

**Table of Contents**

Introduction ..... 2  
Learning Objective ..... 2  
Key Learning Points..... 2  
Learning Methods..... 2  
Preparation ..... 3  
Navigating the Program ..... 5  
Character Synopsis ..... 6  
Decision Maps ..... 8  
Minimum System Requirements ..... 15  
Troubleshooting ..... 15  
Statistics ..... 15  
Questions and Comments..... 16

## Introduction

*It's Your Call* is an interactive game for 11- to 14-year-olds that gives them the opportunity to make real-world decisions about responsible cell phone use. By playing a character faced with these challenges, they can see how their decisions play out in a safe environment. This game was created in partnership with Web Wise Kids, Will Interactive, Verizon and the ESA Foundation.

## Learning Objective

The teens will be able to apply the decision-making experience and understanding of consequences gained here to use their own phones responsibly.

## Key Learning Points

Completing *It's Your Call* will help teens understand that:

- Cell phone technology can make it easier to do the wrong thing, like cheating, and they have to resist that temptation.
- Taking explicit photos with their phones or sharing them with anyone is an unacceptable risk.
- If they are victims of a cyberbully, they should tell an adult.
- When they or their friends are in trouble, they should use their cell phones to get help.
- If they know about explicit photos being shared or posted and don't report it, it's almost as bad as if they had committed the crime themselves.

## Learning Methods

*It's Your Call* can be used in at least three different ways. First, teens can go through the program by themselves and then come back as a group to discuss it. (It should take most teens between 20 and 30

minutes to complete the program.) Begin the discussion by asking questions like:

- What's the story about?
- What challenges does Angela face?
- Did you go back and make other decisions to see what would happen?
- Were you surprised by any of the turns the story took?
- Were you surprised by anything you learned?

Using the character synopsis and decision maps on the following pages, review each decision. Poll the group to find out what the majority decided to do. Use as much of the key content points and discussion questions as desired. Allow approximately 1 to 1.5 hours to discuss the simulation.

Another option, if you have computers for each participant, is to have them complete the program individually in class and then discuss. Allow everyone to finish and then facilitate the discussion as outlined above.

If you have only one computer available and you want to do the simulation together as a group, select one participant to play the part of Angela. When you reach a decision point, poll the participants to see what they want to do. As in the other methods, use the character synopsis, decision maps, and discussion questions as desired to explore alternate decisions and their consequences. Allow between 80 and 120 minutes to thoroughly explore and discuss the program.

## Preparation

To lead teens through the program and facilitate discussion, prepare by:

- Testing the online link and the computer equipment to make sure the program starts up.
- Go through the program a few times, exploring all the different choices available.
- Read through this guide. Think about which key content points you want to emphasize and which discussion questions to use.

- Think through your own experiences. Looking back, have there been situations where you faced similar decisions? What did you choose to do?

## Navigating the Program

Here's how the game controls work:

Control	What it does
FORWARD	Moves to the next screen. You have to click FORWARD to leave text screens.
PREVIOUS	Moves to the previous screen.
STOP/PLAY	Stops or starts the action.
MENU	Clicking on this will take you back to the beginning to start over again.
VOICEOVER	Turns the narrator's voice off or on
RUNNING BAR	Movie clips automatically play to conclusion, but clicking and dragging this bar allows you to move back and forth within the clip.
PLAYER CONTROL BAR	These controls appear briefly with each movie clip and then reappear if you roll the cursor over the screen.

## Character Synopsis

**Angela** has just turned 14. She has good grades, good friends, a good life—not someone who's always in trouble. Her mom works, while Dad doesn't live at home anymore. Angela's mom has drilled her in the basics of using a cell phone responsibly. The interactive simulation follows her life over four days and the decisions she has to make about using her great new cell phone—including choices about cheating, sharing explicit photos, and bullying via texting.

**Hayley** – Sophie IS complicated. She is your typical Alpha-girl: beautiful, popular, manipulative and shrewd. She can control all the people in her orbit with a smile, and it's only with the "little people" that the real nasty side of her comes out. She likes her status at school and will do anything to protect it. She would be much happier if Travis would give her his undivided attention, but for now, she is content with the appearance that they're dating. He is really the only person in her set that she can't control.

