

CANIES CERT TO SERVICE OF THE SERVIC



GRADE 4





ABOUT THIS COMIC

The Zoe and Molly Online: When Online Games Get Weird comic book was created by the Canadian Centre for Child Protection Inc., a national charity dedicated to the personal safety of all children. The comic reinforces one of the Seven Root Safety Strategies that form an integral part of the Kids in the Know® safety program, which is designed to empower children and reduce their risk of victimization.

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Second Edition

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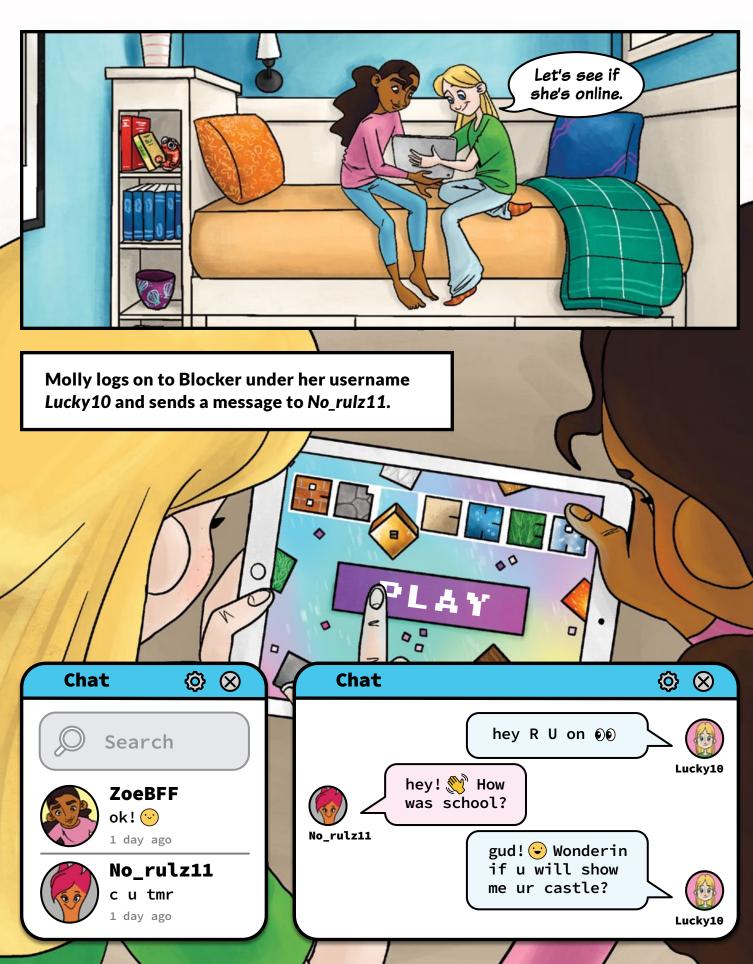














