ONLINE CONNECTIONS

Post-Reading Activities

Activity 1: True or False?

Read each sentence. If it is true according to the story, write **True**. If it is false, write **False**.

1. Chloe wanted to play games online with Finn.   _____
2. Chloe made a video call first, then sent a message.   _____
3. Finn's internet was working perfectly.   _____
4. Finn's phone showed a happy face emoji.   _____
5. Chloe's dad knew about a simple app.   _____
6. Finn used Wi-Fi to get the new app.   _____
7. The new app worked and helped them connect.   _____
8. Chloe and Finn played games together for a long time.   _____

Activity 2: Let's Talk About It!

Answer these questions with a partner or in a small group.

1. What was the main problem that Finn had in the story?
2. How do you usually connect with your friends or family online?
3. Do you have a favorite app that you use to communicate? What is it?
4. What do you do if your computer or phone has a problem?
5. Do you think it's important to have good internet to connect with friends? Why?
6. What is one good thing about being able to connect with people online?

Activity 3: WH Question Words

Complete each question with the correct WH question word: **Who, What, Where, When, Why,** or **How**.

1. _____ wanted to play games with Finn?
2. _____ did Chloe send first?
3. _____ was Finn's big problem?
4. _____ emoji did Finn's phone show?
5. _____ told Chloe about the simple app?
6. _____ did Finn use to get the new app?
7. _____ did Finn look on the screen before the app worked?
8. _____ did they play games for after the problem was solved?
9. _____ is an "app"?
10. _____ do you use to connect to the internet?

Teacher's Key

Activity 1: True or False?

1. Chloe wanted to play games online with Finn. **True**
2. Chloe made a video call first, then sent a message. **False** (She sent a message first.)
3. Finn's internet was working perfectly. **False** (It was not working.)
4. Finn's phone showed a happy face emoji. **False** (It showed a grumpy face emoji.)
5. Chloe's dad knew about a simple app. **True**
6. Finn used Wi-Fi to get the new app. **False** (He used mobile data.)
7. The new app worked and helped them connect. **True**
8. Chloe and Finn played games together for a long time. **True**

Activity 2: Let's Talk About It!

- Answers will vary. Encourage students to share their personal experiences and opinions.

Activity 3: WH Question Words

1. **Who** wanted to play games with Finn?
2. **What** did Chloe send first?
3. **What** was Finn's big problem?
4. **What** emoji did Finn's phone show?
5. **Who** told Chloe about the simple app?
6. **How** did Finn use to get the new app? (Accept "What" if referring to the data itself, but "How" for the method is clearer here.)
7. **How** did Finn look on the screen before the app worked?
8. **How long** did they play games for after the problem was solved?
9. **What** is an "app"?
10. **What** do you use to connect to the internet?