

LEVEL READY QUEST

Facilitated Discussion Guide



Our Rescue has created games to encourage children, teens, and others to learn about online safety. These games are designed to spark reflection, build awareness, and help learners apply what they have learned in real-world exchanges to keep themselves and others safe.

Facilitated Discussion Guide (for Teachers, Parents, Youth Groups and more)

Our Rescue believes in having ongoing conversations with young people about online safety, and our games serve as a useful starting point for these conversations. After playing these games, we recommend having a semi-guided conversation on how they relate to real world scenarios.

Tips for leading a great conversation:

- Keep it open ended — avoid yes/no questions. Stay calm and supportive — kids and teens share more when they feel safe.
- Normalize asking for help — make it clear they won't get in trouble for being honest, and they will be believed.

Please see some recommended questions to ask after playing these games:



Every post, comment, and click leaves a trail. Make choices and see what happens — and discover how your online actions can stick around longer than you expect. *Age Advisory 9+*.

Questions to ask after playing Digital Detective:

- What information in the game turned out to be “less safe” to share than you expected?
- Will you change anything about what you post online after playing?
- What's one safety tip from the game you think everyone your age should know?
- Can you think of a time these digital detective skills could help you outside the game?
- What are some good ways to protect your information when you're gaming or chatting?
- If something in the game happened to you in real life, who could you talk to?
- What kinds of messages or posts online might make you stop and think twice?

PLAY NOW



Read real-feeling online messages and decide: does this person seem trustworthy — or are there warning signs? Learn to slow down, notice red flags, and say no. *Age Advisory 12+*.

Questions to ask after playing Friend or Foe:

- Which red flags were the easiest to spot? Which were hardest?
- Which red flags in the game felt most realistic based on your online experiences?
- How do online “bad actors” try to gain someone’s trust?
- What makes a profile seem genuine to you?
- How can photos, mutual friends, or shared interests be misleading online?
- Did you choose safety (or reject the friend request) even when a profile *seemed* friendly? Why or why not?
- Have you ever accepted a risky friend request by mistake? What happened?
- If a friend is about to accept a risky request, how could you help them think it through?
- If you are not sure about a friend request, who might you talk to about it?

[PLAY NOW](#)



You start with a limited amount of privacy. Decide what's worth sharing — and what isn't. See how oversharing can snowball and learn to protect what matters. *Age Advisory 12+*.

Questions to ask after playing Privacy Budget:

- What factors influenced how you spent your privacy points?
- How might bits of information shared over time create a bigger picture of someone’s life?
- Were there choices that seemed harmless at first but had bigger consequences later?
- What does it look like to take back control if you realize you shared too much?
- Who are the adults or peers you trust to talk to if something online doesn’t feel right?
- How can adults support online safety without controlling everything?
- What’s one boundary you want to keep stronger online?
- What advice would you give another young person about protecting their privacy while staying connected?

[PLAY NOW](#)



Spot phishing emails, sketchy DMs, and suspicious links. Inspect the clues, write a safe reply, and get AI feedback — so you can handle anything that lands in your inbox. *Age Advisory: 15+*.

Questions to ask after playing Inbox Inspector:

- Do you ever feel “message stress” or stress from getting a lot of messages or notifications?
- How do you or your friends manage message stress?
- Why do bad actors create a sense of urgency?
- How did you know when a message was safe? Not safe?
- If something feels urgent, what can you do to stay calm and relaxed?

[PLAY NOW](#)



A story-based game that shows how an online conversation can turn unsafe — and how to respond. Block, get help, and remember: what happens is never your fault. *Age advisory 15+*.

Questions to ask after playing Exploitation Escape:

- What are some ways someone could respond if they started to feel pressured or uncomfortable?
- If someone your age was targeted, what would you want them to know about getting help?
- How can peers support each other if something like this happens?
- What stood out to you most about how sextortion works?
- What surprised you about the tactics that perpetrators use?
- Why do you think shame is such a powerful tool for people who do this?
- What are some healthy boundaries you think people your age can set online?
- How can we reduce the stigma around making mistakes online?
- Who are some trusted adults that you can talk to? Is there a good person or resource in your community?

[PLAY NOW](#)