

## ACTIVITY 3

# Trust Center

In *Into the Cloud*, Nettie and Webster accidentally get lost in a place called Badromeda. As they search for someone who can help them get home, they need their NetSmartz skills to decide whom they can trust.

**Part 1**

Nettie and Webster know that people or things online are not always what you might think they are. Look at the messages below. Is it okay to answer? Or should you tell a trusted adult? Fill in the box next to the best answer.

**1. "Enter your name and address to win a new bike."**

- Okay to answer.
- Tell a trusted adult.

**2. "Send me your brother's e-mail password. I want to play a joke on him! LOL."**

- Okay to answer.
- Tell a trusted adult.

**3. "Click here to start playing your game."**

- Okay to answer.
- Tell a trusted adult.

**4. "Hi! Send me your photo so we can be friends."**

- Okay to answer.
- Tell a trusted adult.

**Part 2**

When Nettie and Webster need help, they go to trusted adults. Trusted adults might be grown-ups in your family. Or they might be other grown-ups, like a shop owner, librarian, or police officer. Read each example below. Write which trusted adult you might go to for help.

**1. You're at a mall and can't find the grown-up you came with.**


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**2. Your friend wants to post photos on social media of you making silly faces.**


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**3. Your friend has been sending mean messages to you.**


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**4. You accidentally type in the wrong web address to your favorite site. You see pictures that scare you.**


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**NetSmartz® Safety Tip for Adults:** Discuss these scenarios with your family and help your children identify adults in their lives they can trust. For more information and to view *Into the Cloud*, go to [NetSmartzKids.org](http://NetSmartzKids.org).