



# Guide and Classroom Companion

**Format: mobile application**

**Genre: educational game**

**Ages: 11 and up**

**Platform:**

iOS (available October 2011)—designed for iPhone and also compatible with iPad  
Android (available December 2011)—designed for Android, version 2.2 or higher

*Created by:* Carnegie Mellon University and Web Wise Kids



## About Carnegie Mellon University's Information Networking Institute:

In response to former President Bush's National Strategy, Carnegie Mellon University's Information Networking Institute (INI) began the MySecureCyberspace initiative in 2005 to teach the knowledge and best practices of "cyberawareness"—an awareness of safe, secure and responsible use of computers and the Internet—to users of all ages. The INI has developed a suite of supportive, web-based, publicly accessible tools, including the MySecureCyberspace portal for the general public, Carnegie Cadets—The MySecureCyberspace Game, and The Carnegie Cyber Academy website for children and educators at [www.carnegiecyberacademy.com](http://www.carnegiecyberacademy.com). Join the initiative on Facebook at [www.facebook.com/mysecurecyberspace](http://www.facebook.com/mysecurecyberspace) and [www.facebook.com/carnegiecadets](http://www.facebook.com/carnegiecadets).



WEBWISEKIDS

## About Web Wise Kids

Web Wise Kids (WWK) is a national non-profit organization, "Dedicated to promoting a culture of safety, respect and responsibility for youth and families in this digital world." WWK does this by creating and distributing interactive content through the same media in which kids and adults live their lives. WWK programs have reached over 10 million youth and thousands of parents nationwide. For more information on Web Wise Kids or to make a donation, visit <http://www.webwisekids.org/donate>. Follow Web Wise Kids on Twitter at @webwisekids, Facebook at <http://www.facebook.com/webwisekids> or YouTube at <http://www.youtube.com/webwisekids>.

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## Introducing BeSeen



Teenagers want to “be seen” as popular, but they’re often confronted with situations where the best decision may not seem like the popular choice. With the pressures teenagers face of earning good grades, making friends with the right people, avoiding bullying, and striving for popularity, the social scene at school is not for the

faint of heart. These pressures don’t disappear when the bell rings at the end of the school day. In today’s world, one’s actions can be captured and posted online, where they could make or break a person’s reputation in cyberspace. On social networking websites, teenagers continue to interact from computers and mobile devices at home, at the library and at their friends’ houses. They feel pressure to fit in, to settle fights between friends, to stand up for what is right and to avoid people who could cause trouble. These challenges are enough to drive someone crazy, and such pressures have sent real teenagers down the path to depression and, in the worst situations, even suicide.

BeSeen is provided by Carnegie Mellon University and Web Wise Kids to teach youth how to be responsible in social networks by securing their personal information, protecting their online reputation and defending their peers. This online safety mobile application is a single-player game that simulates a social networking website, where the player creates a profile and starts earning “friend” characters. The player learns about others through their posts and helps them through challenges in order to win awards and make new friends.

In BeSeen, the ultimate quest is to make friends. At first, that is a matter of getting involved in school activities, but as more friends join a social circle, they bring their problems with them. To keep friends and make more, it’s important not only to be involved but also to be a good friend.

A good friend helps others to make good decisions. A good friend alerts others to danger and helps them through the tough times, so everyone will be safe and happy when it’s time to go out and have fun. As BeSeen will demonstrate, it’s hard to be a good friend. Who is up for the challenge?

## BeSeen for Educators

BeSeen is an educational game about online safety with a focus on the responsible use of social networking websites. It’s intended to be used in the classroom for sixth grade and up.

### There are three main learning objectives of BeSeen:

- Learn the difference between the positive and negative personal details on social networking profiles to gain the ability to create a profile that reflects well on you.
- Correctly identify private, personal and public information in order to responsibly manage your social networking privacy settings, so the right people can see the right information.
- Learn the actions to take that will protect yourself and defend your peers when witnessing instances of poor cyber citizenship (i.e. cyberbullying, slander, revealing personal info).

