and proactive approaches for middle schoolers, with *The Mauled Mage* serving as a backdrop for meaningful engagement on cyberbullying. This approach provides an accessible and significant context for Learners to explore the issue.

Each chapter comes with two specific questions and two activities that directly relate to the content, designed to enhance comprehension and critical thinking about cyberbullying and its effects. Participants are advised to read the relevant chapter beforehand to fully engage with the materials. Additionally, chapter-specific images serve as valuable conversation starters, enriching the learning experience with visual cues that support diverse learning styles. Higher resolution images can be accessed through this link.

This guide encourages an immersive exploration of digital citizenship, empathy, and teamwork, making it an impactful resource for both school and home settings.

I wish you much enjoyment and success. The world will be a better place for your efforts.

Casper Pieters

Educator | Author

<https://www.casperpieters.com/>



# CHAPTER 1

## TAKING ACTION



*THESE ACTIVITIES ENCOURAGE EMPATHY, CRITICAL THINKING, AND proactive problem-solving, aligning with the universal framework of addressing cyberbullying while respecting everyone's right to a safe school environment.*

## DISCUSSION QUESTIONS

- What strategies can Beam and his friends use to support Lee without escalating the situation or wrongly accusing someone of bullying?
- How does the gang's decision to potentially involve the school counselor highlight the importance of seeking adult intervention in cases of cyberbullying?

## FUN LEARNING ACTIVITIES

- Learners work in pairs to write a letter from Lee's perspective, expressing how he feels about being cyberbullied and his hopes for resolution. This activity aims to deepen Learners' understanding of the emotional impact of cyberbullying.
- Divide the class into small groups to brainstorm responsible ways to address cyberbullying. Each group comes up with a plan that includes gathering evidence, supporting the victim, and when to seek help from adults. Presentations allow Learners to share their solutions, fostering a collaborative approach to solving social issues.

## CHAPTER 2

# DIGGING DEEP



*THE DISCUSSION QUESTIONS AND ACTIVITIES AIM TO ENHANCE understanding of cyberbullying, emphasize empathy, and highlight how bystanders can offer support and intervene effectively.*

## DISCUSSION QUESTIONS

- How does Beam's discovery of the web page about Lee highlight the challenges of addressing cyberbullying when evidence is elusive and easily hidden?
- Reflect on Beam's reaction to the cyberbullying of Lee. What does his determination to help Lee, despite the obstacles, say about his character and the importance of bystander intervention in cyberbullying situations?

## FUN LEARNING ACTIVITIES

- Split Learners into small groups, presenting them with a fictional scenario inspired by Beam's encounter with cyberbullying towards Lee. Each group is tasked with creating a strategy to ethically collect evidence and determine the best way to offer support to those affected. This exercise is designed to bolster critical thinking, foster empathy, and enhance problem-solving abilities.
- Ask Learners to write a diary entry from Lee's perspective, focusing on how he might be feeling about the cyberbullying and discovering that someone is trying to help him. This activity aims to build empathy and understanding for victims of cyberbullying.

## CHAPTER 3

# SEEKING COUNSEL



*THESE ACTIVITIES ARE DESIGNED TO ENCOURAGE EMPATHY, CRITICAL thinking, and proactive approaches to dealing with cyberbullying and online safety.*

## DISCUSSION QUESTIONS

- How does Beam's dedication to helping Lee, despite the challenges he faces, illustrate the importance of persistence in combating cyberbullying?
- Evaluate the ethical implications of Beam and his friends taking matters into their own hands to solve the cyberbullying issue. What are the potential risks and benefits of their approach?

## FUN LEARNING ACTIVITIES

- Learners participate in a workshop to learn about cyber safety and how to protect themselves online. They can then create informative posters that highlight key safety tips and ways to support someone experiencing cyberbullying.
- In small groups, Learners are given a fictional scenario similar to Beam's investigation into Lee's cyberbullying. They must brainstorm ethical strategies for gathering evidence and helping the victim, emphasizing the importance of involving adults and authorities.

## CHAPTER 4

# DAYDREAM



*THESE ACTIVITIES AND DISCUSSION QUESTIONS AIM TO FOSTER empathy, encourage critical thinking, and promote proactive engagement with challenges such as cyberbullying.*

## DISCUSSION QUESTIONS

- How does Beam's aspiration to build a portal reflect on his desire to escape or address his real-world challenges? Consider the implications of seeking digital solutions to real-world problems.
- Discuss the significance of Miss Pardo's lesson on bullying in the context of Beam's concerns about cyberbullying. How does her advice to stand together against bullies parallel Beam's efforts to help Lee?

