

Name: _____ Date: _____

Answer Key: Nail Cyber Safety Scenarios for Kindergarteners

Moving beyond simple 'no-go' rules, students analyze digital trust and evaluate privacy choices in complex virtual roleplay situations.

1. Imagine you are playing 'Pixel Pets' and a player named SnowyDog asks for your real home address so they can send your pet a toy. What should you do?

Answer: B) Tell them no and immediately inform a grown-up.

Even if someone seems friendly, sharing your physical location is a major safety risk. Analyzing the threat and involving a trusted adult is the correct response.

2. If a game says you won a 'Super Secret Prize' but you have to click a flashing red button to get it, it is always safe to click.

Answer: B) False

Flashing buttons and 'prizes' are often tricks used to get users to click on malware or unsafe links. Evaluating the risk involves recognizing these high-pressure tactics.

3. A friend at school asks for your tablet password so they can play. You should say: '____.'

Answer: B) I can't share my secret key with anyone but my parents.

Passwords are like toothbrushes; they should not be shared. This reinforces the concept of individual digital identity and privacy boundaries.

4. You see a photo of your friend on a website and you think it looks silly. Why is it important to ask them before sharing it with others?

Answer: C) Because we must respect others' digital privacy and feelings.

This requires evaluation of digital citizenship. Respecting others' footprints is a foundational element of online safety and ethics.

5. A 'Stranger Danger' rule applies to the internet just like it does at the park.

Answer: A) True

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The concept of a stranger doesn't change just because you are behind a screen. Kindergarteners must synthesize real-world safety with digital interactions.

6. When using a shared computer at the library, you must always ____ before you leave.

Answer: C) Log out of your account

Logging out ensures that the next person cannot access your private information, demonstrating an understanding of session security.

7. A pop-up message says your computer is 'sick' and needs a 'doctor' to fix it. What is the smartest choice?

Answer: B) Ask a grown-up to close the window.

Scareware often tricks users into downloading viruses. Evaluating the legitimacy of an alert is a key high-level skill for young learners.

8. It is okay to use the same password, like 'Apple123', for your school tablet, your game, and your mom's phone.

Answer: B) False

Using unique passwords prevents a 'domino effect' where one hacked account leads to all others being compromised.

9. If you see something scary or 'yucky' online, you should: ____.

Answer: C) Stop what you are doing and tell a teacher or parent.

Reporting inappropriate content is an essential part of incident response and maintaining a safe digital environment.

10. Why should you use a nickname like 'StarHopper' instead of your real name in a multiplayer game?

Answer: B) To keep your private identity hidden from strangers.

Analyzing the benefits of an alias helps students understand the concept of data protection and minimizing their digital footprint.