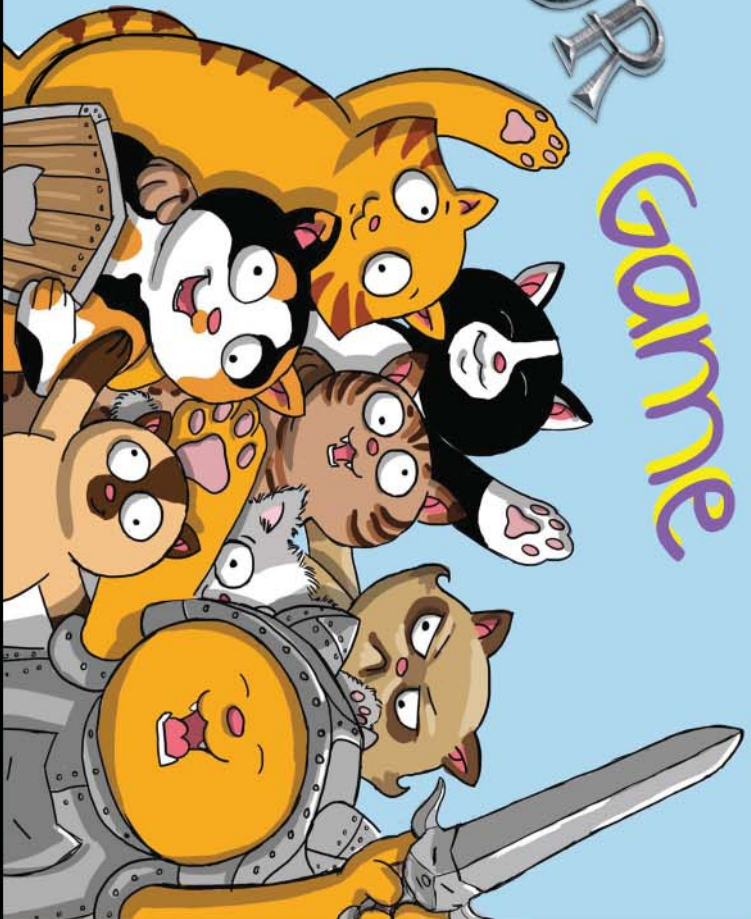


Print this graphic for the cover of the shoe box.

PLAY
The **EMERRIOR** Game

and Learn how to be
an AWESOME Online Citizen!

A group of cartoon cats in various poses and outfits. One cat is wearing armor and holding a sword. Another is playing a drum. The cats are colorful and expressive, with large eyes and open mouths. The background is a light blue gradient.



Teacher Instructions - eWarrior Board Game Kit

This activity will result in a classroom game which students can use to “check out” like a library book, and take home to help explain the rules of online safety and privacy to their family and friends.

To start planning for the board game, teachers will need to make two columns on the board. The first column is the “DO” column, and the second is the “DON’T” column.

Ask students to raise their hands and read from page “Explain to Others” from their workbook,

After you have a good list of DOs and DON’Ts (ten to fifteen items altogether covering the material), you will ask the class to transform these into actions.

For example:

“Don’t share embarrassing pictures” becomes “You shared an embarrassing picture online.”

“Use a strong password” becomes “You created a great password for your email.”

Once all DOs and DON’Ts have turned into actions, students should discuss penalties and bonuses to each of these actions.

A negative action would receive a penalty. For instance, “You shared an embarrassing picture online. *Go back three spaces.*”

A positive action, however, would give the player a bonus. “You created a great password for your email. *Go forward two spaces.*”

Once all the actions are decided, the class has to figure out where they would go on the gameboard. Use a rough draft for this brainstorming process. Not all spot needs to be covered. When the class has decided where everything should go, choose a student with good handwriting and ask them to help you write the actions on the board. You can also take the actions home and write them down yourself.

