1. Welcome

**Visual Description:**
Outdoor scene. Heart standing on a hill overlooking a town. Town of Consent sign indicating name of town. Heart is an illustrated heart with a face, legs and arms. Heart has a speech bubble with screen text.

**Screen Text:**
WELCOME TO MY TOWN!

It’s not much, but everyone that lives here loves it. Today is a special day. We’re building a new statue right in the center of our town!

**Interactions:**
None
2. **Help build our statue**

**Visual Description:**
Heart is now standing in the town beside a statue. The statue is a plain stone heart sitting on a pillar. There is a paint can, bricks, trowel and a brown bag. Heart has a speech bubble with screen text.

**Screen Text:**
HELP BUILD OUR STATUE!

The statue is special to us because it represents our town’s values of respect, empathy, and compassion that we all have for one another.

**Interactions:**
None

3. **Define - Respect, Empathy and Compassion**
Visual Description:
Heart is now standing in front of the statue. Heart has a speech bubble with screen text.

Screen Text:
Before we get started, let’s make sure you know what each of these words mean. Select each word to learn more.

- Respect
- Empathy
- Compassion

Interactions:
Respect is a button. Empathy and compassion are not selectable and greyed out. As each topic is viewed, the next button becomes available.

3.1 Define - Respect

Visual Description:
Heart standing next to a text box.

Screen Text:
WHAT IS RESPECT?
Showing respect to someone means you act in a way that shows you care about their feelings.
Close
**Interactions:**

Close is a button. When selected, screen returns to previous screen. Empathy is now available.
3.2 Define- Empathy

Visual Description:
Heart standing next to a text box.

Screen Text:
WHAT IS EMPATHY?
Empathy is being able to understand how someone else might be feeling about a situation.

Interactions:
Close is a button. When selected, screen returns to previous screen. Compassion is now available.
3.3 Define- Compassion

Visual Description:
Heart standing next to a text box.

Screen Text:
WHAT IS COMPASSION?
Compassion is when we help someone who needs it. We show compassion with our actions.

Interactions:
Close is a button. When selected, screen returns to previous screen. Next Page button is now available.
4. Finishing Touches

Visual Description:
Looking down at heart standing by the statue with the supplies. There is a paint can, bricks, trowel and a brown bag of concrete. Heart has a speech bubble with screen text.

Screen Text:
HELP ME FINISH THE STATUE!
Everyone worked hard to raise money for the statue, but it looks like it still needs some finishing touches

Interactions:
None

5. Collect all the tools
**Visual Description:**
Box with images of tools. Blueprint, paint, hammer, paint brush and measuring tape. Heart has a speech bubble with screen text.

**Screen Text:**
COLLECT ALL THE TOOLS
Help me collect the tools and paint needed to finish the statue.

**Interactions:**
None


6. Throughout the Day

**Visual Description:**
Heart standing next to a different Town of Consent sign. Heart has a speech bubble with screen text.

**Screen Text:**
THROUGHOUT THE DAY...
...you can help me make sure that I am asking for consent when it’s necessary and that my boundaries are being respected by others.

**Interactions:**
None
7. What Does Consent Mean?

Visual Description:
Heart standing in front of the statue. Heart has a speech bubble with screen text.

Screen Text:
WHAT DOES CONSENT MEAN?
Consent means asking someone’s permission before you:
- Hug them
- Touch them
- Borrow something from them
- Enter into their personal space

Interactions:
None
8. **Important thing about consent**

**Visual Description:**
Heart standing in front of the school. Heart has a speech bubble with screen text.

**Screen Text:**
AN IMPORTANT THING ABOUT CONSENT IS...

...respecting the answer the other person gives. As important as it is that you ask others for consent, it’s equally as important that other people – both kids and adults – are asking YOU for consent and respecting your answer if you say no.

**Interactions:**
None

9. **Consent is Important in our Town**

Consent is Important in our town since we value respect, empathy, and compassion for one another.