**Marcus** – Marcus is Angela's best guy friend. He's a steady sort who serves as a real "touchstone" for Angela when things get bad. He was invaluable as Angela's confidante during the divorce: he's one of those kids who is mature beyond his years, the kind of guy who is the level-headed friend when people get out of control.

**Megan** – Megan is 14, a member of Angela's set of friends at school. She, like all of the girls, has a huge crush on Travis. She is more needy and outgoing than Angela is, and is willing to risk more. Megan is one of those kids who is there at high school, not for the classes, but for the gossip and society. She gets in trouble here and there, nothing terribly serious, but Mom feels she isn't the best influence on Angela.

**Mom** – She's a fairly young mom and is a bit overwhelmed by the curves that life has thrown her of late. She works as a nurse. Her hours are hardly ideal and take her away from home in the evening hours and on weekends. She doesn't like the situation, but has no choice. Mom depends on Angela to be level-headed and responsible - Mom has a lot on her plate and the last thing she needs is for Angela to get into trouble.

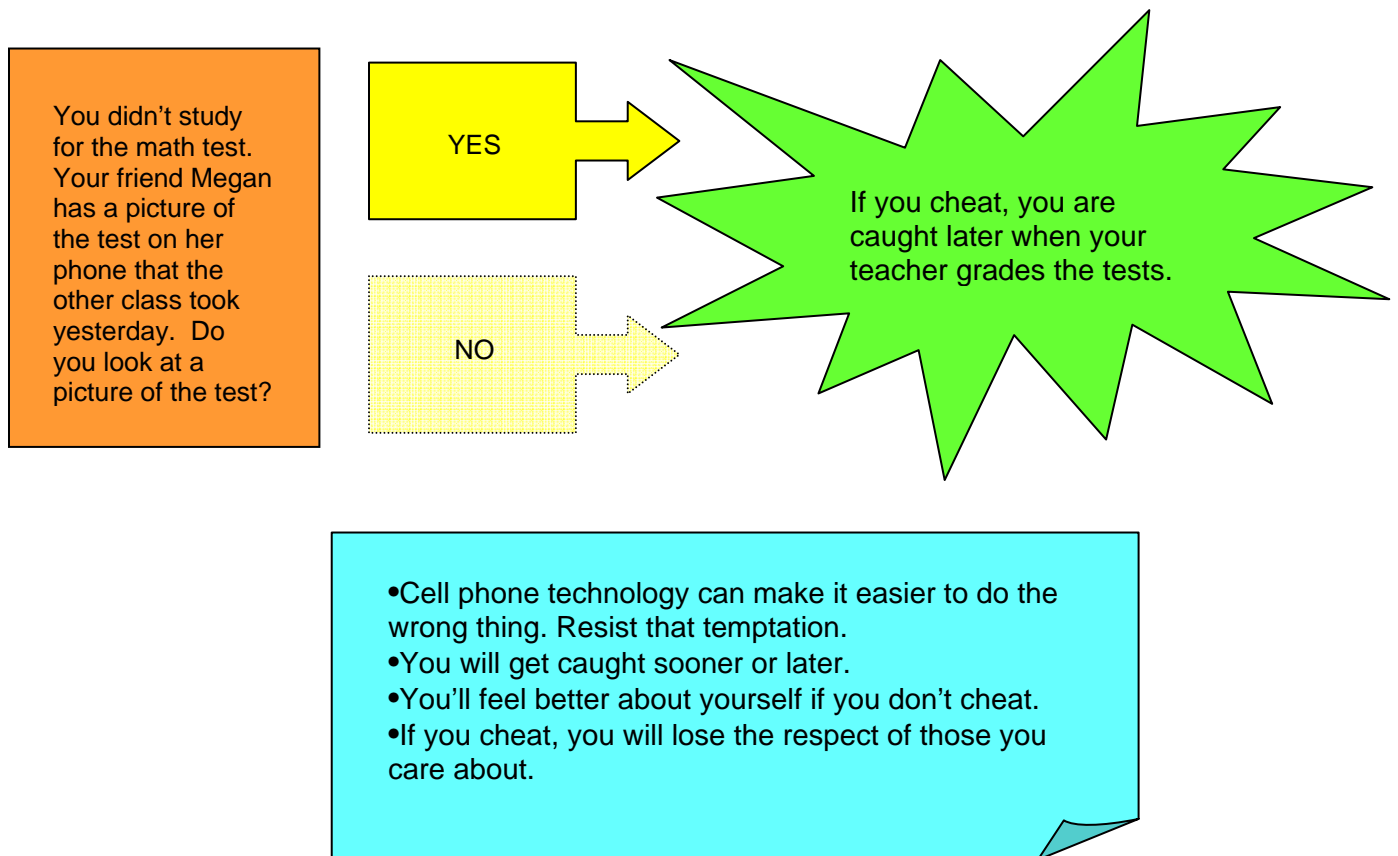
**Travis** – Travis is a senior and one of the most popular guys in school. He also is Angela's secret crush. Unfortunately, Hayley hangs out with Travis a lot. When he asks Angela to send some "interesting" pictures, Angela is faced with a choice.