## FUN LEARNING ACTIVITIES

- Learners learn basic coding skills and then brainstorm ideas for apps or websites that could help address cyberbullying, promoting positive online environments. This activity combines technical skills with empathy and social responsibility.
- Learners participate in role-playing scenarios where one acts as a student experiencing cyberbullying, while others play supportive friends or teachers. The activity focuses on demonstrating effective ways to support someone being bullied, emphasizing communication, empathy, and seeking help from trusted adults.



## CHAPTER 5

# FIXING CODE



*THESE ACTIVITIES ARE DESIGNED TO ENCOURAGE EMPATHY, ENHANCE problem-solving skills, and promote collaborative learning.*

## DISCUSSION QUESTIONS

- What does Lee's unexpected visit to Beam's shed reveal about his character and his interest in Beam's project?
- How does Beam's reaction to Lee's critique and offer to help highlight the importance of collaboration and openness to feedback in problem-solving?

## FUN LEARNING ACTIVITIES

- Learners pair up to review a simple piece of code (or any problem-solving task) and provide constructive feedback to each other. This activity emphasizes the value of diverse perspectives in achieving a common goal.
- In small groups, Learners role-play a scenario where one student has a problem (similar to Beam's portal issue) and another offers unexpected help (like Lee does). The focus is on practicing how to offer and receive help respectfully and effectively.

## CHAPTER 6

# CYBERBULLY



*THESE QUESTIONS AND ACTIVITIES ARE DESIGNED TO ENHANCE understanding of cyberbullying's effects, foster empathy for those affected, encourage responsible online behavior, and equip individuals with strategies to combat cyberbullying. The chapter acts as a foundation for discussing these crucial topics, highlighting the importance of collective effort in addressing online harassment.*

## DISCUSSION QUESTIONS

- How do Beam's actions towards helping Lee reflect on the importance of taking a stand against cyberbullying?
- Lee's reluctance to openly discuss his experiences with cyberbullying initially is common among victims. What steps can schools and communities take to create a safer environment for victims to come forward?

## FUN LEARNING ACTIVITIES

- Have learners create posters that promote kindness and inclusivity online, encouraging a positive digital footprint.
- Role-play scenarios where Learners act out different roles (victim, bystander, bully) in a cyberbullying situation, followed by a discussion on how each role feels and how to positively change the outcome.

## CHAPTER 7

# PROGRESS



*THROUGH DISCUSSION AND ROLE-PLAY, LEARNERS WILL DEVELOP A deeper understanding of the feelings and impacts associated with cyberbullying, fostering a more empathetic school environment. By discussing the scenario and engaging in creative projects, Learners will learn to think critically about how to address cyberbullying effectively, promoting a culture of digital citizenship and support. The activities aim to inspire Learners to take collective action against cyberbullying, emphasizing the role of community support in combating online harassment and creating a safer digital space for everyone.*

## DISCUSSION QUESTIONS

- How do you think Lee feels about being cyberbullied and not finding support from adults? Discuss the importance of empathy and understanding in situations of cyberbullying.
- Beam and his friends plan to include Lee in their gang to help him deal with the bully. How can forming a supportive community impact someone who is being bullied?

## FUN LEARNING ACTIVITIES

- Split the class into small groups and assign roles (the bully, the victim, the bystanders, and the helpers) based on the scenario in Chapter 7. After the role-play, discuss the feelings and perspectives of each character.
- Encourage Learners to create posters or digital presentations that promote kindness, empathy, and how to support someone experiencing cyberbullying. Share these projects in class or around the school to raise awareness.

If you enjoyed this sample of *The Mauled Mage Chapter Questions and Fun Learning Activities* guide, you can purchase the full version by visiting the author's website at:

<https://www.casperpieters.com/bookstore>

## BINDI AND BEAM SERIES



This captivating series of illustrated novellas is carefully crafted to serve as an interesting learning resource for preteens and young teens as they navigate the twists and turns of online life. Through each thrilling story, our beloved heroes, Bindi and Beam, courageously confront real-world challenges such as cyberbullying, online privacy, digital health and wellbeing, and many more digital citizenship issues.

