Caught in the Net

Bobby makes a safer choice

A story to share

Beatbotz Education



This is Bobby.
He loves bubbles, games
and his bright blue reef.



Best of all, Bobby loves playing
with his friend from school.
"Come on!" says his friend.



Their teacher has
a little reminder.
"Games can be wonderful."



"If something does not feel right,
STOP - THINK - TELL
someone you know and trust."




Bobby and Mum check a new game.
Is it right for him?
Who can send messages?

Then Bobby begins.

Coins! Colours! A whole new world!

He is ready to play.



A message pops up.
"Hello! I like this game too."
It is from Unicorn Sparkly.



The picture looks friendly.
But Bobby has never met
this person in real life.



"Where do you live?"

"Send me a photo."

Bobby is not sure.



His address, school and password
are private. He can say no.
He can ask for help.



"Keep our messages secret."

"Let's meet outside the game."



Bobby's tummy feels wobbly.
He does not arrange a meeting.
Something does not feel right.




STOP.
Bobby puts down the controller.
He stops replying.


THINK.
"I don't have to work this out alone.
I can ask Mum."

TELL.

"Mum, something in my game feels wrong. Can you help?"



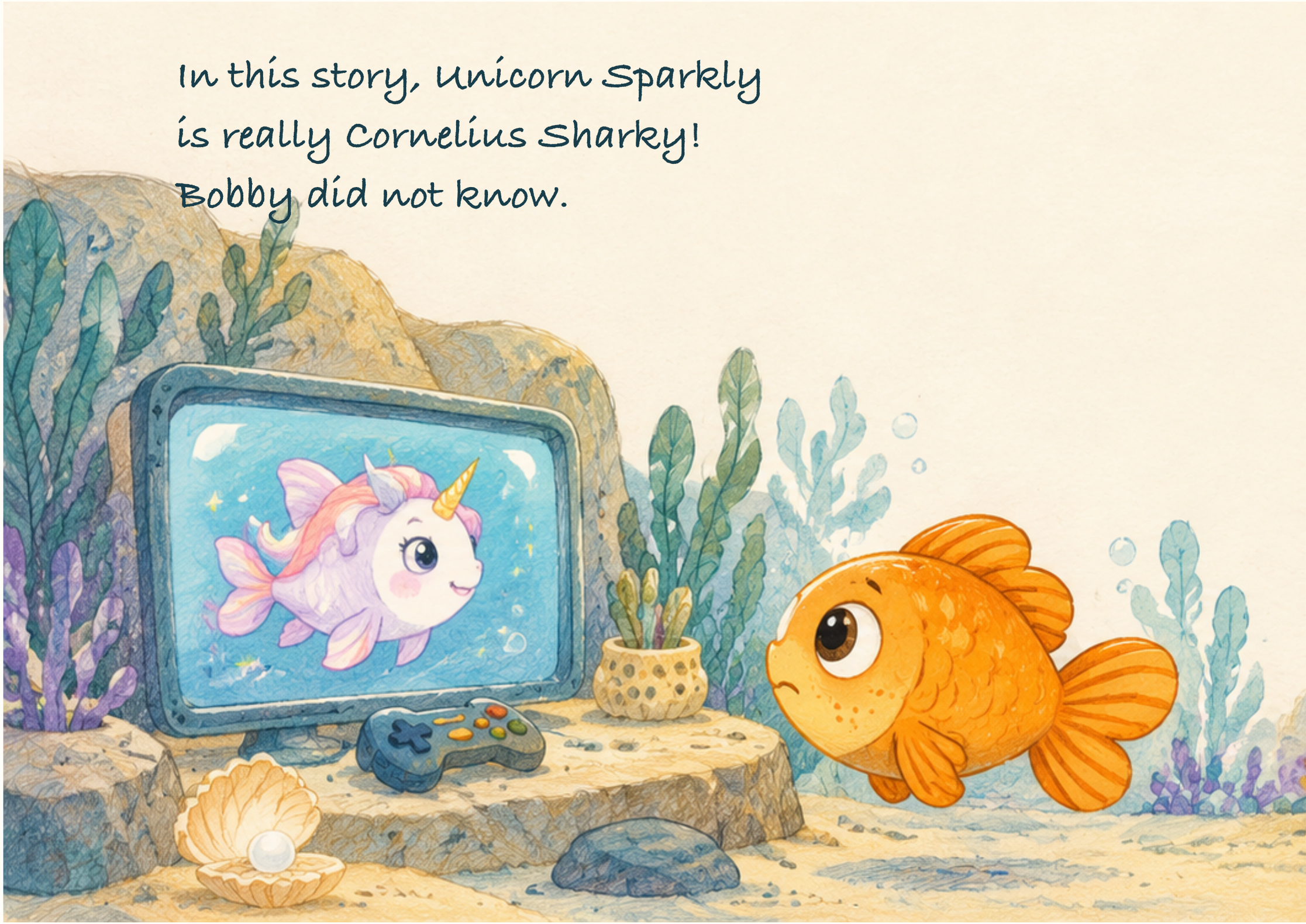
Mum listens.

