

Risks of Connecting with people online and How to Stay Safe

Unit: Digital Safety and Citizenship - Student Practice Worksheet

Overview: In Anaya's cricket game, a player called SixerKing sent her a message. "Nice bowling! Want 500 free coins?" Anaya had twelve coins. Five hundred sounded excellent.

Practice Questions (30 Total)

Section A - Easy

Q1. Which two buttons did Kabir show Anaya on the player's profile?



- ☐ A. Block and Report
- ☐ B. Mute and Delete
- ☐ C. Share and Follow
- ☐ D. Log out and Refresh

Q2. An online friend stays a stranger until:

- ☐ A. they have chatted with you for a month
- ☐ B. they send you a photo of themselves
- ☐ C. they tell you their age and school
- ☐ D. a trusted adult can vouch for them

Q3. SixerKing typed that he was nine and in Class 4. What did that prove?

- ☐ A. That he was nine and in Class 4
- ☐ B. That he was a child, but perhaps older
- ☐ C. Nothing at all — anyone can type anything
- ☐ D. That he went to a school near a temple

Q4. What does Block do?

Block = stop them

- ☐ A. It gets your lost coins back
- ☐ B. It tells the app's team about a player
- ☐ C. It stops that person reaching you again
- ☐ D. It deletes everything they ever sent

Q5. Who needs your password?

- ☐ A. Nobody real, ever
- ☐ B. Anyone sending you free coins
- ☐ C. The friendliest player in your team
- ☐ D. Anyone who promises to give it back

Q6. Which action actually cost Anaya her account?

- ☐ A. Chatting with a player she didn't know
- ☐ B. Typing her password into the chat
- ☐ C. Playing the game late at night
- ☐ D. Telling Kabir about SixerKing

Q7. Which of these is one of the four safety moves in this topic?



- ☐ A. Never agree to meet an online friend alone
- ☐ B. Only play games at the weekend
- ☐ C. Change your player name every month
- ☐ D. Keep your best score a secret

Q8. Telling a trusted adult early is best because:

- ☐ A. adults enjoy hearing about games
- ☐ B. it means you will not be blamed
- ☐ C. the app will refund your coins
- ☐ D. it keeps the mess small

Q9. Online, what can you actually see about a person?

- ☐ A. Their real age and their real school
- ☐ B. Typed words and a picture they chose
- ☐ C. Whether they are telling the truth
- ☐ D. Where they are sitting right now

Q10. What is the risk of meeting people online, according to the topic?

- ☐ A. That everybody online is dangerous
- ☐ B. That games waste too much of your time
- ☐ C. That you cannot check anything they say
- ☐ D. That online friends never reply to you

Section B - Medium

Q11. A player writes: "Send your school name and I'll add you to our team." What is the best next move?

send your school name

- ☐ A. Send it — a team has to know who you are
- ☐ B. Send the area you live in instead
- ☐ C. Ask him to send his own school first
- ☐ D. Don't send it, and tell a trusted adult

Q12. Why is "I'll give it back in two minutes" a warning sign rather than a promise?

- ☐ A. Two minutes is too short to be useful
- ☐ B. It rushes you, so you don't think or ask anyone
- ☐ C. It shows he has done this to others before
- ☐ D. It proves he is not really nine years old

Q13. What does Report do that Block does not?

- ☐ A. It hides that player's messages from you
- ☐ B. It gets your lost coins back
- ☐ C. It tells the app's team, so others are protected

- ☐ **D.** It deletes the player's account straight away

Q14. A player you have never met says "don't tell your mum, she'll stop you playing". What is that?

don't tell your mum

- ☐ **A.** A warning sign — secrecy is being built in
- ☐ **B.** Fair advice, since parents do stop games
- ☐ **C.** A joke, and not worth mentioning
- ☐ **D.** A rule of the game you should follow

Q15. Which is the strongest reason to use Block and Report together?

- ☐ **A.** One protects you, the other protects everyone else
- ☐ **B.** Two buttons work faster than one
- ☐ **C.** The app only listens if you press both
- ☐ **D.** Blocking stops working after a few days

Q16. Anaya wants her coins back after the theft. What actually worked?

- ☐ **A.** Asking SixerKing politely to return them
- ☐ **B.** Reporting the account to the app
- ☐ **C.** Making a new account to start again
- ☐ **D.** Playing for eleven days to earn them

Q17. Which request should worry you most, even from someone you have played with for months?

password / meet / address

- ☐ **A.** "Tell me your login and password"
- ☐ **B.** "Which team are you playing for today?"
- ☐ **C.** "Can we play again tomorrow evening?"
- ☐ **D.** "What is your best score in this level?"

