JESSIE & FRIENDS

Playing Games – The Storybook

This storybook belongs to

.....

THINK U KNOW .CO.UK

Tia, Jessie and Mo are playing Avelzon. It's their favourite online game.
Super-Total-Mega-Heroes!
Oh no. Dr Yekl has started spreading darkness!
Mwahaha!
Hey Yekl!
You dare interrupt ME?
Interrupt you? We're going to stop you!

They use their power words.

STRONG!

FEARLESS!

WISE!

Dr Yekl blasts them backwards!

AAAH

AAAH

AAAH

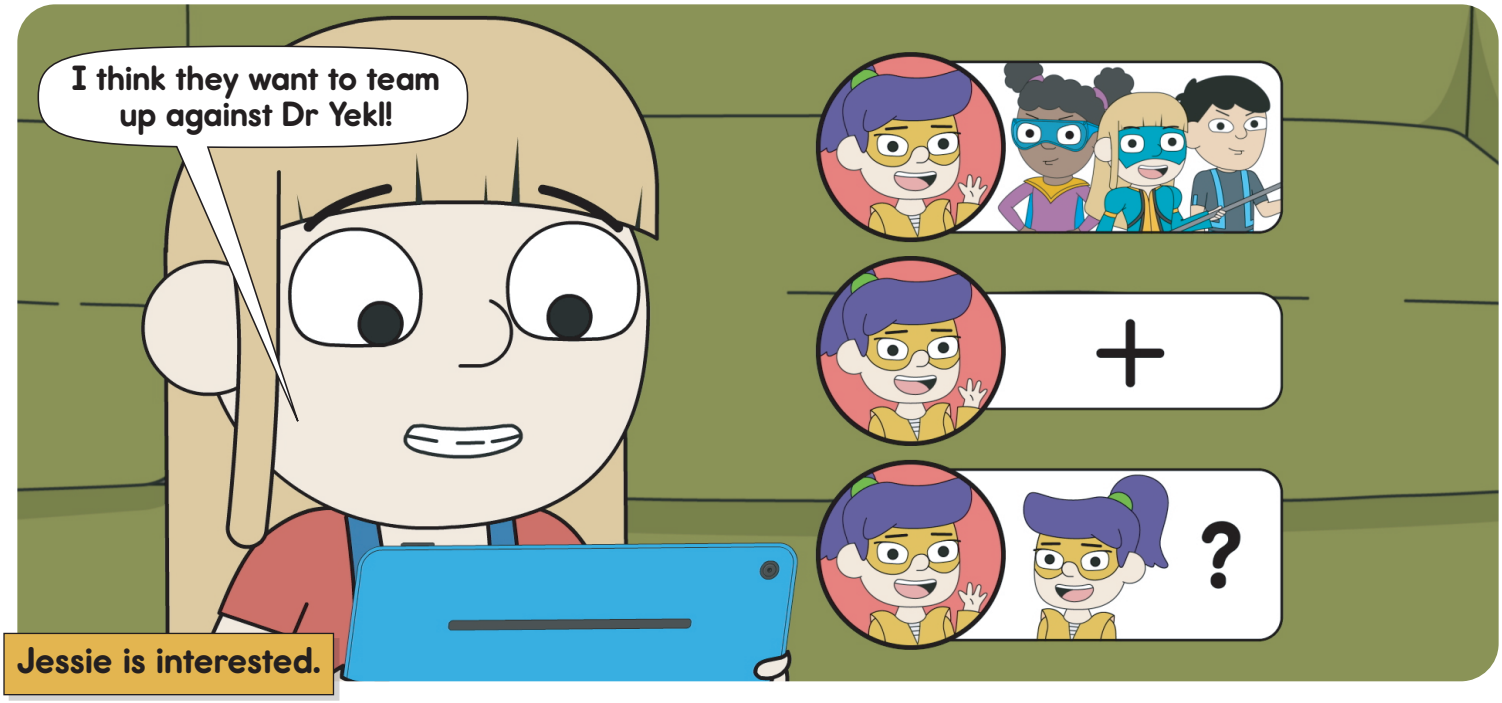
It's game over.