These tales transcend mere adventures; they are invaluable lessons in the art of safely navigating the vast expanse of the

internet. The vibrant illustrations adorning each book breathe life into the digital escapades, making them particularly engaging for visual learners and those who are new to intricate topics like internet safety.

The Bindi and Beam series transforms the process of learning about the online world into an exhilarating journey. It empowers young readers, instilling in them the confidence and awareness necessary to explore the internet with caution and care.

**Book 1 - The Web Trap:** An enthralling virtual adventure turns perilous, as friends race against time in a digital labyrinth to rescue one of their own from the seductive clutches of a reality-bending game. **Theme:** Tech obsession

**Book 3 - The Bewitched Game:** 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. **Theme:** Digital Health and Wellbeing

**Book 4 - The Truth Merchants:** A thrilling journey where our young heroes battle a digital dystopia, teaching vital lessons in digital literacy and the power of unity in the face of online chaos. **Theme:** Media literacy

**Book 5 - The Not-Me Selfies:** A thrilling tale of identity, technology, and friendship, where teens confront their AI doppelgängers in a digital battle for identity, blurring the lines between virtual reality and the essence of self. **Theme:** Digital identity

**Book 6 - The Meta Menace:** Join Bindi and Beam on an electrifying journey through a cyberpunk wonderland, where they'll challenge the oppressors, restore the rules of digital commerce, and unleash the true potential of technology – an



unputdownable adventure that redefines the boundaries of the digital realm! **Theme:** Digital commerce

**Book 7 - The Controller** - attention is a resource - Join 'The Controller' saga – a captivating journey where your attention is the prized treasure, and controlling it means mastering your digital destiny. **Theme:** Attention is a resource

**Book 8 - The Cybernetic Cipher:** In this heart-pounding adventure, a group of friends navigate the perils of a digitally connected world while unraveling the secrets of safeguarding their privacy, making it a must-read for young readers seeking to protect their online identity. **Theme:** Privacy

**Book 9 - The Counterfeiters:** In an exhilarating digital adventure, Bindi and her friends dive deep into the metaverse's counterfeit art world, confronting betrayal and deception while unraveling the intricacies of copyright and the importance of safeguarding the rights of content creators. Their ultimate showdown with the enigmatic mastermind highlights the transformative power of knowledge and unity, emphasizing the significance of upholding ethical standards in the realm of digital creativity. **Theme:** Copyright

As readers advance, they can smoothly transition to the Team Savv-i series, which is designed for a slightly older audience. This transition provides the opportunity for a more in-depth exploration of internet-related topics, aligning with students' expanding understanding and curiosity. The Team Savv-i series maintains the captivating narrative style found in Bindi & Beam while evolving its content to cater to the maturing perspective of young teenagers. This natural progression guarantees that students consistently receive age-appropriate and relevant education in digital citizenship. These series serve as invaluable

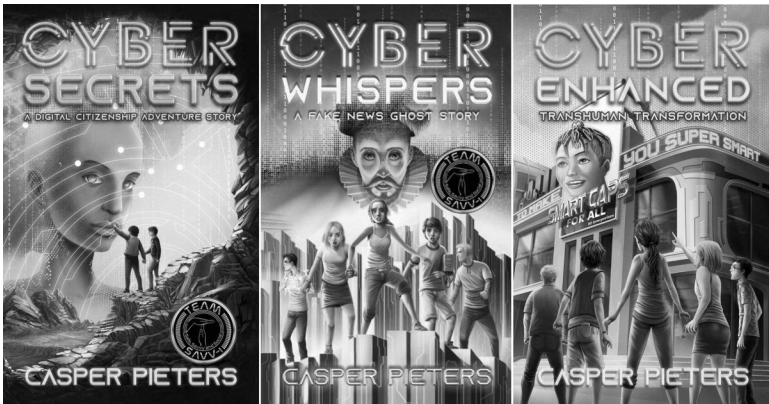
BINDI AND BEAM SERIES

resources for educators, aiding them in guiding students through the intricacies of the digital age.

