



News & Updates



February 2026: Online Safety in the Gaming World

Teacher's Corner

This Valentine's season, remember to show yourself the same care and kindness you give your students every day. Teaching young learners takes patience, heart, and energy, and you give all three so generously. As you begin preparing students for state testing, know that the routines, encouragement, and confidence you build daily matter just as much as any assessment. The love you pour into your classroom makes a lasting difference—thank you for all that you do.

Safety Tips for Students

- Ask an adult first before playing games or going online.
- Keep personal info private—don't share your name, age, school, address, or photos.
- Use kind words and stop playing if someone makes you uncomfortable; tell a trusted adult.
- Play age-appropriate games approved by a safe adult.
- Speak up if something feels wrong—get help right away.

Remember!

If a student discloses, **STOP** and **contact DCS** immediately at 800-800-5556

TEACHER GIVE AWAY!



We're giving away another prize this February! To enter, email your answer to the question below to mfloyd@hollyshouse.org. Include your name, grade, and school.

Entries due Monday, February 16.

Question:

Which part of our newsletter do your students love most—Safety Tips, the Lawson story, or the Safety Activity?



Lawson and the Safe Gaming Rule

Lawson the Safety Parrot was a bright red bird with big wings and an even bigger voice. He loved keeping kids safe—especially online.

One day, Lawson swooped into Alex's room while Alex was gaming.
"Squawk! Fun game—but play it safely!"

A stranger popped up: "What's your name?"

Lawson flapped. "Uh-oh! No sharing personal info!"

Alex didn't type a thing.

"Nice save!" Lawson cheered.

Then the stranger asked, "Wanna be best friends?"

Lawson shook his feathers. "Only chat with people you know in real life!"

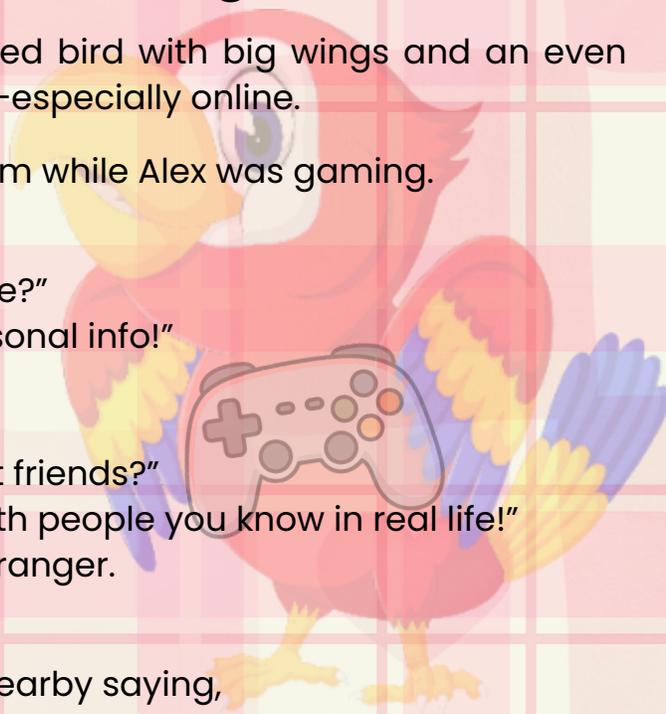
Alex told a safe adult, who blocked the stranger.

"Boom. Safe again," Lawson squawked.

Alex kept playing, and Lawson perched nearby saying,

"Remember—no sharing, be kind, and tell an adult if something feels fishy!"

Gaming = fun and safe with Lawson on patrol.



Move It to Prove It! Online Safety Game

How to Play:

Read each scenario out loud. Students listen, think, then move their whole body to show the answer.

✓ SAFE = Jump up, give a big thumbs-up, and say "SAFE!"

✗ UNSAFE = Crouch down, thumbs-down, and say "STOP!"

(Practice the moves once before you start!)

Scenarios

"You ask a parent before downloading a new game." ✓

"A stranger in a game asks for your real name." ✗

"You play a game your teacher or parent says is okay." ✓

"Someone in a game uses mean words." ✗

"You tell a safe adult if a game makes you feel scared or confused." ✓

"You share your address or school name in a game." ✗