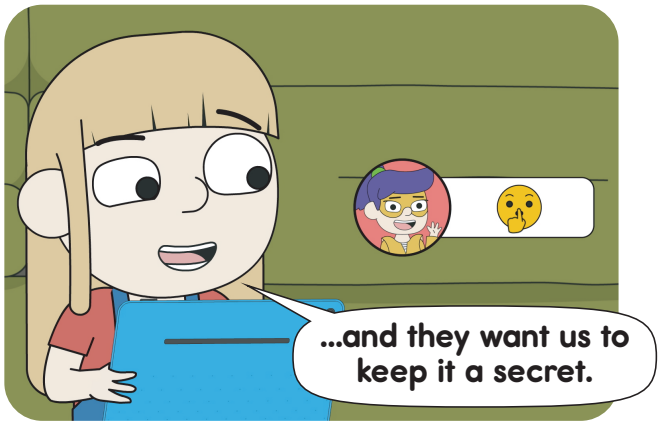
GAME OVER

Jessie! Dinner time!

PING!

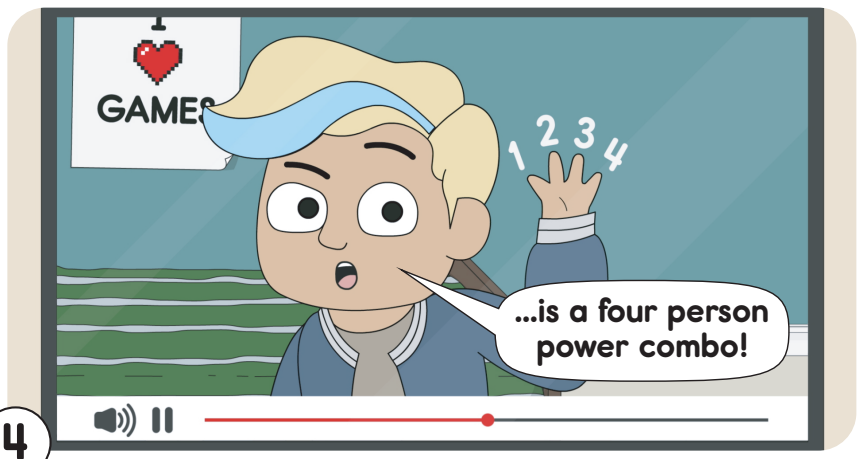
A message pops up from someone Jessie has never seen before.


I think they want to team up against Dr Yekl!
+
?
Jessie is interested.


...and they want us to keep it a secret.

The next day the three friends watch a gaming video.

GAMES
AVELZON
All you need to defeat villains in Avelzon...


GAMES
1 2 3 4
...is a four person power combo!

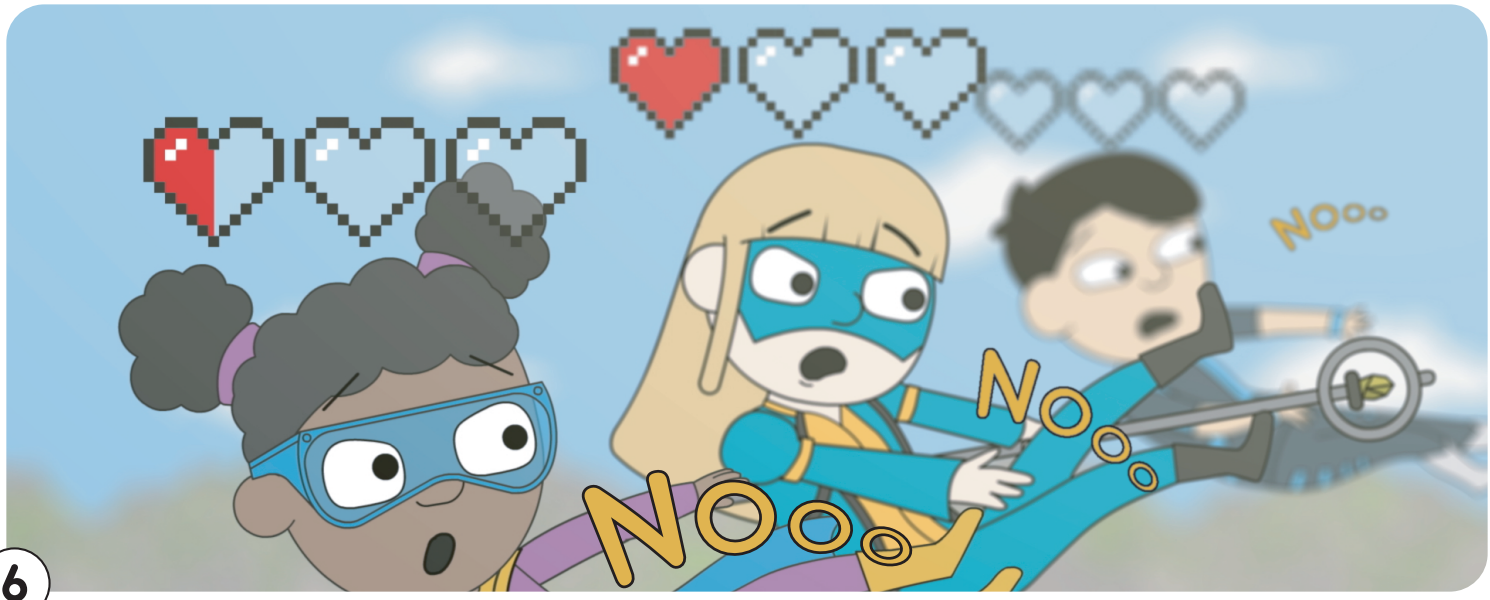
There's someone who can help us!