The five lesson starters in this document will guide an educator in using BeSeen to teach online safety. An educator can refer to the lesson starters to locate specific parts of the game, to discuss key online safety terms, and to begin classroom discussions about the pressures and dangers teenagers face on social networking websites. Because BeSeen simulates a social networking website, it requires some time and reading to play. To use it in the classroom, it may be best to assign students time to play the game, and later spend time in the classroom for discussion, similar to a reading assignment.

The entire game requires approximately two hours to play, which involves completing the fall and spring semesters of the BeSeen school year. However, students do not need to play the entire game and will encounter educational scenarios within the first 20 minutes of game play. Educators can refer to the Scenario Synopsis Table at the end of this document to see when scenarios take place during the game that can be used for classroom discussion. More than two dozen scenarios are planned into the game. Coupled with the lesson starters, the scenarios equip an educator for classroom discussion about social networking safety.

*Note: The Important Terms in each lesson starter were sourced from the “Cyberpedia” on the Carnegie Cyber Academy at [www.carnegiecyberacademy.com](http://www.carnegiecyberacademy.com).*

## BeSeen's 12 Key Messages

The BeSeen scenarios are based on 12 key messages that are important considerations for students' safe and responsible use of social networking websites. An educator can plan to emphasize some of these key messages and build a lesson plan around them. The key messages are listed below.

1. Your "friends" on social networking websites are only people you know in real life. (See Lesson 2.)
2. You must understand and personalize your privacy settings, and then review them regularly. (See Lesson 1.)
3. Your online profile should reflect your best qualities. You never know who will see it, such as schools and groups you would like to join someday, employers you would like to hire you, and other adults and friends who you would like to impress. (See Lesson 3.)
4. Don't say anything about someone online that you wouldn't say to someone face-to-face or on a billboard. (See Lesson 4.)
5. Bullying online is immediate, widespread and permanent. (See Lesson 5.)
6. Cyber threats and dangers could very easily affect you. They're much more common than most people think. For example, over one-third of school children experience cyberbullying. (See Lesson 5.)
7. It's okay to report any wrongdoings that you witness online. You should. (See Lesson 5.)
8. You should ask permission to post any photographs or videos of your friends and to tag them. (See Lesson 1.)
9. When it comes to location-sharing, you should only share your location with people who need to know it, such as your parents. Most of the time, you should simply turn off location-sharing. (See Lesson 1.)
10. Just because you can use mobile devices everywhere and any time, that doesn't mean you should. Think twice to make sure you are not being disruptive to the people or the situation around you. (See Lesson 4.)
11. Don't neglect your real life in favor of your online life. (See Lesson 2.)
12. There are boundaries in the student/teacher relationship in the social networking environment. (See Lesson 3.)

## Assessing Students

To assess student performance, an educator can record the number of awards and friends earned when students complete a semester or the end of the year.

**Awards** - The Awards screen lists the awards chronologically and helps the students keep track of when they've earned an award (and importantly, when they've missed one).

**Friends** - The Friends screen shows which friends the students have earned during the course of game play. Overall, the students are encouraged to earn as many friends as they can, which in turn, displays more content and challenges.

As a bonus activity, a timer is provided on the BeSeen Cypher puzzle, which allows students to try to beat their time or compare it to others. Educators may take advantage of this feature to add some fun and competition.

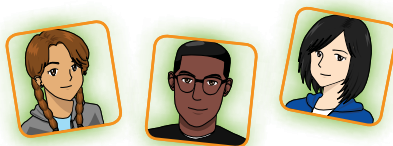
### About Facebook Notifications

Students have the option to post about their progress on Facebook when they complete the first and second semesters. The notification is an extra feature, and it is optional. A Facebook account is not required to play BeSeen.

### Classroom Discussions

The five lesson starters make up the remainder of this document. At the end of the document, a "Scenario Synopsis Table" is provided to further assist educators with leading classroom discussions. For more information, please visit the BeSeen website: [www.playbeseen.com](http://www.playbeseen.com).

## Lessons for the Classroom



### Lesson 1: Create a Safe Profile, Set Your Privacy Settings, and Review Them

**Scenario number and location (date):** #14—Jan 17, 6 pm

#### Scenario's first post:

Female friend: "All efforts to bring my phone back to life have failed :( I have to use my sister's old one now, the # is 555-555-5555. Post your numbers in the comments!"