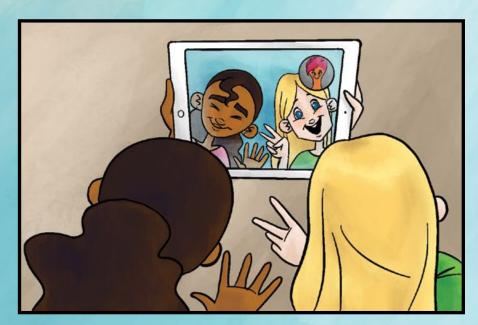


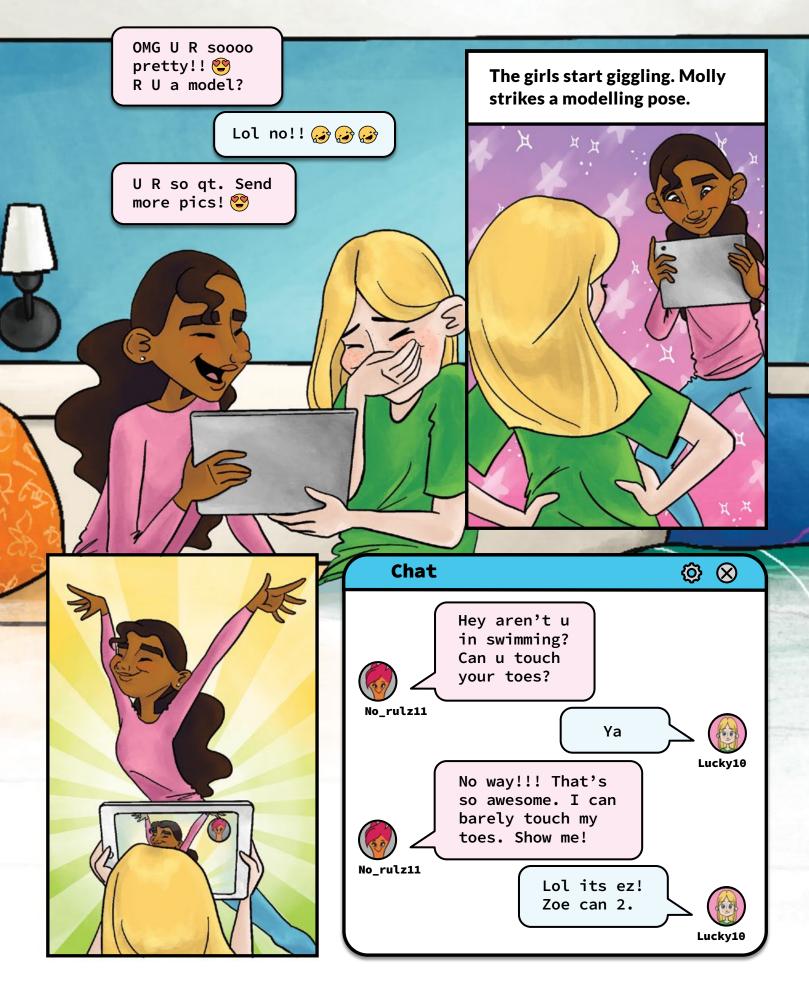
Molly looks at Zoe and asks her what she thinks. Zoe's instincts tell her it isn't a good idea. Her grandma has told her not to talk to people online without her permission but *No_rulz11* seems nice. She is going to help Molly build a castle and finish her roller coaster.