**Ms. Pettit** – Ms. Pettit is definitely the coolest teacher in the school, even though she teaches math. Her class is hard, but Ms. Pettit definitely knows how to make it interesting. She is willing to spend a lot of one-on-one time with her students, and has worked after class with Angela on more than one occasion, the result being that Angela's favorite subject is now math. And she's actually pretty good at it! Ms. Pettit is pretty, dresses stylishly, and is 30-something, with a toddler that Angela has babysat for on a few occasions.

**Mr. Washington** – The school principal. Mr. Washington is hopelessly uncool, according to most of his students. He has a tendency to preach and lecture, and he is far too strict. He is a big man, an ex-Marine, and he likes to patrol the halls between classes, looking for evil-doers. He loves rules and order, and comes down hard on kids who break them, so it's best to stay totally out of his way.

**Decision Maps**

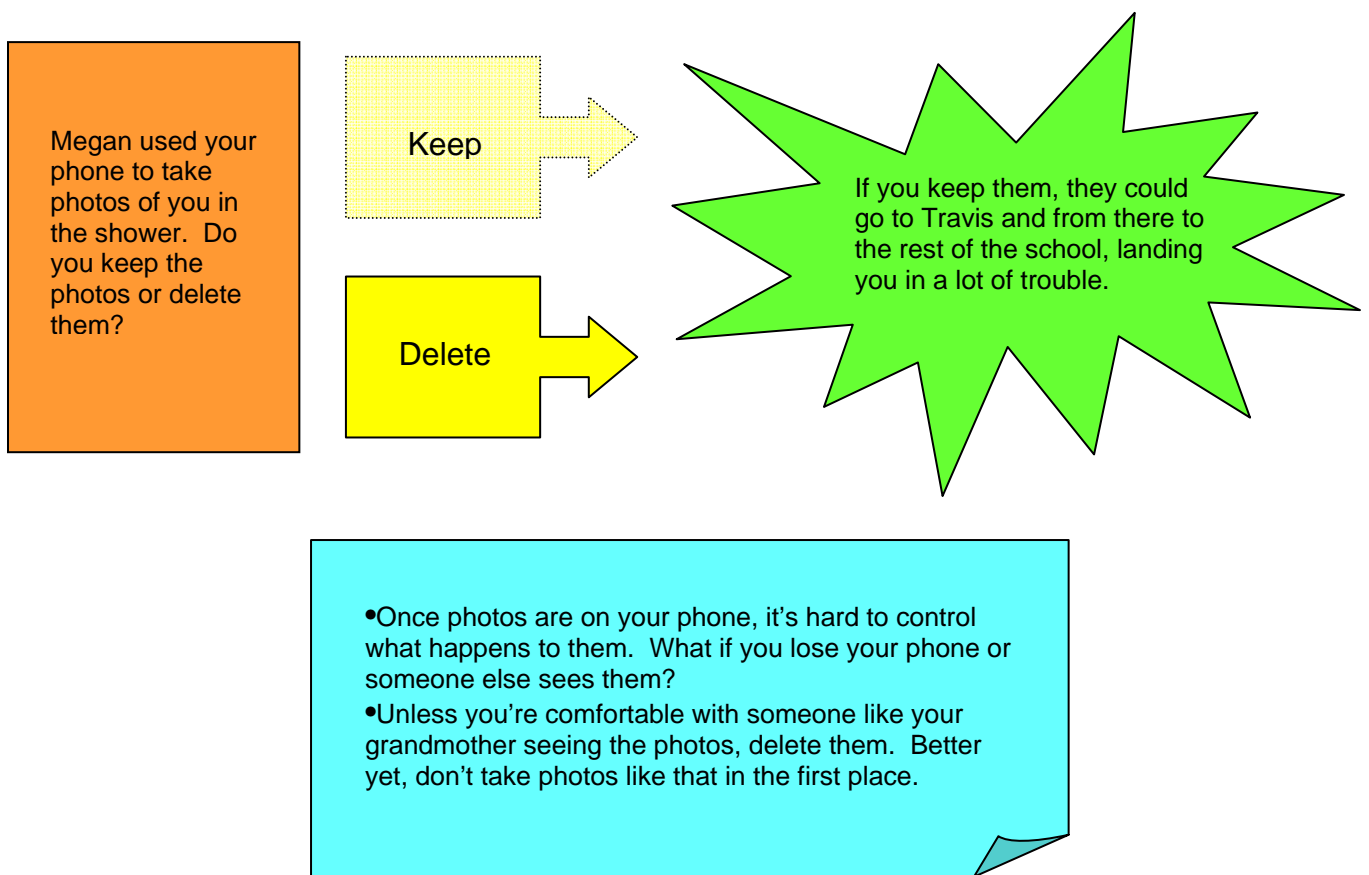
The decision maps on the following pages lay out each decision and the available choices. The best choice is indicated by the solid lines and brighter color. Consequences related to the decision are noted, along with key content points. These maps are easy to understand and can help you with teaching the simulation. Although the best choices are shown, take the time to explore the other choices with teens so they can see the consequences of those decisions as well.