**Scenario synopsis:** One of the students posts her cell phone number within her status messages for everyone in her network to see. A bully, or even a group of bullies, decides to use the information to harass her by repeatedly sending her text messages. If the player does not recommend she remove her cell phone number from the post, she is increasingly harassed until her parents remove her texting privileges completely.

#### Other scenarios related to Lesson 1:

- #1 - A member of the cross-country team sneaks out of school to get donuts with a friend. She shares her location on BeSeen, providing evidence that she is skipping class.
- #2 - A member of the band gets in trouble for skipping his tutoring session after his friend posts a photo and tags him, showing that he was out with friends when he should have been studying.
- #6 - A cyber predator steals the account of a student and pretends to be him in order to prey upon other students at the school.
- #13 - A female student takes a sexy photograph of herself and sends it to her boyfriend. The boyfriend's cell phone is lost and someone passes the photo around the school.
- #15 - The player begins receiving bad-tempered texts from an anonymous student because he/she posted her phone number in comment to a friend.
- #21 - A member of the swim team brags about her upcoming vacation. Unfortunately, she is also revealing to everyone when her house will be empty and at risk for a break-in.
- #23 - The environmental team posts a photo of their Earth Day preparations, but it reveals a dirty, sloppy garage of one of their teammates in the background, and their teammate is ridiculed for it.

#### IMPORTANT TERMS

**Privacy Settings** - Settings used to adjust who can see your content on a website, forum or profile.

**Profile** - A collection of information about you on a social networking website, like your hobbies and interests. Users must walk a fine line when filling out a profile to make sure they aren't revealing anything too personal or risky.

**Social Networking Website** - A website that brings people together to keep in touch and share news, links and pictures.

#### BACKGROUND

All social networking websites share a goal of sharing information among friends or members of a group. Before a user is able to share information through the website, it is necessary to register and create a profile. The profile will identify the user to others and even reveal some personal details, such as a photograph, interests and hobbies. The privacy settings on the website will allow a user to control who can view her profile.

To use social networking websites responsibly, it is necessary to understand the privacy settings. Some people can act ill-tempered, childish or judgmental, and they may use social networking websites to put down, harass, intimidate, embarrass or otherwise bully other users. By managing the privacy settings to control who can see the profile and what parts of the profile they can see, a user is protected against people who could attract the wrong kind of attention or potentially stir up trouble.

#### CLASSROOM DISCUSSION

1. What type of information would you publish on your social networking profile? Consider this type of information and try to think of ways that someone could use it to cause problems for you.
2. Who would you allow to view your social networking profile? Are they close friends and family or do you share your profile with acquaintances and other people you don't know very well? What is your reasoning for sharing information with these people?
3. Do you think privacy settings are adequate protection from people who might use the website to bully or embarrass others? Discuss.

#### LEARNING OBJECTIVE OUTCOME

- Identify profile and privacy settings as key components of social networking.
- Understand the use of discretion when posting on a social networking website.

## Lessons for the Classroom



### Lesson 2: Know Your Friends, Focus on Life Offline

**Scenario number and location (date): #10—Nov 30, 2 pm**

**Scenario's first post:**

Female friend: "Awwww, one of the seniors friended me just to wish me a happy birthday! who'd have thought ppl you haven't even met could be so nice!!"

**Scenario synopsis:** A female student begins receiving messages from someone on the school network whom she does not know personally. The stranger flatters her and pretends to be interested in dating her. She presumes he goes to her school, but in fact he has broken into the account of a student and is pretending to be him. If the player does not warn her to be cautious of people she doesn't know, she is lured into meeting the stranger offline and narrowly escapes being kidnapped.

#### Other scenarios related to Lesson 2:

- # 6 - A cyber predator steals the account of a student and pretends to be him.
- #19 - A football player becomes addicted to an online game called Cauldron's Fury and his grades begin dropping so low he risks losing a place on the football team.
- #25 - The secretary of the environmental team spends too much time texting and playing online games, and as a result, begins losing interest in her school and friends.

#### IMPORTANT TERMS

**Personal information** - Any information that can be used to identify you or your location. This includes not only your name and address but also less-obvious things, like your car's license plate number or what sports team you play on.

