GUIDELINES FOR EDUCATIONAL USE AND COPYRIGHT PERMISSIONS

This guide, along with *The Web Trap*, is designed to spark educational discussions on tech obsession, friendship, and digital citizenship for middle-grade students. It provides a curated set of questions and activities suitable for classrooms, libraries, workshops, and home use, encouraging educators, librarians, parents, and caregivers to facilitate meaningful conversations.

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This book and its illustrations have been crafted with the assistance of Artificial Intelligence (AI) and various online services, which have been instrumental in both the development and editing processes. These cutting-edge tools have significantly enhanced the quality of the final product, ensuring a unique and engaging experience for the reader.

THE WEB TRAP

CHAPTER QUESTIONS AND FUN LEARNING ACTIVITIES

BINDI AND BEAM
BOOK 1

CASPER PIETERS

CONTENTS

INTRODUCTION

The Web Trap explores the theme of tech obsession and its impact on friendships and family life, offering a fresh and optional tech-device-free educational resource for engaging middle graders.

This guide, tailored for educators, librarians, workshop guides, parents, and caregivers, allows for flexible use, inviting users to select the most relevant activities and questions without needing to follow a sequential path.

By integrating critical thinking and discussions on tech obsession, digital citizenship, and interpersonal relationships into each chapter, the guide enhances understanding and engagement with the story's themes, making it suitable for both classroom and home environments. It promotes an immersive exploration of the consequences of tech obsession, fostering impactful discussions and learning experiences for young readers.

Exploring *The Web Trap* offers a fantastic opportunity to dive deep into the digital age's complexities, focusing on how technology shapes our friendships and daily lives. Each chapter of this adventure-packed story provides a unique lens to examine technology's role and its ethical implications.

Through thought-provoking questions, we'll discuss topics

like the impact of technology on personal connections, the balance between virtual and real-life experiences, and the importance of making ethical choices in a digital world.

Our activities, ranging from writing essays and creating art to engaging in debates, crafting digital etiquette guides, and much more are designed to foster creativity, critical thinking, and collaboration.

By engaging in tasks that require creative problem-solving, communication, and trust, children learn the importance of planning and cooperation in achieving common goals. The variety of missions ensures that each child can contribute their unique strengths, highlighting the power of diverse abilities in teamwork. The reflection and sharing session, along with the creative presentation, allow children to articulate their learning, reinforcing the concepts of loyalty, resilience, and friendship.

By delving into the world of *The Web Trap*, we're not just enjoying a story—we're learning to navigate the digital world thoughtfully and ethically, strengthening our friendships along the way. These discussions and projects will help us reflect on our digital habits and the value of real human connections, making our journey through this book not only educational but also transformative.

Each chapter comes with two specific questions and two activities that directly relate to the content, designed to enhance comprehension and critical thinking about tech obsession 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.

Together, these questions and activities serve a comprehensive educational purpose. They not only align with academic goals of developing literacy and social studies skills but also

with socio-emotional learning objectives such as empathy, collaboration, and emotional expression.

For educators and parents, these resources offer a structured yet flexible framework for discussing complex emotional themes in a manner that is accessible, engaging, and deeply meaningful for children.

This guide encourages an immersive exploration of digital citizenship, empathy, and friendship, 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
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CHAPTER 1
FOUR MORE DAYS

In this chapter, we embark on a journey with Bindi as she navigates the complexities of friendship in a technology-driven world. This chapter sets the stage for exploring themes of genuine connection versus digital interaction. Questions focus on technology's influence on Bindi's birthday plans for a friend, highlighting the value of thoughtfulness over material gifts. Activities, including writing essays and creating a Friendship Tree, encourage learners to reflect on and express the essence of true friendship, providing a foundation for understanding the deeper messages woven throughout The Web Trap.

QUESTIONS

- What is a friend?
- How does technology influence Bindi's plan for her friend's birthday?
- Discuss the importance of thoughtfulness over materialism in friendships.

ACTIVITIES

- Learners write a short essay on how they would make a friend feel special without using technology.
- Create a Friendship Tree on a bulletin board, where each leaf contains a learner's idea of showing friendship.

CHAPTER 2
BIRTHDAY PARTY

In The Birthday Party, we explore how digital interactions influence our real-life connections. Through thoughtful questions and engaging activities like role-playing and group discussions, this chapter encourages learners to reflect on the importance of quality friendships over digital quantity, promoting deeper appreciation for personal interactions.