*Discussion Questions*

- How did you learn the basics of using a cell phone responsibly?
- Why do you think that Angela's dad gave her the phone upgrade?

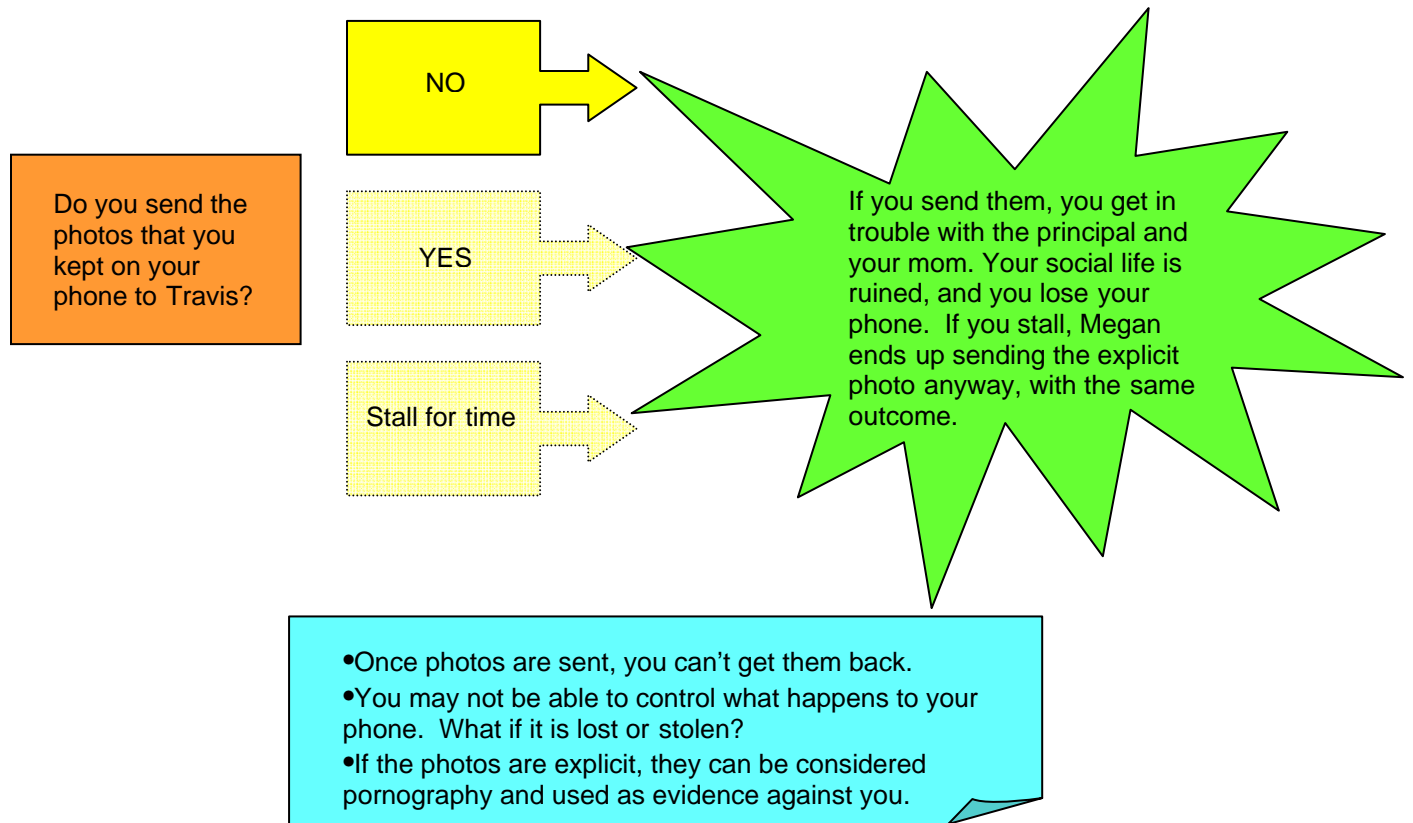
- Should the likelihood of getting caught affect your decision about cheating on a test?