Now that you know all about consent, let’s begin collecting the tools and materials we need to finish the statue.
**Visual Description:**
Heart standing in front of the statue. Heart has a speech bubble with screen text. At the bottom of speech bubble are small icons of tools and materials.

**Screen Text:**
CONSENT IS IMPORTANT IN OUR TOWN
Consent is important in our town since we value respect, empathy, and compassion for one another.
Now that you know all about consent, let’s begin collecting the tools and materials we need to finish the statue.

**Interactions:**
None

---

**10. Heart’s House**

**Visual Description:**
Heart standing overlooking the town. Icon of Heart’s house blinks to indicate it being clickable. Five greyed out icons of tools and materials across the top of the page.

**Screen Text:**
Explore each scenario and collect all the tools and materials needed to finish the town statue.
We’ll start our day together at my house! It looks like my sister Zoe needs some help getting ready for school.
Select my house on the map to help Zoe.
11. Getting Ready for School

My little sister and I are getting ready for school. As we get ready to leave, I notice that her sweater is on backwards. What should I say to her?

Select the best response and then select submit.

A. Hey, Zoe. It looks like your sweater is on backwards. Can I help you turn it around or do you want to try?

B. Hey, Zoe. Your sweater is on backwards. Here, let me fix it.

C. Hey, Zoe. Your sweater is on backwards. Do you mind if I help you put it on the right way?

SUBMIT

Visual Description:
Full screen text box. Image of sweater in top right.

Screen Text:
Getting ready for school...

My little sister and I are getting ready for school. As we get ready to leave, I notice that her sweater is on backwards. What should I say to her?

Select the best response and then select submit.

A. Hey, Zoe. It looks like your sweater is on backwards. Can I help you turn it around or do you want to try?

B. Hey, Zoe. Your sweater is on backwards. Here, let me fix it.

C. Hey, Zoe. Your sweater is on backwards. Do you mind if I help you put it on the right way?

SUBMIT

Interactions:
None
11.1 Getting Ready for School - Feedback

Visual Description:
Heart beside text box. Her expression is happy for the correct answers and sad for incorrect. Blueprint icon is collected with correct answer.

Screen Text:
A- Awesome choice! It’s great I asked for Zoe’s permission to help her and even better that I offered her options. Remember: There is no “right” way to ask for permission. The important thing is that you ask! Continue.

B- Almost! Although I was trying to be helpful, my sister Zoe might not want me fixing her sweater. Try again by having me ask for her permission to fix her sweater before doing it on my own. Remember: There is no “right” way to ask for permission. The important thing is that you ask! Try again.

C- Excellent job! It’s great that I asked for Zoe’s permission to help her before I started fixing her sweater. Remember, there is no “right” way to ask for permission. The important thing is that you ask! Continue.

Interactions:
None
12. Heart’s School

Visual Description:
Heart standing overlooking the town. Icon of Heart’s school blinks to indicate it being clickable. Four greyed out icons of tools and materials across the top of the page, blueprint is full color.

Screen Text:
Explore each scenario and collect all the tools and materials needed to finish the town statue.
Now that Zoe’s sweater is on right, we’re ready for school! I really like my teacher, Mr. H. I can’t wait to see what he has planned for us today! Select my school to help me out in class.

Interactions:
None
13. Working on a Project

Mr. H has asked the class to work on a project. I have a great idea, but I need a green crayon to complete the project. I don’t have one, but Daniel does! I ask if I can borrow it, but he says no. How should I respond?

A. That’s ok. If you change your mind let me know!
B. Ok! I can use the colors I already have.
C. Please? I have a really great idea but need a green crayon.

SUBMIT

Visual Description:
Full screen text box. Image of crayons in top right.

Screen Text:
Working on a project...

Mr. H has asked the class to work on a project. I have a great idea, but I need a green crayon to complete the project. I don’t have one, but Daniel does! I ask if I can borrow it, but he says no. How should I respond?

A. That’s ok. If you change your mind let me know!
B. Ok! I can use the colors I already have.
C. Please? I have a really great idea but need a green crayon.