QUESTIONS

- How do the characters' interactions with technology affect their real life relationships?
- Discuss the concept of 'quality over quantity' in friendships.

ACTIVITIES

- Role play a birthday scenario where technology is absent. Discuss feelings and observations.
- Group discussion: Share experiences of a memorable birthday that focused on friendships rather than gifts or technology.

CHAPTER 3
BISONS

Bisons delves into the risks of immersive virtual reality, sparking debates on its benefits and potential harm. The questions aim to provoke thought on digital balance, while activities like creating health technology posters provide a creative outlet for learners to express their understanding of technology's place in our lives.

QUESTIONS

- What dangers can arise from becoming too absorbed in virtual reality?
- How can friends help each other maintain a balance between the virtual and real worlds?

ACTIVITIES

- Debate Is Virtual Reality Beneficial or Harmful?
- Create posters depicting healthy technology habits.

CHAPTER 4
WARNED

In Warned, the focus shifts to the responsibility of safe technology usage. The chapter's questions and activities, including creating a safety guide and a digital detox challenge, encourage learners to consider how they and their friends can navigate the digital world more safely.

QUESTIONS

- Discuss the responsibility of using technology safely.

- How can friends look out for each other when using new technology?

FUN LEARNING ACTIVITIES

- Group project: Create a guide on safe technology usage.
- Technology timeout: Spend a class period engaging in nondigital activities, then discuss the experience.

CHAPTER 5
THE VIOLINIST

The Violin Player examines the impact of virtual experiences on our perception of reality. Through storytelling and discussions on the pros and cons of virtual reality, learners are invited to explore how digital experiences can shape and sometimes distort our real-world interactions.

QUESTIONS

- Let's talk about how playing games and exploring worlds online can change the way we think about real life.
- How can friends support each other in distinguishing between virtual and real life experiences?

FUN LEARNING ACTIVITIES

- Write a story where a character learns the difference between virtual and real life experiences.
- Class discussion on the pros and cons of virtual reality.

CHAPTER 6
THANK YOU, BYE!

THIS CHAPTER DISCUSSES THE CONSEQUENCES OF PRIORITIZING technology over personal relationships. Activities designed to plan technology-free gatherings and discussions about showing appreciation without digital means encourage learners to value and cultivate their real-life connections.

QUESTIONS

- Discuss the consequences of prioritizing technology over personal interactions.
- How does technology affect the way we celebrate special occasions?

FUN LEARNING ACTIVITIES

- Learners create a plan for a technology free party.
- Discuss and list ways to show appreciation without using technology.

If you enjoyed this sample of The Mauled Mage Chapter Questions and Fun Learning Activites 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 doppel-gängers 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 show-down with the enigmatic mastermind highlights the transforma-tive 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 learners' 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 learners consistently receive age-appropriate and relevant educa-tion in digital citizenship. These series serve as invaluable
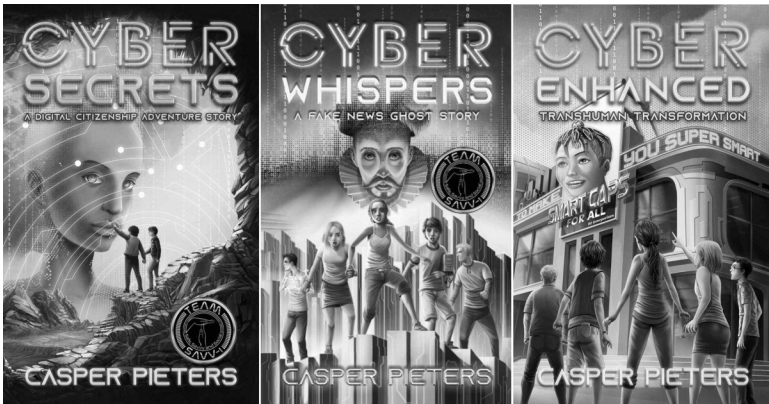
resources for educators, aiding them in guiding learners through the intricacies of the digital age.

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.

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!

<u>Cyber Enhanced</u> - transhuman transformation

Theme How tech can shape 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 <u>your</u> reviews—are the strawberries on the icing.

https://www.casperpieters.com/bookstore

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 learners 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-LITERA-CY.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 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.

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, please click here