

## There's nothing better than *child's play for teaching kids safety.*



Angela was confused. Someone with a screen name she didn't recognize just sent her a message. She was chatting online with her best friend when the message popped up. The sender said he was a 12-year-old boy named Jordan. He asked for her name and where she lived.

Angela started to answer, but then she remembered one of the answers to the QUICKTHINK game she played yesterday at school. The answer card said it was not safe to chat or share personal information with strangers online. Angela clicked on the button that reported the sender to her Internet provider. She said good-bye to her friend and logged off.

About

### **QUICKTHINK**

Prevent Child Abuse Georgia's QUICKTHINK board game was designed by two educators to teach children safety through play.

Endorsed by the Savannah-Chatham County Public School System, it has been played there for more than nine years and has been used in the Cobb County and Marietta City School Systems since 1999.

QUICKTHINK is set in the city of Foozerville. Children roll the dice and move colorful game pieces past familiar sounding places like the mall, the school and the community center. When children land on a QUICKTHINK or Decision space, they pick a situation card and answer a question regarding safety.

Internet predators are just one danger school-age children face every day. Prevent Child Abuse Georgia's QUICKTHINK GAME also teaches children how to handle important issues like bullies, guns and drugs. The game's content is culturally sensitive and reviewed by child serving professionals to make sure it is developmentally appropriate.

Research shows that children develop better decision-making skills when they participate in activities like QUICKTHINK, where they are asked to decide what their peers should do in reality-based situations.

QUICKTHINK. It's fun. More important, playing it may save a child's life.