**Cyber predator** - Someone who uses the Internet to find children or young people, often because they want to meet them in person and hurt them.

**Grooming** - Working to gain the trust of children or young people, often with the goal of a sexual relationship, though the use of the Internet or a mobile phone.

#### BACKGROUND

Cyberspace allows people to communicate with each other all over the world, not only instantly but also anonymously. While cyberspace has revolutionized communication, it is a tool that must be handled carefully. It's important to spend quality time offline and connect only with your real friends and family through social networking. Through cyberspace, some people seek to disguise their true identities and prey upon unsuspecting victims. Such cyber criminals are less interested in making friends and more interested in abusing a victim's trust in order to steal sensitive information for financial gain (e.g. identity theft or credit card theft) or to harm the victim, either physically or sexually. To be safe, the "friends" on one's social network should be people who are known in real life.

#### CLASSROOM DISCUSSION

1. What do you consider "personal information"? What information would you consider safe to post in your social networking profile?
2. What qualities make a friend a friend? What qualities make an "online friend" different?
3. What if you suspected a friend was spending too much time online, or even being groomed by a cyber predator? What actions would you take to protect your friend?

#### LEARNING OBJECTIVE OUTCOME

- Have an understanding of online grooming and cyber predators as dangers in cyberspace.
- Define personal information and determine what type of information is safe or unsafe to share about oneself online.
- Define the qualities of a person who could be accepted as a "friend" in one's social network.

## Lessons for the Classroom



### Lesson 3: Manage Your Online Presence

**Scenario number and location (date):** #8—Nov 13, 1 pm

**Scenario's first post:**

Female friend: "Ugghh, still recovering from Saturday's after-show party, so much fun tho!!" (The post includes a photo of students at a party drinking.)

**Scenario synopsis:** One of the students in the theater club posts about drinking alcohol at a party and adds a photograph to go along with it. If the player does not recommend she remove the post from her profile, she is rejected from her first-choice college later in the school year, after the college's admissions office does some background research on her online.

#### Other scenarios related to Lesson 3:

- #5 - A member of the marching band finds the answer sheet to a test from the teacher's desk and brags about it online.
- #9 - A member of the marching band decides to spread rumors about the rival school's mascot and plans an offensive website.
- #11 - A football player announces that he's hosting a party and will include one of the teachers on the guest list.
- #18 - A member of the school newspaper posts about the winner of a contest before the official announcement is printed.

#### IMPORTANT TERM

**Online presence (also, internet presence or online reputation)** - The record of an individual and her activities on the Internet. A common way to see someone's online presence is to "google" her name.

#### BACKGROUND

Publishing online is fun, whether it's as simple as a comment to a friend or an entire photo album. The excitement grows when a post generates interest from others. As a user spends more time publishing online, that person gradually develops an "online presence."

Sometimes, an online presence can help an individual, based on the positive activities that appear online when her name is run through a search engine. Positive activities may include articles published by that person, recognition for awards received, or participation in charity events. Similarly, negative activities that appear online--such as a person's angry rant about another individual, photographs of inappropriate behavior at a party, or participation on offensive websites--could cause someone to be passed by on job offers, school admittance and other opportunities, as well as lose the respect of their peers. Some negative online activities have even caused students to be expelled from school. An online presence amounts to a person's reputation in cyberspace and is an important thing to know about.

Individuals are responsible for what they publish, even with viewers limited to "friends only." The friends-only label is misleading. Digital information can be very easily copied and shared by anyone who has seen it. Once information is on the Web, it should be considered public and permanent.

#### CLASSROOM DISCUSSION

1. Do you think it's important to have an online presence? Discuss the benefits and drawbacks of having an online presence.
2. What activities make up one's online presence? Describe activities that would create a positive online presence. Describe activities that would be perceived as negative.
3. What happens if information is published about you online that you don't want to be made public? What are some steps you could take to have the information removed?

#### LEARNING OBJECTIVE OUTCOME

- Define the term online presence.
- Have an understanding of the permanence of publishing information online.
- Explain how one can manage an online presence.

## Lessons for the Classroom



### Lesson 4: Mind Your Manners

**Scenario number and location (date):** #22—Apr 10, 1 pm

**Scenario's first post:**

Male friend: "I can't stand editors who abuse their power. I'm so sick of writing about sports. There are real issues at this school that the newspaper should be covering!"