Q18. SixerKing's messages vanished when he left. Why does that matter?

- ☐ A. It proves the app deleted his account
- ☐ B. It means the coins can still be traced
- ☐ C. The evidence went with him, so reporting early matters
- ☐ D. It shows he was telling the truth about his age

Q19. A new player sends a friendly message and asks nothing at all. What should you do?

- ☐ A. Block them immediately, to be safe
- ☐ B. Reply about the game, and share nothing private
- ☐ C. Ask for their age, school and city first
- ☐ D. Send your login so they can join your team

Q20. Kabir asks "how do you know?" about everything SixerKing said. Why is that a useful habit?

- ☐ A. It makes online friends prove their age
- ☐ B. It separates what was checked from what was typed
- ☐ C. It stops anyone from ever lying to you
- ☐ D. It is polite to ask questions back

Section C - Challenge

Q21. Which single habit would have prevented the whole story?

never share password

- ☐ A. Treating every request for a password as a stop sign
- ☐ B. Refusing to play cricket games online
- ☐ C. Never accepting messages from other players
- ☐ D. Playing only when a parent is in the room

Q22. Anaya says she should never talk to anyone online again. Kabir says that goes too far. Which rule is best?

- ☐ A. Never chat to anyone online, in any game
- ☐ B. Chat and play, but share nothing private, never meet, and tell an adult
- ☐ C. Chat with anyone who has played for more than a month

- ☐ **D.** Chat only with players who tell you their real name

Q23. Which question is the best test of a new online friend?

- ☐ **A.** "How long have you been playing this game?"
- ☐ **B.** "Can you send a photo to prove your age?"
- ☐ **C.** "Has a trusted adult of mine ever met this person?"
- ☐ **D.** "Do you go to a school near my school?"

Q24. Which of these did the most to make Anaya trust SixerKing?

kind chat, then a request

- ☐ **A.** The five hundred coins he offered
- ☐ **B.** The details he typed that matched her own life
- ☐ **C.** The laughing face he sent
- ☐ **D.** The eleven days she had been playing

Q25. Why does "most people online are fine" not make the topic's advice unnecessary?

- ☐ **A.** Because you cannot tell which ones are, before something goes wrong
- ☐ **B.** Because most people online are not actually fine
- ☐ **C.** Because games are more dangerous than other apps
- ☐ **D.** Because children are never good at judging people

Q26. "Blocking is enough — reporting is just telling tales." What is wrong with that?

- ☐ **A.** Nothing; blocking really does solve the whole problem
- ☐ **B.** Reporting is faster than blocking, so it should come first
- ☐ **C.** Telling tales is fine as long as it is true
- ☐ **D.** Blocking protects only you; the same player messages others tomorrow

Q27. What is the deepest lesson of Anaya's player name still being POTATO?

POTATO still there

- ☐ **A.** Player names cannot be changed back once altered

- ☐ B. Losing an account is not really a serious problem
- ☐ C. Some effects of a mistake simply stay with you
- ☐ D. Games should not let players rename each other

Q28. Why is "never meet an online friend alone" a separate rule from "share nothing private"?

- ☐ A. Because meeting people is against the rules of most games
- ☐ B. Because meeting is safe once you have shared nothing
- ☐ C. Because private information is only risky in person
- ☐ D. Because a meeting can go wrong even if nothing was ever shared

Q29. Anaya feels embarrassed and nearly says nothing. What is the strongest argument for telling anyway?

- ☐ A. Embarrassment fades once the coins come back
- ☐ B. Ms. Rao would find out from the app in any case
- ☐ C. Every hour of silence makes the problem harder to fix
- ☐ D. Being embarrassed means the mistake was not serious

Q30. A friend says "I only gave my password to someone I have played with for a year". Your answer?

- ☐ A. A year of typing is still typing — change it now, and tell an adult
- ☐ B. A year is long enough to be sure of somebody
- ☐ C. It is fine as long as they never log in
- ☐ D. Only passwords with numbers in them are worth protecting

Answer Key

Q1: (A) (a) Block stops them reaching you and Report tells the app's team. Option (b) sounds close, because muting also makes messages go away, but muting only hides them and tells nobody.

Q2: (D) (d) Only a check in the real world turns a claim into a fact. Option (b) is the strongest-looking wrong answer — a photo can belong to anybody.

Q3: (C) (c) Typing is free, so a claim on a screen proves nothing. Option (b) is the half-way trap — it feels cautious, but there is no evidence he was a child at all.