## Discussion Questions

- What if you're in a relationship with someone? Is it okay to send explicit photos then?
- What do you think about people who take revealing photos of themselves? What are the benefits of doing that? What are the risks?
- What can happen once explicit photos of you get out? What are the short-term effects? How about the long-term effects?

Teens face the next decision only if they decided to keep the photos.



### Discussion Questions

- Have your friends ever used your phone? What could happen if you were in Angela's place and had kept those photos?
- Do your parents ever look at or use your phone? What could happen if you were in Angela's place and had kept those photos?
- Are there other examples of things better deleted than kept on a phone (such as text messages, for example)?

Travis' girlfriend Hayley sends a nasty text about you all over the school. What do you do?

Go it alone

Talk to a teacher

If you cheated on the test, you get nailed for cheating whether you decide to talk to a teacher or not. If you didn't cheat and go to your teacher, she gives you advice, and you feel better.

- Cyberbullying is serious. Ask an adult for help if you are being bullied.
- Mentors can offer advice and share experiences.

*Discussion Questions*

- Have you ever been bullied? How did you feel? What did you do? What happened next?
- How is cyberbullying different from regular bullying?

Marcus has an asthma attack. He wants you to call his mom, not 911. What do you do?

Call 911

Call his mother

If you call 911, Marcus gets help quicker. If you call his mom, his recovery takes longer.

Cell phones are meant for use in emergencies, and 911 is the number to use.

## Discussion Questions

- Should you always listen to your friends and do what they ask when they're in trouble?
- What are some other situations where you would want to call 911?

You find Hayley's cell phone and some explicit photos of her. Do you send them out?