**Scenario synopsis:** A writer on the school's newspaper posts an angry insult about the newspaper editor. If the player does not suggest the writer handle their disagreements face-to-face instead of online, the arguing increases between the writer and editor.

#### Other scenarios related to Lesson 4:

- #7 - A male student takes an embarrassing photo of a member of the swim team and threatens to post it online.
- #16 - A member of the marching band becomes angry when a friend shares her location and she isn't where she said she would be.
- #17 - A male student receives an odd message asking if a video is "really you?" He clicks on the suspicious link and it downloads a virus to his computer.
- #24 - A female student is caught texting during the school musical.
- #26 - A male student shares his friends email addresses on a suspicious website called Tricker Treat without checking the privacy policy. The website sells the email addresses to spammers and he causes them to receive annoying spam in their inboxes.
- #27 - A male student is caught using his cell phone in class right before an exam.

#### IMPORTANT TERMS

**Netiquette** - Rules for acting respectful and polite in cyberspace. These rules help keep the Internet safe and friendly.

**Flaming** - Posting messages that are deliberately mean and insulting. Flaming is a type of bullying and can sometimes continue and even spread into what is deemed a flame war.

#### BACKGROUND

For some people in cyberspace, manners seem unimportant—or even nonexistent—perhaps because communication happens too quickly or, sometimes, anonymously. But it is always a good idea to mind one's manners in cyberspace. For one reason, a person's interactions and activities in cyberspace will build an online presence over time, and a positive online presence will attract good friends. For another reason, good manners will redirect situations that could lead to trouble, such as flaming and harassment, and sometimes prevent them from happening in the first place.

It's inevitable that people will have arguments and misunderstandings. When that happens, it's important to talk with each other about the problem (even go offline). A little consideration for the other person sitting at the computer can go a long way.

#### CLASSROOM DISCUSSION

1. Rude and hurtful comments can be seen often in cyberspace, especially on social networking websites. Why do you think such negative comments are so common?
2. How would you react if someone insulted you through a post on a social networking website? What would you say or do to resolve a situation?
3. Sometimes friends can get into heated arguments on social networking websites. Are there any actions you could take to help the situation as a bystander? Discuss.

#### LEARNING OBJECTIVE OUTCOME

- Define netiquette and flaming.
- Understand the importance of using one's manners in cyberspace.

## Lessons for the Classroom



### Lesson 5: Be a Hero, Not a Bully

**Scenario number and location (date): #3—Oct 10 4pm**

**Scenario's first post:**

A male friend's direct post: I bet the only reason [Name] is even on the Xcountry team is because his rich daddy donated the new weight room's equipment. And we're the ones who suffer, having to watch him come in last place every meet! His friend's comment: Really? That's so lame!

**Scenario synopsis:** One runner on the cross-country team begins bullying another member of the team who does not compete as well as the others. Teammates and friends are quick to add to the negative remarks. If the player does not speak up in defense of the victim, the boy continues to be insulted and his parents eventually transfer him out of the school. The cyberbully is also booted from the network and the player loses both of them as friends.

#### Other scenarios related to Lesson 5:

- #4 - The bullied cross-country runner wants to get revenge.
- #12 - A football player receives a sexy photo of a female classmate that is being passed around the school and must decide what to do with it.
- #20 - A member of the swim team finds a nasty bullying note and shares it on BeSeen.

#### IMPORTANT TERM

**Cyberbullying** - Using the Internet to harass, intimidate, embarrass, or put down others. This can include posting embarrassing information on web pages, tricking people into giving out personal information, sending threatening or cruel messages or emails, or pretending to be somebody else to send mean or embarrassing messages.

#### BACKGROUND

Bullying has always been a problem, but the rise of technology tools to communicate with each other has made the problem worse. Today, a disagreement between two people at school can become a large problem overnight once word starts to get out through social networking websites, texts, IM and email. Cyberbullies can spread rumors, post embarrassing photos or expose personal information about others. Cyberbullying can quickly become a widespread problem for the people involved, and a victim's reputation can be smeared well beyond the school's property.