Q4: (C) (c) Block is about your own safety: it shuts the door between you and them. Option (b) is what Report does — the two buttons do different jobs, which is why you use both.

Q5: (A) (a) There is no situation in a game where a real person needs it. Option (d) is the exact sentence SixerKing used, and the promise is the warning sign.

Q6: (B) (b) Handing over the login gave a stranger full control. Option (a) is tempting, but chatting inside a game is ordinary — it was the password that turned a chat into a stolen account.

Q7: (A) (a) Never meeting alone is one of the four, along with sharing nothing private, using Block and Report, and telling an adult early. The other three are habits that sound sensible but protect nothing.

Q8: (D) (d) Early means the problem is still small enough to fix. Option (b) is a reason children hope for, but the real payoff is the size of the mess, not who is blamed.

Q9: (B) (b) Words and a chosen picture — nothing that anybody has checked. Option (a) is what a chat *feels* like it shows you, and the whole risk lives in that gap.

Q10: (C) (c) Most people are fine; the problem is that nothing they type can be confirmed. Option (a) is the fear people start with, and believing it makes the real risk harder to see.

Q11: (D) (d) A school name is private information, and the asking itself is the warning sign. Option (c) feels fair, but whatever he types back cannot be checked, so a swap proves nothing and you have still given yours away.

Q12: (B) (b) Hurry is the trick: it stops you checking with anyone. Option (c) may well be true, but you cannot know it, and the sentence is a warning sign even the very first time it is used.

Q13: (C) (c) Block protects one person: you. Report sends the evidence to the people who run the app, who can warn or remove the account. Option (d) overstates it — reporting starts a check, it does not delete anyone by itself.

Q14: (A) (a) Anyone asking you to keep them hidden from an adult is telling you something important about themselves. Option (b) is uncomfortably true and still the wrong conclusion — the request is the problem, not whether it is accurate.

Q15: (A) (a) They solve two different problems, which is exactly why doing only one leaves half the job undone. Option (c) is invented — reporting works on its own, it just does nothing to stop today's messages.

Q16: (D) (d) She earned them back the slow way, because there is no undo button for something you handed over. Option (b) was still worth doing — it protects other children — but it

did not refund a single coin.

Q17: (A) (a) Time played changes nothing: no real person needs your password. Option (b) is ordinary game chat, and treating it as a threat is how children learn to ignore the rule that matters.

Q18: (C) (c) Reporting while the messages still exist gives the app something to act on. Option (a) is the hopeful reading — an account going quiet is not the same as an account being stopped.

Q19: (B) (b) Most players really are fine, and the four safety moves let you play normally. Option (a) is over-correction — a rule that blocks everybody makes the game unusable and teaches nothing about which requests matter.

Q20: (B) (b) The question does not catch liars; it reminds you that nothing has been confirmed. Option (c) claims far too much — asking cannot force anyone to be honest.

Q21: (A) (a) One habit, one moment, and nothing else in the story would have happened. Option (d) helps a little and depends on somebody else being free — habits you carry yourself are the ones that work at 9pm.

Q22: (B) (b) It keeps team games and online classes possible while closing the doors that actually caused the harm. Option (a) is safest on paper and gets abandoned in a week — a rule nobody can follow protects nobody.

Q23: (C) (c) It is the only one whose answer cannot be typed by the person being tested. Option (b) feels like proof and is the weakest of the four — any picture at all can be attached.

Q24: (B) (b) Same age, same class, a school near the same temple — matching details feel like proof and cost nothing to invent. Option (a) is what she wanted, but the wanting only worked because she already believed him.

Q25: (A) (a) The habits cost almost nothing and work without needing to sort the good from the bad. Option (b) contradicts the topic — exaggerating the danger is how children stop believing the advice.

Q26: (D) (d) Telling tales gets someone into trouble for fun; reporting stops a repeat. Option (c) dodges the real difference by arguing about the word instead of what each button does.

Q27: (C) (c) She got her coins back by playing and reported the account, and the name stayed anyway — undo is rarely complete. Option (a) mistakes a detail of the story for a rule about software.

Q28: (D) (d) The two rules close different doors, so keeping one does not excuse breaking the other. Option (b) is the dangerous version of the same thought — careful chatting does not make a meeting safe.

Q29: (C) (c) Passwords get reused, accounts get reported, and both work better early. Option (b) is not even true here, and a reason that turns out to be false teaches a child to stay quiet next time.

Q30: (A) (a) Time spent chatting is not a check on who someone is. Option (b) is the belief that makes this happen — familiarity feels like evidence and is not.

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