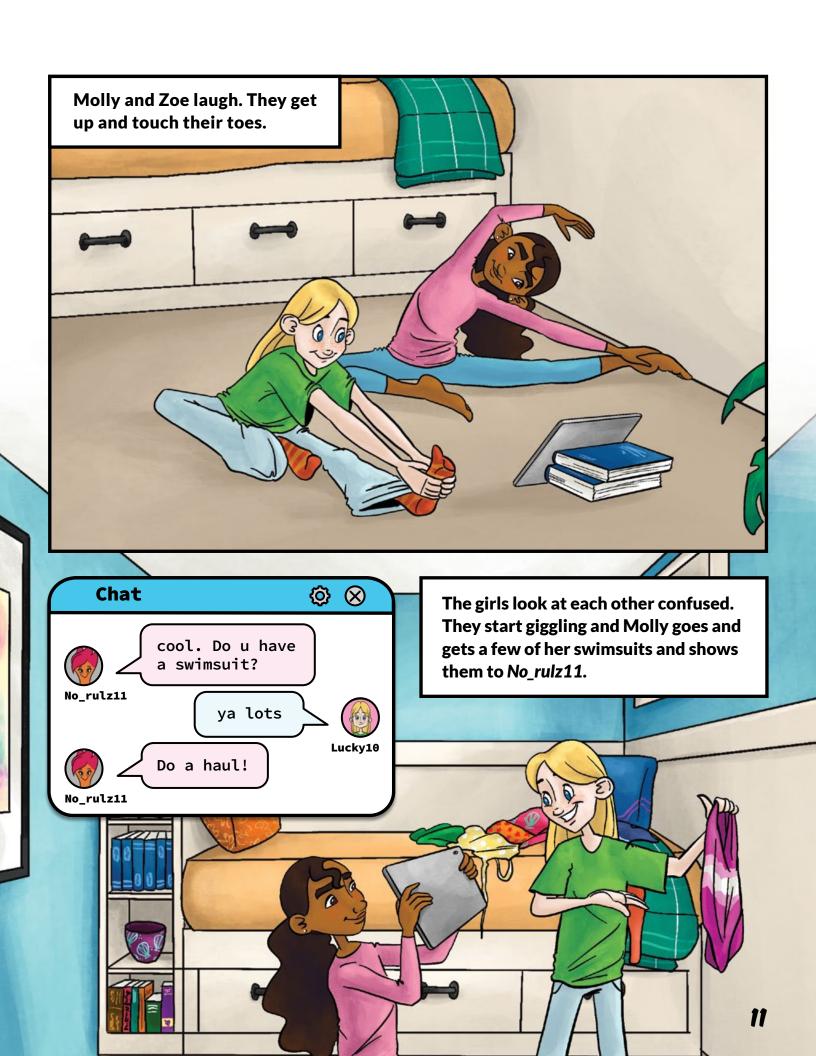


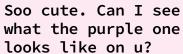
Molly and Zoe decide it is okay to talk to her on video chat.

No_rulz11 helps Molly set up an account and they start a video call.
No_rulz11 can see Molly, but Molly can't see her because her camera isn't working.









Zoe looks at Molly and shakes her head. She whispers, "no way!" to Molly.