For more information on my writing and where to buy or preorder these books, please visit my website

**<https://www.casperpieters.com>**

## TEAM SAVV-I SERIES



### Team Save-i series

Set off on an exhilarating new chapter with Bindi and Beam, now 14, as they trade the bustling city life for the charming simplicity of a country town. In this fresh setting, they forge Team Savv-i, a group dedicated to navigating and conquering the ever-evolving challenges of the digital world.

## TEAM SAVV-I SERIES

The 'Team Savv-i' series continues the thrilling journey of making the internet a safer, smarter, and kinder place for everyone. Yet, as our heroes embark on their cyber adventures, they face their most formidable challenge yet: Big-O, a super-intelligent entity with doubts about their mission, plunging them into a whirlwind of intrigue and danger.

Perfect for young teens, this series blends action-packed storytelling with vital lessons in digital responsibility. Join Bindi, Beam, and Team Savv-i as they prove that bravery, intelligence, and kindness can make a world of difference in the vast realm of cyberspace. Get ready for a journey full of suspense, innovation, and the power of teamwork in the digital age. 'Team Savv-i' is more than just a series—it's a call to action for young minds to become thoughtful and responsible internet users.

### *Cyber Secrets - a digital citizenship adventure story*

**Theme:** The nine elements of digital citizenship

Dive into the digital adventure of a lifetime with 'Cyber Secrets' as twins Bindi and Beam, along with their friends, battle against the sinister forces of Big-O in a high-stakes quest to make the internet safer and fairer. With cyberbullying, identity theft, and a super-intelligent showdown, it's a thrilling ride through cyberspace you won't want to miss!

### *Cyber Whispers - a fake news ghost story*

**Theme:** Media literacy

Listen to their 'Cyber Whispers, a fake news ghost story that takes young readers on a thrilling journey through cyberspace, teaching essential lessons about media discernment and the power of truth in today's digital world!

***Cyber Enhanced - transhuman transformation***

**Theme:** How tech shapes the user

Enter the heart-pounding world of 'Cyber Enhanced,' where Team Savv-i races against time to stop a sinister plot that could reshape humanity. A thrilling quest that explores the edge of technology and personal relationships, this story is a spine-tingling journey into the potential dark side of self-enhancing tech.

For more information on my writing and where to buy or preorder these books, please visit my website

**<https://www.casperpieters.com>**



## ABOUT THE AUTHOR



Casper Pieters is a multifaceted author, adventurer, and educator. Inspired by early encounters with prominent authors and his adventurous spirit, Pieters crafts educational fiction that intertwines thrilling narratives with key lessons in digital citizenship. His works, driven by neuroscientific insights, aim to educate young readers through engaging storylines.

A marine biologist turned filmmaker and teacher, Pieters' diverse experiences enrich his writing, making his stories not only informative but also resonant with real-life adventures. His commitment is to impart age-relevant IT knowledge seamlessly through storytelling, ensuring readers learn while being wholly entertained.

### **The reasons why I publish independently**

- it allows me to update the stories when needed
- it gives me greater creative control
- I set the price, even by region, so everyone can have access to my books
- it allows for a closer relationship with my readership
- it is now possible to have an excellent global distribution

And your reviews—are the strawberries on the icing.

[www.casperpieters.com](http://www.casperpieters.com)





# CURRICULA CONNECTIONS

## ADVENTURE NARRATIVES FOR DEEP LEARNING

As educators, we understand the importance of equipping students with a comprehensive grasp of digital citizenship concepts by the end of Elementary School. Topics like cyberbullying, privacy, online safety, security, and appropriate internet use are crucial in today's digital world. The Bindi & Beam novella series serves as an exceptional resource for this purpose, delicately weaving these themes into captivating fictional adventures.

Through the series, students not only learn about digital citizenship but also connect deeply with the characters, seeing the real-world implications of technology through their experiences. The illustrations add an engaging dimension, particularly beneficial for students who might need an extra spark of interest or those who are visual learners. These drawings can also serve as valuable tools for classroom discussions, making learning interactive and enjoyable.

## **Common Core State Standards - English Literacy**

The Mauled Mage narrative is focused on the themes of cyberbullying, the power of teamwork, and the intersection of technology with social issues, all of which can be aligned with various Common Core State Standards (CCSS) Here's how the story's elements relate to specific standards,

### **English Language Arts (ELA)**

For ELA, *The Mauled Mage* can be linked to standards that focus on reading comprehension, analysis of themes and character development, and writing narratives or arguments based on text evidence.

