If you could have any three wishes granted, what would you wish for?



What is your favorite ice cream? What are your favorite toppings?



If you could spend a day as a character in any book, what book would you choose?

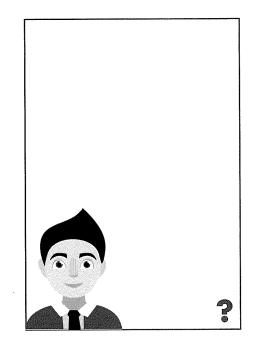


9

How do you know if you can trust someone?

Who are some people you think you can trust?





If you could wake up and be a pro at any sport, which sport would it be?



2

What if you are walking to school with a friend and a car pulls up next to you and asks for directions to the school?



What if you are playing outside with a group of friends and a neighbor invites you into their house?

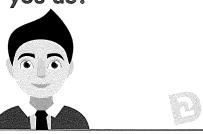


What's the funniest face you can make?



7

What if someone tries to talk to you in the restroom? Or if someone tries to touch you? What would you do?



What if someone you didn't know wanted to give you a gift? What would you say?



What if we were in the store and you couldn't find me. Who would you ask for help?



What if you were online and someone asked about you or your family in a chat?



What if you were with a babysitter and they had a friend come over that you didn't know?



What if you were in a locker room and your coach or teacher asked you to undress in front of them?



Would you rather have a car that flies or drives itself?



If you could create an imaginary animal, what would it look like?



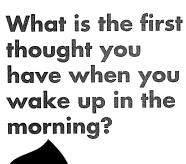




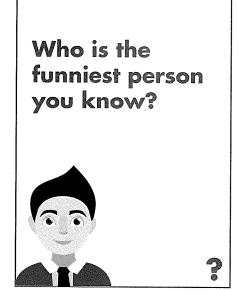












What would be a fun sound to use for the school bell?



What if you were at an overnight stay at a friend's and you woke up in the middle of the night and felt scared?



What do you think your mom or dad were like as kids?



What if someone showed you something that made you feel uncomfortable? What would you do?









HOW TO PLAY: Play the game with one person, such as a parent, being the "asker" and the child giving the responses, or everyone can participate by sharing the deck and allowing players to take turns asking questions. Always let children come up with the answers on their own if they can. They're more likely to remember the scenario and the answer that they came up with and apply it in real life, if a situation arises.

PREVENTION CARDS: The cards have been coded to allow parents to have control over the types of questions in the deck. The sexual abuse prevention topic cards will have a on the question side. It's recommended to start the game with more general questions and to add prevention questions as the child is more accustomed to the game.

BLANK CARDS: If a blank card is drawn, the asker has the opportunity to make up their own question, or put the blank card in the discard pile and draw another card.

What do you think is the difference between a surprise and a secret?