As a first response to cyberbullying, it is best to practice self-control by ignoring the bully or even pretending to not be offended by turning the attack into a joke. Many times, this unemotional response will cause the bully to lose interest. If the cyberbullying is repeated, it's best to save any evidence and tell a trusted adult about the incident.

Fortunately, schools have rules against cyberbullying, so cyberbullies may face getting suspended or expelled from school. Certain forms of cyberbullying are against the law and the perpetrator may end up paying fines or even going to jail.

#### CLASSROOM DISCUSSION

1. Bullying has always existed. Why do you think cyberspace increases the problem?
2. Have you witnessed cyberbullying in the past? What happened? Was the incident ever resolved, and, if so, how?
3. What would you do if you witnessed someone post insults or embarrassing comments about another person online? Discuss.
4. Does your school have a policy about cyberbullying? What are the steps you should take when you experience or witness cyberbullying?

#### LEARNING OBJECTIVE OUTCOME

- Define cyberbullying.
- Understand that cyberspace intensifies acts of bullying because electronic communication is permanent and widespread.
- Have an understanding of what actions to take when witnessing or experiencing cyberbullying.

Table of Scenarios

#	Description	Date	Initialization Conditions
1	A cross-country runner sneaks out to get donuts but shares her location, showing that she is skipping class.	Sept 7 10am	None
2	A marching band member gets in trouble for skipping his tutoring session after his friend posts and tags a photo showing that he was out with friends.	Sept 20 12pm	None
3	A member of the cross-country team turns the team and other students against one of the other runners.	Oct 10 4pm	Friend earned (Boy, Cross Country) for choosing best update Sept 16: <i>"Bio was crazy this week, I'm already lost. Anyone want to form a study group?"</i>
4	The bullied cross-country runner wants to get revenge against his bully.	Oct 12 10am	Friend earned (Boy, Cross Country) for choosing best update Sept 30: <i>"No one can make you feel inferior without your consent."</i>
5	A member of the marching band finds the answer sheet to a test from the teacher's desk and brags about it online.	Oct 25 3pm	Friend earned (Boy, Band) for choosing best update Oct 21: <i>"A weekend of studying ahead for Bio. Can't wait for mid-terms to be over!"</i>
6	A cyber predator steals a student's account and pretends to be him in order to prey upon other students at the school including the player.	Nov 7 11am	Friend earned (Boy, Soccer) for choosing worst update Nov 4: Photo of player in sexy devil costume (girls) or pimp costume (boys).
7	A male student takes an embarrassing photo of a member of the swim team and threatens to post it online.	Nov 7 11am	Friend earned (Boy, Cross Country) for choosing best update Nov 4: Photo of player in deviled egg costume.
8	A student in the theater club posts about drinking alcohol at a party and adds a photograph to go along with it.	Nov 13 1pm	Friend earned (Girl, Theater) for choosing best update Oct 28: <i>"Going on a caffeine run, shout out if u want 2 go!"</i>

#	Description	Date	Initialization Conditions
9	A member of the marching band decides to spread rumors about the rival school's mascot and plans to post an offensive website.	Nov 14 5pm	Friend earned (Girl, Theater) for choosing best update Nov 11: <i>"Taking trash out stinks- PU! But my allowance is pretty sweet!!!"</i>
10	A female student begins receiving messages from someone whom she does not know personally who pretends to be interested in dating her.	Nov 30 2pm	Friend earned (Girl, Theater) for choosing best update Sept 9: <i>"First week of school done! I can't believe summer's already over :("</i>
11	A football player announces that he's hosting a party and will include one of his teachers on the guest list.	Dec 13 4pm	Friend earned (Boy, Football) for choosing best update Oct 7: <i>"Couldn't make it to the game on friday but I heard you guys did great!! GO WHALES!"</i>
12	A football player receives a sexy photo of a female classmate that is being passed around the school and must decide what to do with it.	Jan 10 5pm	Friend earned (Boy, Football) for choosing best update Dec 23: <i>"Time to ace this Bio final and be done with it!"</i>
13	A male student discovers his cell phone is lost, and it has a sexy photograph of his girlfriend that someone has passed around the school.	Jan 11 4pm	Friend earned (Boy, Band) for choosing best update Nov 18: <i>"Spending Thanksgiving with the relatives. Wonder what my crazy cousins r doing!"</i>
14	One student posts her cell phone number within her status messages for everyone in her network to see.	Jan 17 6pm	Friend earned (Girl, Newspaper) for choosing best update Jan 13: <i>"Got the late winter blahs, anyone up for something fun this weekend?"</i>
15	The player receives texts from an anonymous student after posting a phone number in comment to a friend.	Jan 19 4pm	Friend earned (Girl, Newspaper) for choosing best update Jan 13: <i>"Got the late winter blahs, anyone up for something fun this weekend?"</i> AND for choosing worst comment Jan 17 challenge: <i>"Mine is 123-123-1234, call meeee!!!"</i>