SUBMIT

Interactions:
None
13.1 Working on a Project- Feedback

Visual Description:
Heart beside text box. Her expression is happy for the correct answers and sad for incorrect. Hammer icon is collected with correct answer.

Screen Text:
A & B-Great response! Although I might be disappointed that Daniel didn’t let me borrow his green crayon, I responded in a positive way which shows I respect his decisions and his boundaries. You have collected the hammer! Continue.

C- ALMOST! It’s great that I asked Daniel for permission to borrow his green crayon, but instead of pressuring him into letting me borrow it, I should respect his decision. TRY AGAIN

Interactions:
None
14. Playground

Visual Description:
Heart standing overlooking the town. Icon of Heart’s Recess blinks to indicate it being clickable. Three greyed out icons of tools and materials across the top of the page, blueprint and hammer are full color.

Screen Text:
Explore each scenario and collect all the tools and materials needed to finish the town statue. Now that we’re done with our project, it’s time for recess! I can’t wait to get outside and play!” Select recess to play a game with me.

Interactions:
None

15. Recess is the Best

I want to play my favorite game, basketball, with my best friends Taylor and Ali. When I ask them if they want to play, they say, “No.” I was really excited to play. How should I respond?

Select the best response and then select submit.

1. Why not? We played basketball together yesterday.
2. Oh Maybe we can all play a different game together?
3. That’s old. Maybe tomorrow we can play basketball again.

Submit
**Visual Description:**
Full screen text box. Image of basketball in top right.

**Screen Text:**
Recess is the best....
I want to play my favorite game, basketball, with my best friends, Taylor and Ari. When I ask them if they want to play, they say, “No.”
I was really excited to play. How could I respond?
A. Why not? We played basketball together yesterday.
B. Ok! Maybe we can all play a different game together?
C. That’s ok! Maybe tomorrow we can play basketball again.

**Interactions:**
None

15.1 *Recess is the Best- Feedback*

This response shows that I have respect for the other person’s boundaries. They have a right to say no to my request and it’s great that I respected it.

You have collected the can of paint!

[Image of a happy character with a basketball and the message: GREAT JOB!]

[Button: CONTINUE]
A- ALMOST! It’s important to respect others when they say no, just like it’s important that you’re respected when you tell someone else no. Part of respecting others also means you respect them when they say no, even if we might be disappointed with that answer. TRY AGAIN

B&C- GREAT JOB! This response shows that I have respect for the other person’s boundaries. They have a right to say no to my request and it’s great that I respected it. You have collected the can of paint! CONTINUE

16. Soccer Field

Visual Description:
Heart standing overlooking the town. Icon of Heart’s Soccer Field blinks to indicate it being clickable. Two greyed out icons of tools and materials across the top of the page, blueprint, hammer, and the paint can are now full color.

Screen Text:
Explore each scenario and collect all the tools and materials needed to finish the town statue. What a busy day! Now that school is over, it’s time to head to the soccer field for practice, Coach is waiting! Select the soccer field to come to practice.

Interactions:
None
17. It’s time for Practice

Visual Description:
Full screen text box. Image of soccer ball in top right.

Screen Text:
IT’S TIME FOR PRACTICE…I just got to soccer practice. As I walk onto the field, my coach greets me and asks for a high-five. How could I respond?

A. Give my coach a big, strong high-five!

B. I’m feeling pretty tired, but I don’t want to disappoint my coach, so I give him a high-five.

C. “I’m feeling pretty tired, so I tell him no thanks.”

SUBMIT

Interactions:
None
17.1 It’s time for Practice - Feedback

Visual Description:
Heart beside text box. Her expression is happy for the correct answers and sad for incorrect. Paint brush icon is collected with correct answer.

Screen Text:
A. Cool! Good choice! It’s great my coach asked for my permission to make sure I was ok with a high-five. It shows he respects my personal boundaries. I know that it also would have been just as ok to say no to a high-five. Adults who respect you will respect your answer. You have collected the paint brush! Continue.