"Thank you for telling me.

We can look together."



In this story, Unicorn Sparkly
is really Cornelius Sharky!
Bobby did not know.



An avatar cannot prove
who is behind a screen.
It is a picture, not a promise.




Not every unfamiliar person is unsafe.
But Bobby does not have to share
private details or keep worrying secrets.

Mum helps with block and report.
They check the settings together.
Bobby does not have to fix it alone.



Soon Bobby is playing again
with his friend.
There is still so much fun to find.

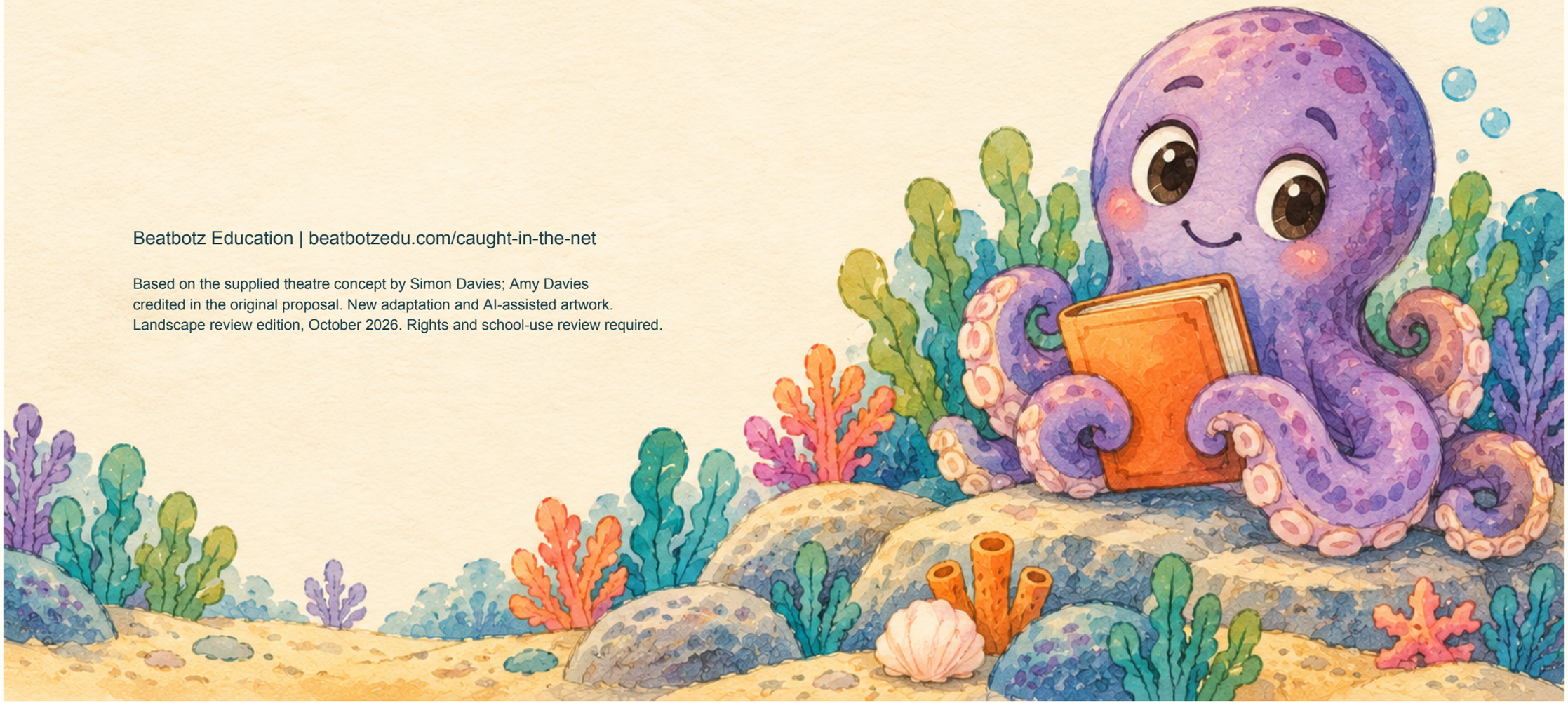


And if a game, video or message
makes him unsure, worried or scared?
STOP - THINK - TELL.



If you are not sure,
tell someone you know and trust.

STOP - THINK - TELL



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Based on the supplied theatre concept by Simon Davies; Amy Davies credited in the original proposal. New adaptation and AI-assisted artwork. Landscape review edition, October 2026. Rights and school-use review required.