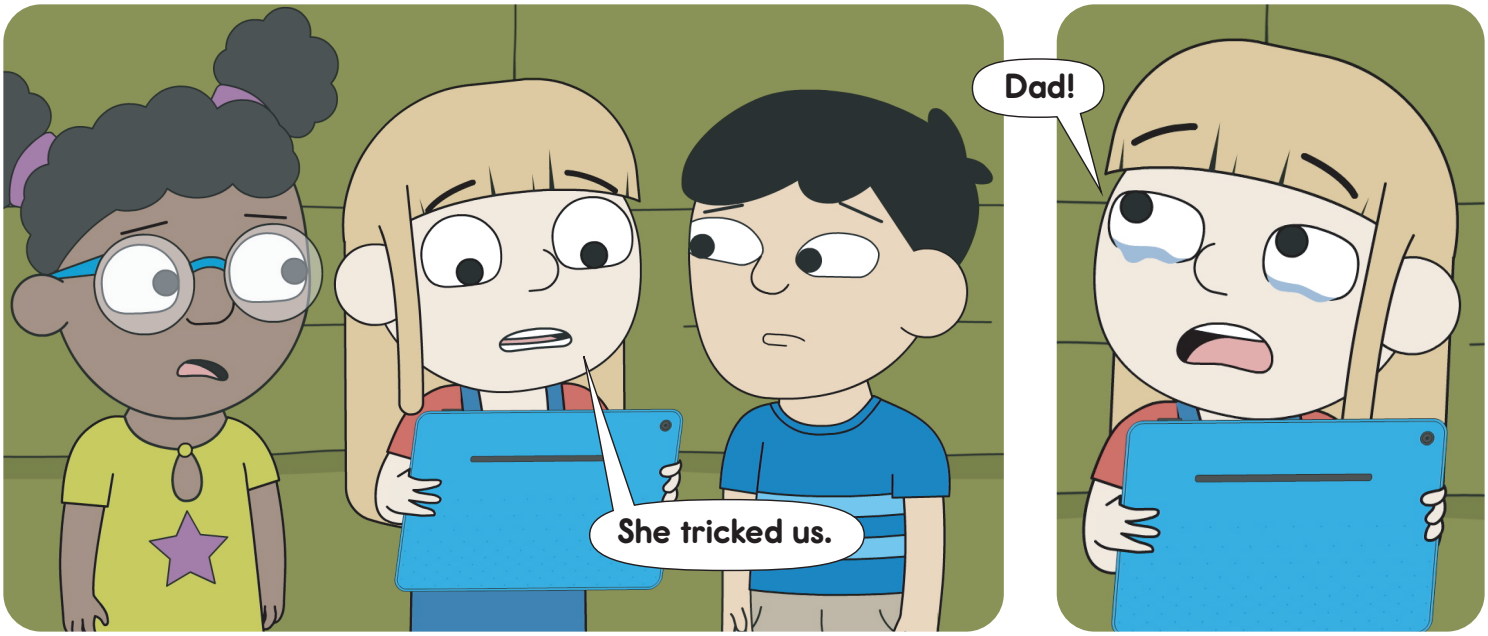
WHO IS THE MYSTERY GAMER?

Can you find all 5 differences?