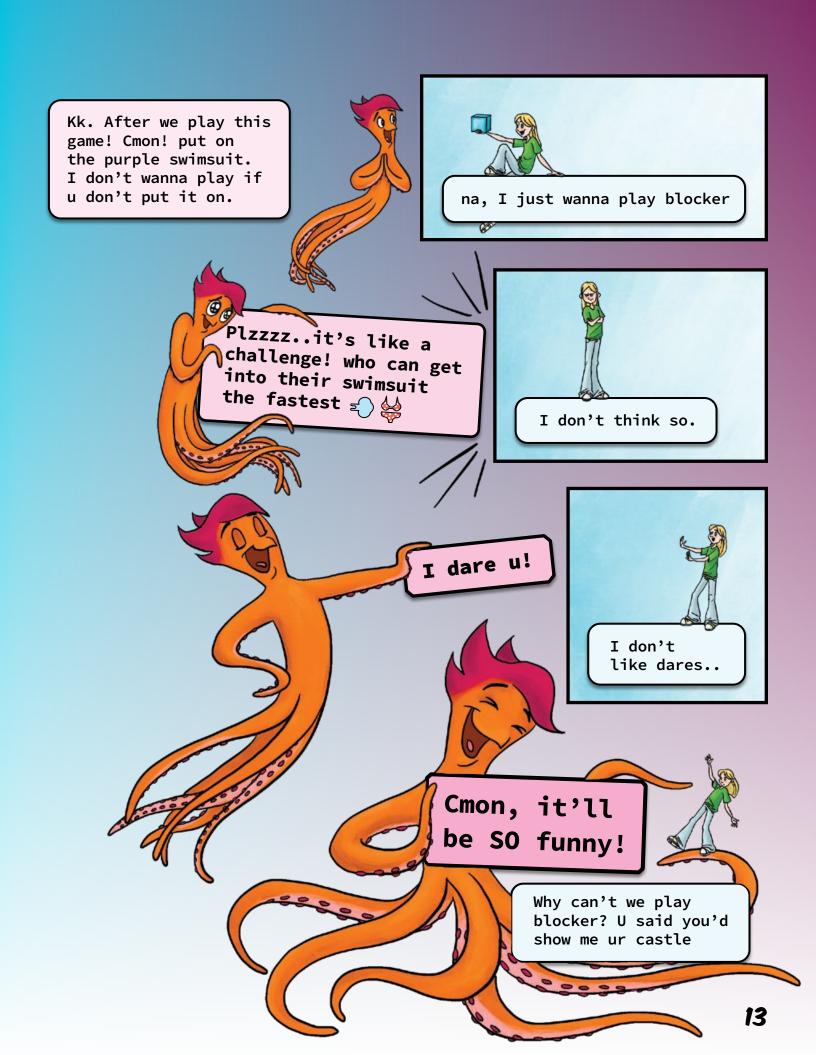


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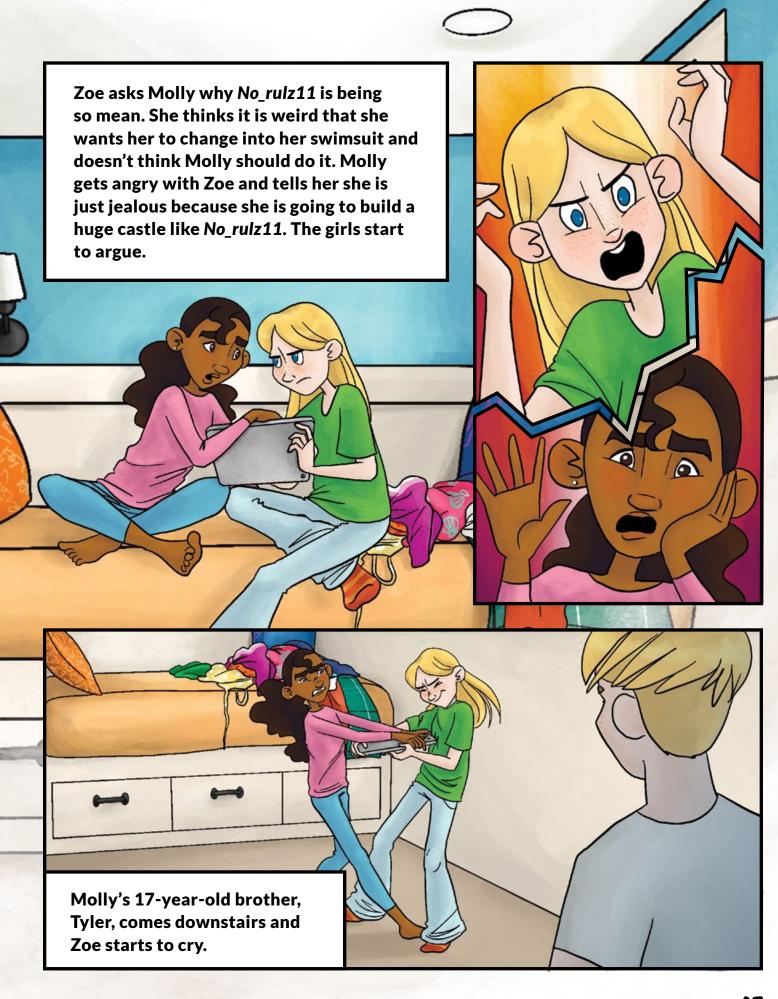


let's play Blocker.















Molly and Zoe start arguing in front of Tyler. Zoe looks at Molly and says she is telling Tyler because she is uncomfortable. Zoe tells Tyler what happened and he calls his mom to come downstairs.

E MOMITS



AFTER READING THE COMIC

1. READ THE FOLLOWING ENDING OF ZOE & MOLLY ONLINE: WHEN ONLINE GAMES GET WEIRD AND DISCUSS IT AS A CLASS:

Molly's mom hugs her and Zoe. She explains that new friendships should not be started online without permission from parents/guardians. It is impossible to know who you are really talking to and it can be unsafe. Molly did the right thing by not changing into the swimsuit and playing silly games with *No_rulz11*. Molly's mom asks the girls how they really know if *No_rulz11* is an 11-year-old girl. The two girls look at each other wide-eyed. She continues explaining that whenever they are asked to share personal information or pictures or video chat online, they have to get permission first from a parent or guardian.

Molly's mom teaches the girls the safety strategy **IF ASKED TO SHARE AND YOUR PARENTS AREN'T AWARE, SAY NO!**

Zoe and Molly realize that they don't really know *No_rulz11* and they are glad they trusted their instincts when they started feeling like things seemed weird.