#	Description	Date	Initialization Conditions
16	A member of the marching band becomes angry when a friend shares her location and she isn't where she said she would be.	Feb 1 7pm	Friend earned (Boy, Band) for choosing best update Nov 18: <i>"Spending Thanksgiving with the relatives. Wonder what my crazy cousins r doing!"</i> AND Friend earned (Girl, Band) for choosing best comment Jan 11 challenge post: <i>"I'll delete it if I see it. You sound freaked out, do you need to talk to someone?"</i>
17	A male student receives an odd message asking if a video is "really you?" He clicks on it and downloads a virus.	Feb 7 10am	Friend earned (Boy, Soccer) for choosing best update Dec 16: <i>"Can't wait for the holiday break, I'll finally get to sleep in!"</i>
18	A member of the school newspaper posts who won a contest before the official announcement is printed.	Feb 23 1pm	Friend earned (Girl, Newspaper) for choosing best update Jan 6: <i>"Knowledge is knowing a tomato is a fruit; Wisdom is not putting it in a fruit salad."</i>
19	A football player becomes addicted to an online game and his grades drop, risking his place on the football team.	Feb 29 4pm	Friend earned (Boy, Football) for choosing best update Feb 3: <i>"A true friend is someone who thinks that you are a good egg even though he knows that you are slightly cracked"</i>
20	A member of the swim team finds a nasty bullying note and shares it on BeSeen.	Mar 15 12pm	Friend earned (Girl, Swim Team) for choosing best update Feb 24: <i>"Gonna give blood even though I hate needles, it saves lives people!"</i>
21	A swimmer brags about her vacation. Unfortunately, she is also revealing when her house will be at risk for a break-in.	Mar 21 10am	Friend earned (Girl, Swim Team) for choosing best update Feb 17: <i>"Did you know Valentine's Day is actually in honor of 2 Saint Valentines? It's not all about candy and hearts!"</i>

#	Description	Date	Initialization Conditions
22	A writer on the school's newspaper posts an angry insult about the newspaper editor.	Apr 10 1pm	Friend earned (Boy, Newspaper) for choosing best update Mar 23: <i>"Guess I'll be home for break, anyone else staying in town?"</i>
23	The environmental team posts a photo of their Earth Day preparations, but it's in a place that is dirty and sloppy and their teammate is ridiculed for it.	Apr 18 9am	Friend earned (Girl, Eco Team) for choosing best update Mar 9: <i>"Parents say if I don't want to drive the minivan then I need to pay for a car myself. I need a job!"</i>
24	A female student is caught texting during the school musical.	Apr 26 12pm	Friend earned (Girl, Soccer) for choosing best update Mar 16: <i>"Happy St. Patrick's Day! I'm looking for something green to wear."</i>
25	A female student spends too much time texting and playing games and loses interest in school and friends.	May 16 3pm	Friend earned (Girl, Eco Team) for choosing best update Nov 25: <i>"After a good dinner, you can forgive anybody...even your own relations."</i>
26	A male student shares his friends email addresses on a website and causes them to receive spam.	May 2 1pm	Friend earned (Boy, Swim Team) for choosing best update Apr 20: <i>"Has anyone seen my cell phone? I had it this morning but now I can't find it."</i>
27	A male student is caught using his cell phone in class right before an exam.	May 23 1pm	Friend earned (Boy, Theater) for choosing best update Dec 9: <i>"I've been trying really hard to get through to my parents. It's so frustrating!"</i>

