

Follow up questions for “A Tale of Three Monsters”

1. Can you remember what the monsters wished for?
2. Why was the Internet Adventurer not happy with their wishes?
3. What happened in real life when the monsters made their wishes in the game?
4. What advice did the Internet Adventurer give?
5. What did the monsters do to complete the game?
6. How and why did the mermaid character get turned into a sea serpent?
7. What did you like best about the story?
8. Are you the same person on and offline?
9. What safety advice would you give to other children playing games online, to help them enjoy themselves?

(Complete our follow up lesson plan “Playground Games and Primary Drama, also available in the Primary Resource pack)