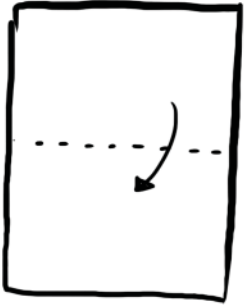
Note that the 19th spot on the board has an arrow that throws you back close to the beginning. This is a great opportunity to discuss with students: what would be the biggest mistake one would do, that would warrant them returning to the beginning of their training?

Laminate the game board and place it with the dice, the attached Game Rules, a mounted eWarrior hat and game pieces into the shoe box. Print the shoe box cover and place it onto the top of the shoe box. Allow students to sign off and take the shoe box home for a weekend. Note -- the game is played with ONE DIE. The second one is a spare.

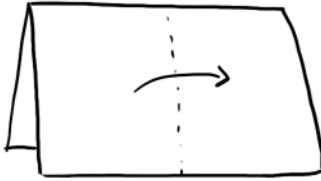
Make an eWarrior Helmet

Let's start by making a paper hat!

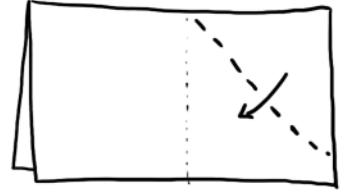
1) Fold in half lengthwise and crease.



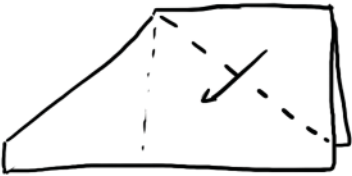
2) Fold it lightly on centre and open it again.



3) Fold one of the top sides towards the crease line.



4) Turn it to the other side and do the same thing.



5) Fold the extra inch flap up on both sides.



6) Fold each upturned corner onto itself.



Glue the corners down!

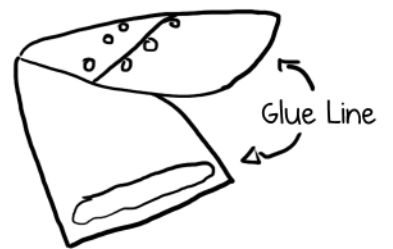
7) Cut out ears and decorative centre of the helmet.



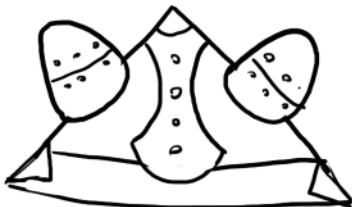
8) Glue decorative centre on both sides.



9) Fold cat ears and add a small amount of glue to the edge of the inner lower border.



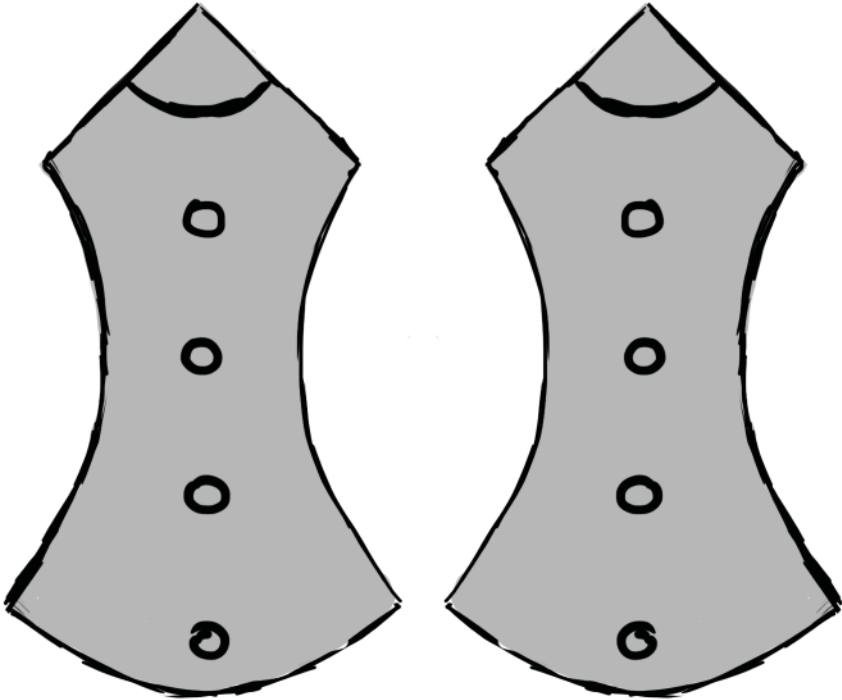
10) Glue the two ears on each side of the helmet, about a third of the way.



