<u>Activity 1</u>



| A | F | Ε | Α | R | L | E | S | S | L |
|---|---|---|---|---|---|---|---|---|---|
| V | T | S | Q | Ν | Ρ | I | Ε | F | Y |
| В | Α | X | Α | W | Τ | В | Ρ | D | Ν |
| М | V | G | Η | Ε | R | 0 | R | Α | U |
| к | Ε | S | V | Y | Ρ | W | С | D | J |
| R | L | В | D | Ν | Α | Μ | В | Α | κ |
| С | Z | Ρ | S | T | R | 0 | Ν | G | Α |
| Α | 0 | Y | U | Α | D | F | R | T | Η |
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Can you find all the words?

WISE STRONG FEARLESS AVELZON HERO DAD

Jessie & Friends: Playing Games - Questions

Here are some suggested questions to ask your child once you have read the storybook together. Asking questions can help you check their understanding and start a conversation about their safety online.

- 1. What were Jessie, Tia and Mo's power words in the Avelzon game?
- 2. How did the mystery gamer trick Jessie and her friends into telling her their power words?
- 3. What did Jessie do when the mystery gamer tricked them in the game?

(Once answered, who else could they have told? Who would you tell if you were worried about something that happened whilst playing a game?)

- 4. Did Jessie know that the mystery gamer was really her sister Amber?
- 5. What did Jessie's dad tell Jessie, Tia and Mo to do with their power words after they were shared and no longer private?