

Educators:

These family activity cards are based on some popular verbal games—often with a twist. They're rooted in the concepts in our Digital Literacy and Well-Being Curriculum. The purpose is to start discussions in authentic, fun ways and encourage sharing (including for the adults!).

Each card has a fact, a prompt, and a follow-up question. See below for the premise of each game. You can pass these along to families or use them in your own classroom. Consider printing for families who may not have easy access to a printer (though reading from a device is fine, too!). Though they're divided by grade level, you can share and use the cards that you think best fit your students' age, stage, and online experiences.

Parents & Caregivers:

Our Digital Literacy and Well-Being Curriculum covers the topics that kids need to learn about, from being safe and kind online to protecting their own well-being, maintaining healthy relationships, using AI responsibly, identifying credible information online, and much more. We've taken those topic areas and transformed them into family activity cards that are based on verbal games—often with a twist. (See below for how each game works.) Each card has a fact, a prompt, and a follow-up question. Since families have different rules and expectations around media and tech, use the cards that best apply to your family, no matter the target grade level.

The purpose of these activities is to start discussions in fun, authentic ways and to encourage sharing (including for the adults). The questions might lead to deeper discussions—or not! Either way, the goal is to nurture empathy, lead with curiosity, and open ongoing conversations that acknowledge we're all in this together.

You can print them out and cut them apart or just read them from the screen—whatever works for you. They're meant to be easy to use at home or on the go. And if you feel inspired, come up with some of your own!

Game Cards:

No matter the game or prompt, make sure to ask "Why?" to dig deeper into kids' responses!

- **Would you rather:** Have each person answer which choice they'd prefer, and why.
- **Rose, bud, thorn:** The "rose" represents something positive, the "bud" something they're looking forward to, and the "thorn" is a negative or drawback.
- **Platinum rule game:** Similar to the "golden rule," this game focuses on how others would like to be treated.
- **Thumbs up, thumbs down:** In response to the prompt, everyone should make a judgment and give a thumbs-up/down. Then they can say whether it's positive or negative, and why.
- **Privacy puzzle:** These are fairly straightforward questions about privacy and security.



WOULD YOU RATHER?



Would you rather watch your favorite show or play a game (on- or off-screen)? Why?

FOLLOW-UP: What show or game is your favorite, and why?

DID YOU KNOW? Watching, playing, and drawing each use different parts of our brains!



WOULD YOU RATHER?



Would you rather read a book with paper pages or on a screen? Why?

FOLLOW-UP: What books do you love, and why?

DID YOU KNOW? Reading before bed is a good way to get ready for sleeping.



ROSE, BUD, THORN



What do you love about using a phone or tablet?
What do you like least about using a phone or tablet?
What do you look forward to watching or playing next? Why?

FOLLOW-UP: Is there anything you can do to improve the thing you like least?

DID YOU KNOW? Just like your legs can get tired from running, your eyes get tired from looking at screens for too long.



ROSE, BUD, THORN



What's the best thing about watching a show or videos with other people?
What's the hardest part about watching a show or videos with other people?
Is there a time or day of the week you look forward to watching something together?

FOLLOW-UP: What books do you love, and why?

DID YOU KNOW? Watching TV shows and movies together is great for kids and grown-ups!



PLATINUM RULE GAME



How might a friend feel if you're staring at a screen while they talk to you?

FOLLOW-UP: What are some ways can we show someone that we're really listening to them?

DID YOU KNOW? An online message you send to someone can travel faster than you can blink!



PLATINUM RULE GAME



How might someone feel if they're having fun watching videos and someone tells them it's time to stop?

FOLLOW-UP: What can we do with our mad or sad feelings?

DID YOU KNOW? To keep working well, devices need to take breaks, too!



THUMBS UP, THUMBS DOWN



Thumbs-Up/Thumbs-Down: Someone in class saw a scary video and then showed it to all of their friends.

FOLLOW-UP: What could you do if someone showed you a scary video you didn't want to see?

DID YOU KNOW? Some people never want to watch scary stuff and some people do—and that's OK!



THUMBS UP, THUMBS DOWN



Thumbs-Up/Thumbs-Down: A player makes a mistake in a game, and in the chat, another player says it's OK, they can try again.

FOLLOW-UP: If someone is mean online, what are steps we can take so we aren't mean right back?

DID YOU KNOW? There are robot explorers on Mars that can send pictures back to Earth!

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PRIVACY PUZZLE



If someone asks your name and where you're from,
how would you answer?

FOLLOW UP: Which trusted adults can know your full name and address?

DID YOU KNOW? It's best not to post pictures with private information in
the background, like your school's name.

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PRIVACY PUZZLE



How does it feel in your body when you feel
scared or uncomfortable?

FOLLOW-UP: If you get that feeling when you're using a device, what can you do?

DID YOU KNOW? It's safest to talk online with people you know face to face.