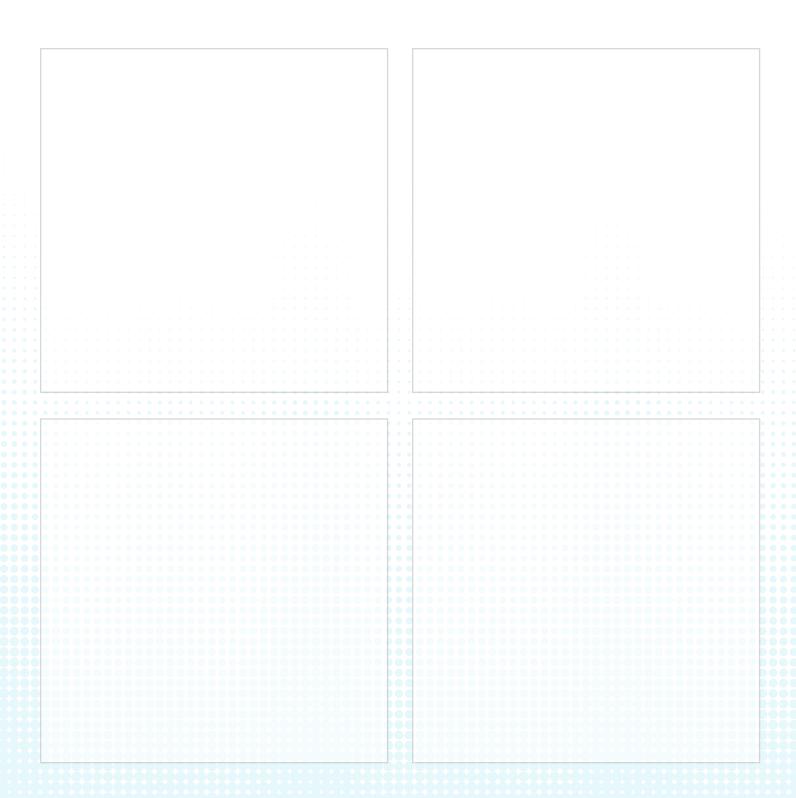
The girls continue playing Blocker remembering to do the following:

- Always have permission from a parent/guardian before accepting new contacts in games.
- Always have permission from a parent/guardian before sharing personal information, sending pictures, or video chatting with someone online.
- Always talk to a safe adult about anything online that seems weird or feels uncomfortable.

2. ANSWER THE FOLLOWING QUESTIONS:

- **1.** At what point in the comic does the conversation between Molly and *No_rulz11* seem weird?
- 2. Why does Molly video chat with No_rulz11?
- 3. What is the first piece of personal information that Molly shares with No rulz11?
- **4.** How does Zoe feel when Molly is asked to put her purple swimsuit on? How do you know? Explain.

5.	How does Molly set boundaries with No_rulz11?
6.	Does No_rulz11 respect Molly's boundaries? Explain. How is No_rulz11 being controlling?
7.	Does Zoe do the right thing by telling Tyler what is happening? Why or why not?
8.	What do you think Zoe should have done if Tyler hadn't come downstairs?
9.	Why does Molly think <i>No_rulz11</i> is a good friend? Do you think she is right? Why or why not?
10.	. Do you think you would have been more like Molly or Zoe in this situation? Explain.
11.	. What advice would you share with someone for how to be safe online?
3.	DRAW YOUR OWN ENDING TO ZOE & MOLLY ONLINE: WHEN ONLINE GAMES GET WEIRE



ADDITIONAL ACTIVITIES

Access additional activities at zoeandmolly.ca.

The Kids in the Know® safety program is designed to empower children and reduce their risk of victimization. It focuses on building self-esteem through teaching critical problem-solving skills. The program uses an inclusive, community-based approach to heighten safety awareness. The core premise of the program is based on key root safety strategies and environments, which are reinforced and practiced throughout each grade level.

For more information on the Kids in the Know® safety program, visit kidsintheknow.ca.











DEDICATED TO KEEPING KIDS SAFE.

ZOFANDMOLLY, GA





FIND MORE BOOKS LIKE THIS AND OTHER ONLINE SAFETY RESOURCES AT KIDSINTHEKNOW.CA