11) Let it dry and enjoy!!!

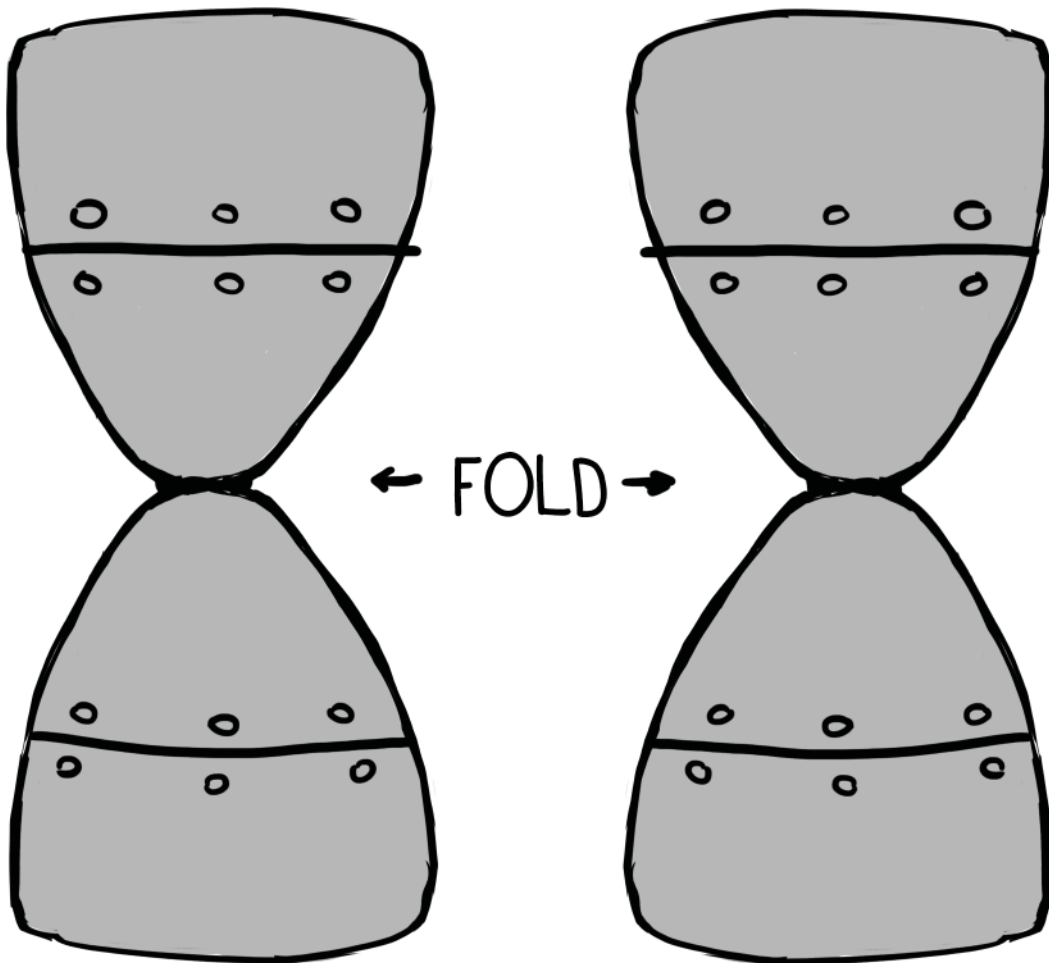
Make an eWarrior Helmet

Top point of Helmet, Front and Back



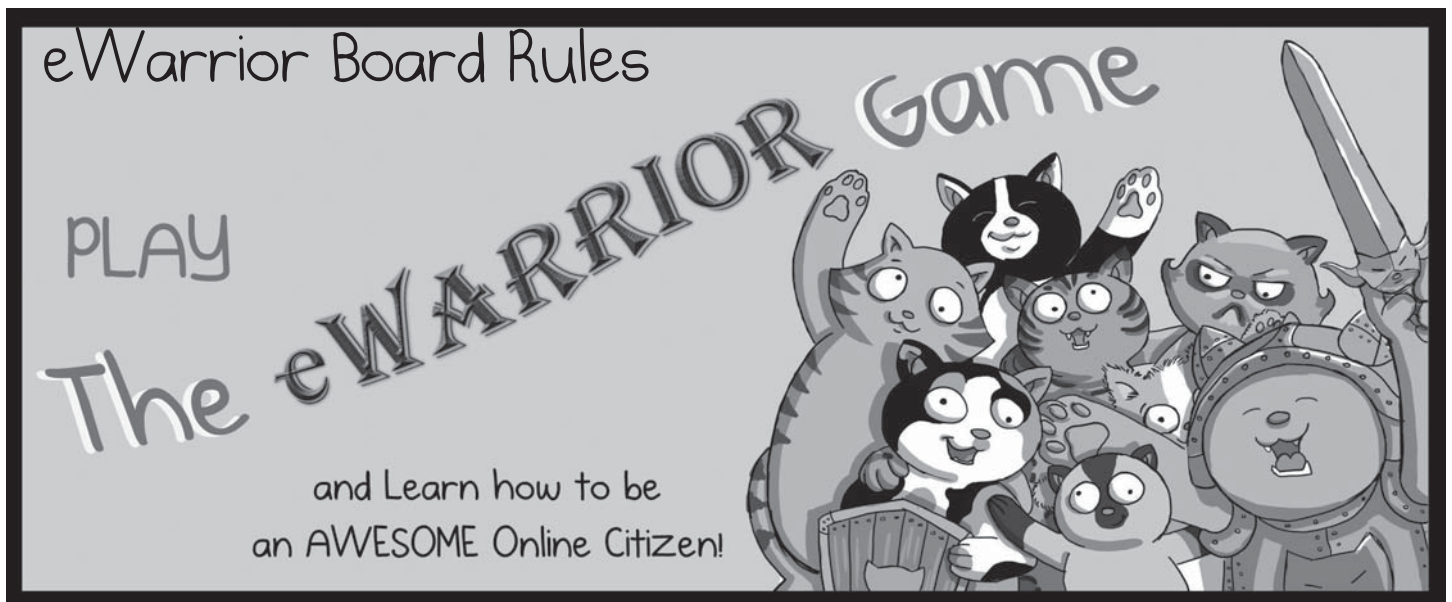
Follow the instructions on the previous page to enjoy your very own eWarrior helmet.

This helmet is intended for the eWarrior game, however it can be given to students as an added bonus.



Left Ear

Right Ear



Put your knowledge to the ultimate test!

Can you teach others what you have learned, and help them become eWarriors?

The objective:

Reach the sword and the shield, located in the centre of the spiral. As the player goes through the actions on the board, they grow and become smarter online.

Gameplay:

Youngest player starts by throwing one die. If the die falls onto a square with an action, the player reads the action out loud, as well as the consequence of this action (bonus or penalty).

The player moves the required spaces and passes the die to the player to his or her left.

End of Game:

Gameplay continues until all players reach the shield.



The player who reaches the centre of the spiral first get to wear the Sir Catsalot helmet and gets bragging rights. As players complete the game, they become cheerleaders for the other players as they become eWarriors themselves.

Enjoy, eWarriors!!!!!!