**NO**

**YES**

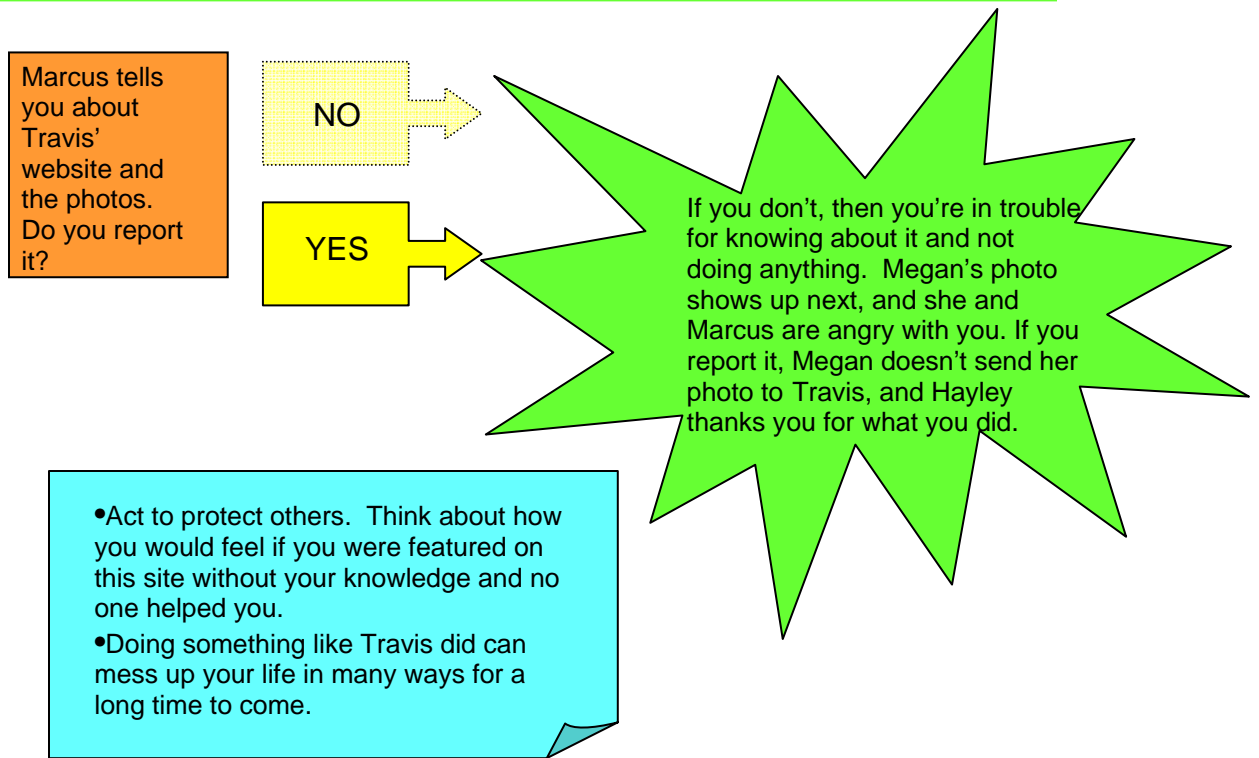
Keep them on your phone for now

If you send them, you're just as bad as Hayley. You end up lying to your friends about it too. If you keep them on your phone, your mother finds them. She confiscates your phone and you miss the bus the next day.

- Once photos are sent, you can't get them back if you regret your actions later.
- You may not be able to control who sees what is on your phone.
- If the photos are explicit, then you could be charged with possessing or distributing child pornography.

## Discussion Questions

- Is trying to get back at somebody a good way to handle problems with that person?
- How do you think your friends would react if you tried to get back at someone this way? Should the reaction of your friends affect your decision making?



### Discussion Questions

- What if the girls involved agreed to have their photos posted on the website? Would that change your decision?
- What other types of information on the Internet should you report? (Examples: physical threats, suicide)

## Minimum System Requirements

- Windows XP or Vista/Mac OS 10.3 ("Panther") or higher
- Adobe Flash Player 9+ (included)
- 1 GHz or faster processor (2 GHz is recommended for full-screen playback at high resolutions.)
- 256 MB of RAM (512 MB is recommended.)
- DVD-ROM drive
- Video card and display (1024 \* 768 minimum resolution)
- Sound card and speakers/headphones
- Keyboard and mouse

## Troubleshooting

If the video skips or hesitates ...	Part of your computer can't keep up. The problem could be lack of CPU processor speed, amount of memory (RAM), or both. If you have minimum system requirements, try closing any open applications and/or decreasing screen resolution to improve performance.
If there is no sound ...	<ul style="list-style-type: none"><li>☑ Double check the connections.</li><li>☑ Do the speakers have power?</li><li>☑ Are the speakers on?</li><li>☑ Is the volume turned up?</li></ul> <p>After those checks, if you still don't have sound, contact your AV folks and tell them there may be a problem in the sound card or speakers.</p>

## Statistics

For information on the latest statistics, resources and news about teens and mobile technology, please visit [webwisekids.org](http://webwisekids.org).

### **Questions and Comments**

Contact Web Wise Kids at [info@webwisekids.org](mailto:info@webwisekids.org) or 1-866-WEB-WISE.