#### **1. Reading: Literature**

- Key Ideas and Details: The story's focus on cyberbullying and resolving the issue through teamwork aligns with CCSS that require students to analyze themes and summarize texts.

- Craft and Structure: The narrative's structure, including its use of digital and fantasy elements, can be analyzed for its use of figurative language and how it impacts the tone and mood of the story.

For example, standards under the CCSS.ELA-LITERACY.RL.5 (for 5th grade) include understanding themes, comparing and contrasting characters, and determining the meaning of words and phrases as they are used in a text.

- Reading Literature (CCSS.ELA-LITERACY.RL.4-8):\*\* Analyze themes, characters, and settings. "The Mauled Mage" offers opportunities to discuss cyberbullying, friendship, and resilience.

- Writing (CCSS.ELA-LITERACY.W.4-8):\*\* Write narratives to develop real or imagined experiences. Students could write from the perspective of the characters dealing with cyberbullying

## **2. Writing**

- **Text Types and Purposes:** Writing assignments could focus on argumentative essays on cyberbullying, narrative essays from a character's perspective, or explanatory texts on the impact of technology in society.

- **Production and Distribution of Writing:** Students can work on projects that involve researching cyberbullying and presenting findings in various formats, showcasing their ability to use technology responsibly to produce and share information.

## **3. Speaking and Listening**

- **Comprehension and Collaboration:** The story could serve as a basis for discussions and presentations on cyberbullying, digital citizenship, and the moral implications of technology in society.

- **Presentation of Knowledge and Ideas:** Students can engage in debates or presentations on themes within the story, such as the ethics of hacking or the responsibilities of bystanders in bullying scenarios.

## **4. Language**

- **Conventions of Standard English:** Analyzing the dialogue and narrative language for grammar, punctuation, and spelling.

- **Vocabulary Acquisition and Use:** The text provides opportunities to explore domain-specific language related to technology and social media, as well as figurative language used to describe the digital world and emotional experiences of the characters.

To integrate this narrative into an ELA curriculum effectively, educators can develop lesson plans that include reading comprehension questions, creative writing assignments, group projects, and discussions that encourage students to explore the ethical dimensions of technology and social media. These activities not

## CURRICULA CONNECTIONS

only align with the Common Core standards but also promote critical thinking, digital literacy, and empathy.

### **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 society.

Ethics in society | Cyberbullying | Digital Citizenship

### **ISTE Standards for Students**

ISTE Standards for Students: Digital citizenship, technology operations, and concepts. Create digital storytelling projects, focusing on responsible online behavior and understanding the impact of technology on personal well-being.

*The Mauled Mage* can enhance digital literacy and align with the ISTE Standards for Students by focusing on:

**1. Digital Citizenship (ISTE Standard 2):** Teaching students to recognize the rights, responsibilities, and opportunities of living, learning, and working in an interconnected digital world, and to act and model in ways that are safe, legal, and ethical.

**2. Knowledge Constructor (ISTE Standard 3):** Encouraging students to critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts, and

make meaningful learning experiences for themselves and others.

**3. Creative Communicator (ISTE Standard 6):** Students use digital media to express themselves creatively and thoughtfully, understanding how to communicate and publish for a variety of purposes and audiences, including responding to or discussing themes within "The Mauled Mage."

Integrating these standards, educators can guide students to apply critical thinking to digital interactions, understand their impact online, and creatively express their learning and solutions to issues like cyberbullying highlighted in the novel.

### **Mathematics**

- While not directly related, mathematical problem-solving skills can be integrated through activities like coding or creating surveys about cyberbullying.

### **Science**

- Next Generation Science Standards (NGSS): Use the theme of technology in the novel to explore topics like digital footprints, internet safety, and the science behind online platforms.

### **Social Studies**

- Explore the impact of digital communication on society, ethics, and personal responsibility. Discuss the history and evolution of cyber laws.

### **Arts**

- Visual arts projects could include creating posters or digital art promoting kindness and anti-bullying messages. In drama, students could perform scenes from the book or their own scripts based on its themes.

## CURRICULA CONNECTIONS

### **Physical Education and Health**

- Discuss emotional and physical well-being in the context of cyberbullying. Develop strategies for managing stress and fostering positive social interactions.

**\* For better resolution images, to use in class or at home for educational purposes only,  
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