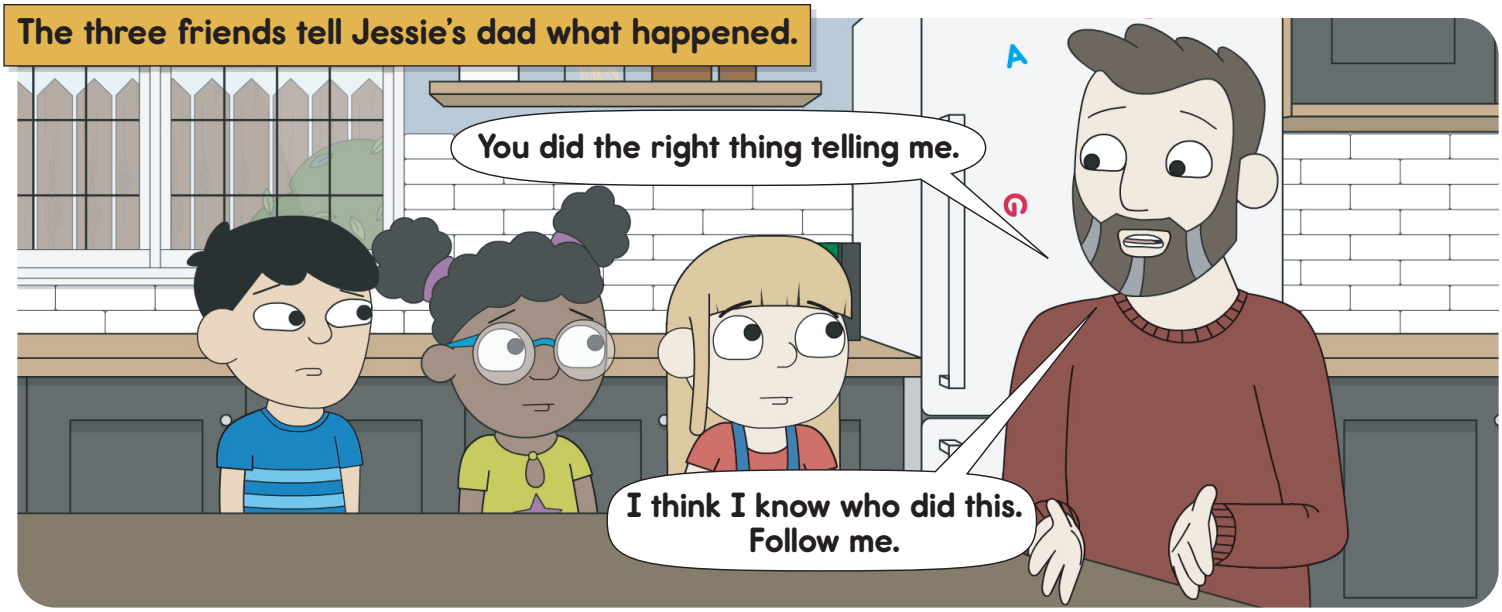
The mystery gamer appears.

The three friends combine their powers with the mystery gamer.