B. ALMOST! Although I want to be respectful to my coach, I know it’s 100% OK to say no in this situation, especially if it makes me uncomfortable or even if I’m simply not in the mood for a high-five. Remember, when it comes to our bodies and personal space, WE get to make the decisions. TRY AGAIN

C. GREAT ANSWER! It’s totally OK that I said no to my coach today. Maybe later, if I’m feeling up to it, I can revisit the idea and offer him a high-five. Maybe today high-fives just aren’t my style, and that’s ok too! I get to make those decisions when it comes to my body and personal space. You have collected the paint brush! CONTINUE

Interactions:
None
18. Town Center

**Visual Description:**
Heart standing overlooking the town. Icon of the town statue blinks to indicate it being clickable. One greyed out icons of tools and materials across the top of the page, blueprint, hammer, paint can and paint brush are now full color.

**Screen Text:**
Explore each scenario and collect all the tools and materials needed to finish the town statue. The statue is almost done! Everyone in my community is heading to the town center for the exciting reveal. Select the statue to join me for the big event!

**Interactions:**
None
19. **Who Needs to Ask Your Permission?**

**Visual Description:**
Image of a doctor, police officer, friend, grandma and bus driver standing in front of buildings.

**Screen Text:**
Who needs to ask your permission? Can you identify the community members who need to ask your permission to enter your personal space? Select each community member that should ask you for permission. Then, select submit.

**Interactions:**
Each community member is a selectable. Once selected, submit button becomes available.
19.1 Who Needs to Ask Your Permission? - Feedback

Visual Description:
Heart beside text box. Her expression is happy for the correct answers and sad for incorrect.

Screen Text:
• Selecting all community members: THAT’S CORRECT! All community members, friends, and even family members should ask for your permission before crossing any of your personal boundaries.
• Not selecting all community members: YOU ALMOST GOT IT! Your answer is not quite right just yet. Let’s try again.

Interactions:
None
20. Who Should You Ask for Permission?

Visual Description:
Image of a doctor, police officer, friend, grandma and bus driver standing in front of buildings.

Screen Text:
Who should you ask for permission? Now, identify the members of the community who you should ask for permission before entering their personal space. Select each community member that you should ask for permission. Then, select submit.

Interactions:
Each community member is a selectable. Once selected, submit button becomes available.
20.1 Who Should You Ask for Permission? - Feedback

Visual Description:
Heart beside text box. Her expression is happy for the correct answers and sad for incorrect. Measuring tape is collected with correct answer.

Screen Text:
- Selecting all community members: Good Job! That’s right! You should always ask another’s permission before crossing their personal boundaries. This could include asking for permission to give hugs or just touching them in general, borrow things, sharing items, or sharing information. You have collected the tape measure.
- Not selecting all community members: YOU ALMOST GOT IT! Your answer is not quite right just yet. Let’s try again

Interactions:
None
21. You’ve Gathered All the Tools

Visual Description:
Heart standing beside covered statue with speech bubble. Tools and supplies indicating collection completion.

Screen Text:
LET’S FINISH THE STATUE! You’ve gathered all of the tools and supplies we need to complete the town statue!

Interactions:
None
22. Unveil the Statue

Visual Description:
Heart standing beside revealed statue.

Screen Text:
Wow! What a beautiful statue. Thanks for your help and hard work today! We learned how important it is to both give and get permission. Now, our community will always have a reminder of the important values of respect, empathy, and compassion.

Interactions:
None
23. Remember

Visual Description:
Heart back on hill overlooking the town. Heart has a speech bubble with screen text.

Screen Text:
REMEMBER... Asking for permission and setting boundaries for ourselves can sometimes be confusing. If you have questions or feel confused, talk to a trusted adult in your life. That could be someone at home, at school, or someone else within your community.
For more information and resources on consent and healthy relationships, visit SafeSecureKids.org.

Interactions:
None