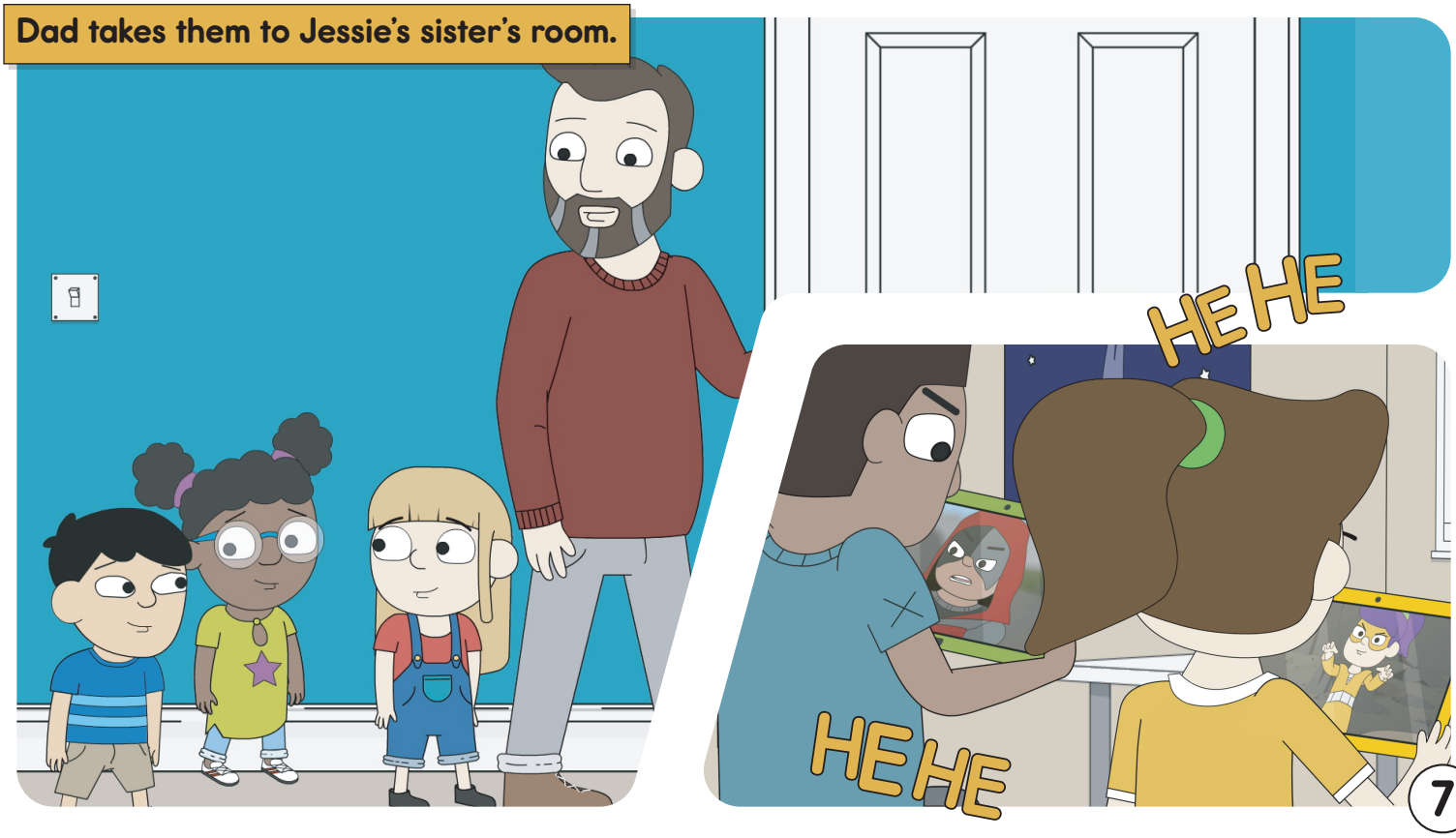




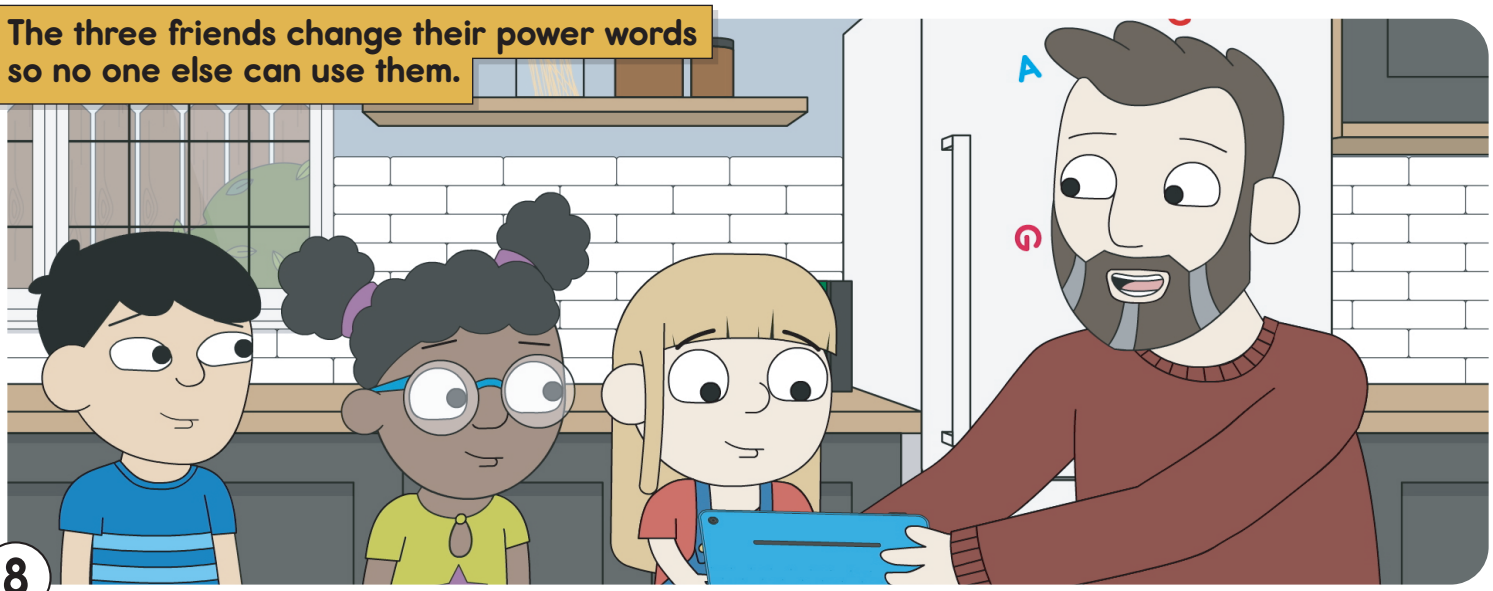
The three friends tell Jessie's dad what happened.

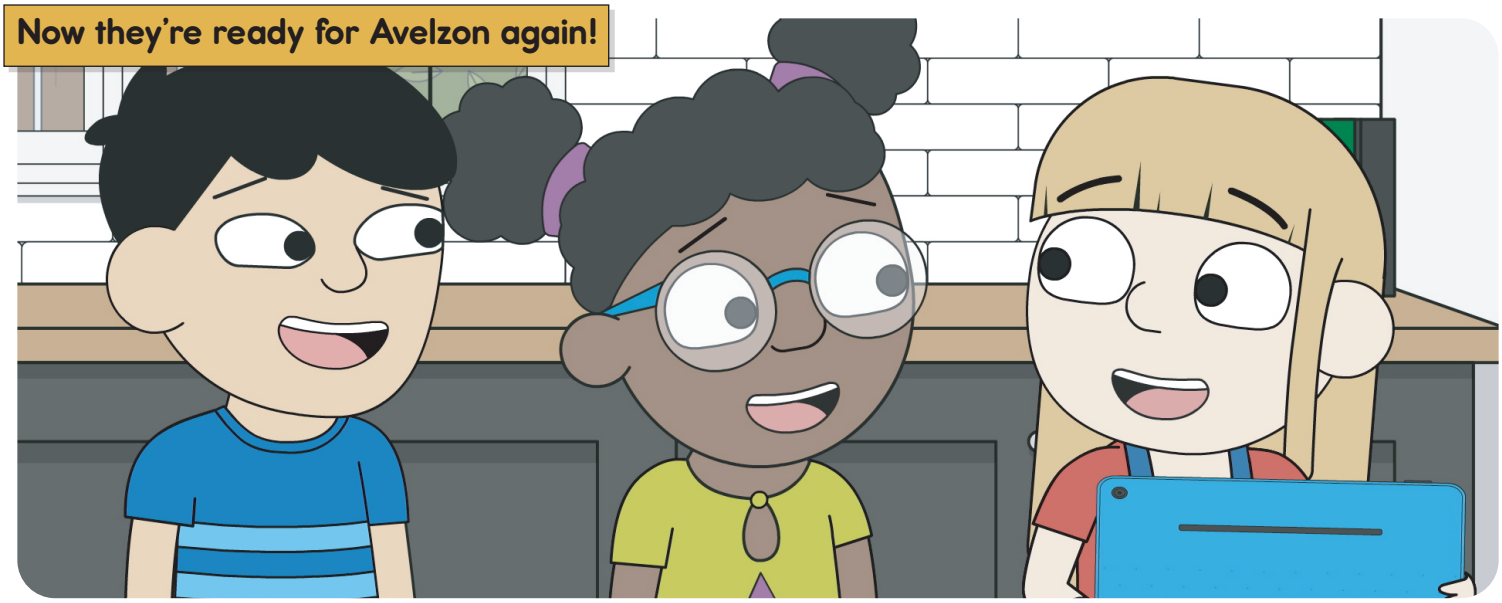


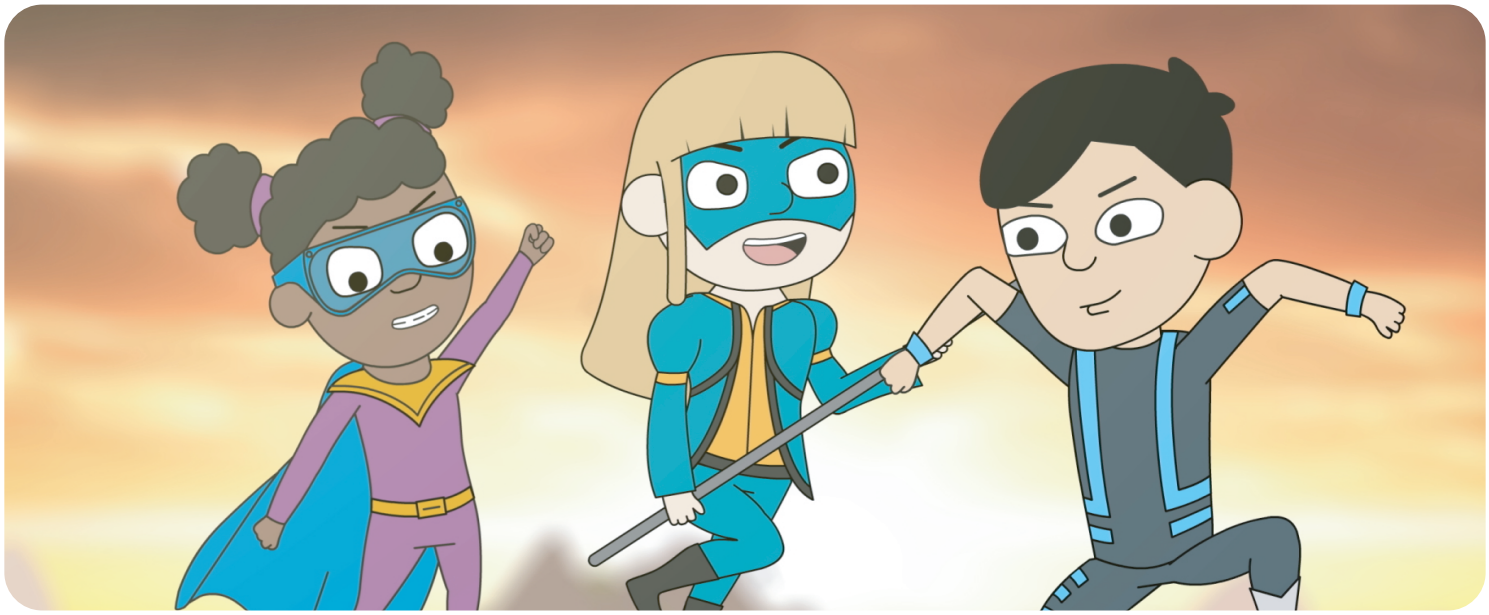
Dad takes them to Jessie's sister's room.



The three friends change their power words so no one else can use them.







A	F	E	A	R	L	E	S	S	L
V	T	S	Q	N	P	I	E	F	Y
B	A	X	A	W	T	B	P	D	N
M	V	G	H	E	R	O	R	A	U
K	E	S	V	Y	P	W	C	D	J
R	L	B	D	N	A	M	B	A	K
C	Z	P	S	T	R	O	N	G	A
A	O	Y	U	A	D	F	R	T	H
X	N	T	G	J	Q	W	I	S	E

WORD SEARCH

Can you find all the words?

WISE
STRONG
FEARLESS
AVELZON
HERO
DAD

JESSIE & FRIENDS

Jessie & Friends follows the adventures of Jessie, Tia and Mo as they begin to navigate the online world. The friends learn that while the internet can be an exciting place where we can learn and have fun, sometimes we may encounter things online which make us feel worried or sad, and it's important to ask a grown-up for help if we need it.

Each storybook has been created for a different age group:

Jessie & Friends: Watching Videos (4-5 years)

Jessie & Friends: Sharing Pictures (5-6 years)

Jessie & Friends: Playing Games (6-7 years)

Want to watch the Jessie & Friends cartoons with your child?
The three cartoons and additional online safety information can be found at:

www.thinkuknow.co.uk/parents

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?

Answers
1. Wise, Strong, Fearless. 2. Hid her identity; pretended to be friendly; lied about wanting to help them. 3. She told her dad. 4. No – it could have been anyone. 5. He told them to change their power words and only keep them between the three friends.

CEOP A National Crime Agency command

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